

PIRATES OF HAGGROST

WILDERNESS BOOK FOUR

by **BRYAN HINNEN & DAN HAUFFE**

THIS EXCITING, FUN-PACKED MODULE BRINGS TO LIFE PART OF JG'S CAMPAIGN MAP ONE. NUMEROUS WILDERNESS, VILLAGE, AND DUNGEON MAPS, COMPLETE WITH FASCINATING DESCRIPTIONS ARE CRAMMED INTO THIS 48-PAGE FANTASY ADVENTURE!



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Foreword

The **Pirates of Hagrost** is part of the **City State Wilderness Campaign**, a series of works which is planned to detail the wilderness villages, monster lairs, citadels, castles, and actual terrain of the Lands of the City States. The villages have various establishments (shops, taverns, and workhouses) and prominent non-player characters (NPCs) listed, history and way of life of the people briefly detailed, and a list of interesting events and encounters for passing adventurers provided. The five-mile hexes surrounding the villages of each booklet are mapped out on a more detailed scale than that provided in **Wilderlands of High Fantasy**; isolated fortifications shown on the larger **Wilderlands** maps have their garrisons and leaders' characteristics given, weapons and ways of fighting described, and actual constructions covered in detail should anyone choose to attack. The "Lurid Lairs" in **Wilderlands of High Fantasy** list only the type and number of monsters who make their homes in a hex; while the lair is not shown on any maps herein, the text here gives better details on the monsters themselves: Armor type, Hit Dice and Hits To Kill, Attacks, Speed, and Treasure.

The Wilderness Project will cover, by stages, an area bounded by the City State of the World Emperor, the Town of Thunderhold, and Cape Nearhorn (south of Tegel Manor on the east coast of the continent). Each booklet will cover an area on the edge of Campaign Map One, overlapping onto a neighboring map from **Wilderlands of High Fantasy** (Campaign Map Five --Barbarian Altanis, for example) or onto Campaign Map Six from **City State of the World Emperor**. In addition, we may include far-distant places to which the player-characters may wish to travel.

This particular booklet contains maps of twenty-two five-mile hexes in the region drained by the River Hagrost, including two villages in its eastern reaches, Ashenshaft and Wormingford. The maps of the hexes and smaller-scale maps of the villages themselves have been grouped at the center of the booklet for easy removal-- simply loosen the staples, lift out the 11" x 17" sheets, and bend the staples back into place. Photocopying of the maps by the Judge solely for use in his own campaign in conjunction with this booklet is permitted.

We encourage, as always, any changes or elaborations that the Judge feels are necessary to integrate these guidelines into his own campaign. The entire concept of Judges Guild playing aids is an intent to sow the seeds of new ideas in the minds of Judges rather than do all of their thinking for them. Elaboration and extrapolation is always suitable as called for.

For each village herein, the Judge should acquaint himself with the characteristics of the settlement before trying to introduce the players into its environs. Therefore, it is recommended that at least the "History" and "Way of Life" sections on each village be perused first. After that, the rest is relatively self-explanatory. The "History" covers the growth of the village and its role in the momentous events of the Lands of the City States; the "Way of Life" covers the crafts and trades of the natives of the village, the dominant religions (and the characteristics of local deities if summoned), prices of local products, and the main resource of economic base of the village. It, therefore, gives some guidelines as to the behavior of NPCs upon being encountered by the players.

The Wilderness

Each five-mile hex on the Judges Guild wilderlands maps can be subdivided into .2-mile hexes using the **Campaign Hexagon System**. Further subdividing, each .2-mile (1056-foot) hex can be remapped into 42.24-foot hexes using the same system. Here, there are twenty-two five-mile hexes that have been mapped out on the .2-mile scale in the vicinity of the villages of Ashenshaft and Wormingford and the River Hagrost. The two villages are each contained in a .2-mile hex within their five-mile hexes and are therefore mapped out separately on the 42.24-foot scale. The larger maps are to be used for wilderness expeditions, while the maps on the smaller scale are to be used for the players' entrance into, and adventures in, the villages themselves in conjunction with the keys to the establishments (see "Shops & Taverns" section for each village.)

Judges are encouraged to use the wilderness hexes in conjunction with the Campaign Hexagon System. The region here classifies as "Sub-Tropical" for purposes of any trees, other vegetation, and animal encounters. All necessary encounter charts are reproduced here for easy reference. During daylight, there are hunting parties of half-elves circulating from Ashenshaft, and human pirates as well (on both land and water); these should be kept in mind when preparing an encounter for the players.

The bands of the River Hagrost are the most recent haven of a teeming culture of pirates which prey upon the fat merchant vessels of the Estuary of Roglaroon. The pirates have no organized government or plan of defense, but they do have a recognizable culture and a vague code of unwritten laws concerning conduct among their own numbers, and each individual band would put up a fierce fight against any attempt at suppression by the fleets of the Overlord. The Overlord is aware of their presence at his very doorstep and is taking steps preparatory to eliminating them; the first has been the gaining of Ashenshaft as a tributary ally. The pirate bands are rank with Overlord spies.

From **Campaign Hexagon System** "Trees range in height from 4-400' when mature... The tree type is actually the strain predominant in that stand of trees and is a function of latitude... [this has been taken care of -- it is Sub-Tropical]. Actually, climactic zones will vary, but the guideline is intended as a simplified aid only.

"These guidelines are intended as an aid in developing a world in which your players can hunt, engage in trapping, and 'live off the land.' Insects, birds, and small mammals can be dispatched with one blow. For this reason, many are listed as 0 HTK, and this indicates that one point of damage will subdue or kill the creature. The characteristics of the folk and creatures encountered herein are listed in the **Judges Guild Universal Roleplaying Format**, usable with all Game Systems. The format is detailed on pages 32, 33, and 34.

A legendary hero, Gilgai Half-Elven, led his band of warriors near to the site of this village in 3920 BCCC; among them were his three sons. They sought a place where they could build a haven for their kind, outcasts of men and Elves for their mixed blood. They were set upon here by Orcs of the Purple Claw raiding from across the Estuary of the Roglaroon from Dearthwood, and Gilgai was wounded mortally by their Arrows and cruel Scimitars. Yet, he knew that he was near the spot fated for their plans, and, as the last Orcs were slain by his retainers and his sons sought to bind his wounds, he fired an Arrow, saying, "Where it falls, there build thy city." Gilgai spoke no more and died soon after.

Long they searched for the Arrow Gilgai had fired, for his name means Star-Bow, and it was, and still is, said that he put out the eye of a star by firing into the night and caused it to fall. They did build their homes around the small clearing in which the Arrow landed; that green is still clear and forms their market-place, called Ashenshaft, for of no other wood did Gilgai Half-Elven fashion his Arrows.

In its early years, Ashenshaft suffered cruelly because it stood astride the main route of the Orcs when their dark hordes surged forth from Dearthwood in the great migrations that sacked Modron and a dozen lesser settlements. The Half-Elven warriors and their families were quick to learn, however, and were able to flee each time the Orcs approached; yet, they left their homes and belongings behind, of which the Orcs took what they could and burned what was left. Even this was not all that was done to them, for the Half-Elves were not quick enough to avoid the fleet scouting parties of the Orc-hordes, and many bitter and desperate melees were fought close by as Orc and Half-Elf stumbled upon each other.

The great migrations from Dearthwood ceased in or close to the spring of the year 3951 BCCC, and at last the Half-Elves were free to build their village and clear their fields for planting with only the occasional wandering beast of prey to worry them. The descendants of Gilgai led a council of elders in their tribunals and decisions, and the village gradually developed an agrarian culture.

The Groll Times of the forty-second century BCCC left Ashenshaft relatively unscathed; the Groll-hordes bypassed the village, driving farther south and east towards the coast. Ashenshaft continued to draw discontented Half-Elves from all directions, but, in those times, many men came, seeking refuge from the Gnolls who had burned their homes and crops. Peculiar of many villages of the Lands of the City States, Ashenshaft grew in population during the Groll Times and become stronger.

Two great fires in the village, in 4228 and 4370 BCCC (the latter followed by a plague), served to check the growth of Ashenshaft. Since then, it has again steadily grown as settlements are wont to do if left alone. In recent years, however, several evil pirate-bands which have frequented the nearby Estuary of the Roglaroon have made their lairs along the River Hagrost, within a few miles of Ashenshaft. They do not venture far inland and so do not molest this village; yet the Overlord knows of them and their current strongholds and plots to eradicate this menace to his shipping-lane. Ashenshaft, being nearby and not aligned politically, became infested by Overlord spies and rich with Overlord bribes.

Eventually, the descendants of Gilgai disappeared or were found slain, and Celdric, an evil man in the service of the Overlord, became the leader of the council of elders. He and his agents manipulated the council in such a manner that it became his own. By 4418 BCCC, the first heavy toll of Overlord-tribute was being paid by the simple farmers and craftsmen of Ashenshaft under the watchful eye of Celdric; the Half-Elves dominant in the village learned to resent him, and, as the Overlord's plans for a quick and brutal strike against the pirates, using Ashenshaft as a base and source of recruits, draws ever closer to execution, the storm of rebellion brews within the village itself.

Ashenshaft: Way of Life

The bustling market of Ashenshaft, which supplies surrounding farmers with the tools, implements, and other supplies that they cannot make for themselves, is the chief feature of the village and has come to be the main reason for its existence. As Ashenshaft grew from a simple collection of Half-Elven farms, so the role of Humans in its structure has grown; they are the ones who dominate the marketplace and practice the crafts such as smithing, leatherworking and milling.

Sixty per cent of the population of the village is Half-Elven and primarily CGX in alignment. Thirty per cent are CEX Humans, and the remaining 10% are NNN Humans. They form the three factions in this cauldron of discontent. The Chaotic-Evil Humans are in power, loyal to the City State of the Invincible Overlord and ruling with a less than gentle hand. The Half-Elves plot to overthrow them and banish them from the village with all their works to return to the primeval, agrarian peace and relative prosperity they had known. The Neutrals, seeing the conflict grow into a racial hatred and clashing them with the Humans in power, have sided with Celdric and the City State, at least to most persons' knowledge; in fact, they are, in many cases, paid by the pirate-chiefs to impede the use of Ashenshaft as a base by the Overlord, and to warn them of the approach of any Overlord troops.

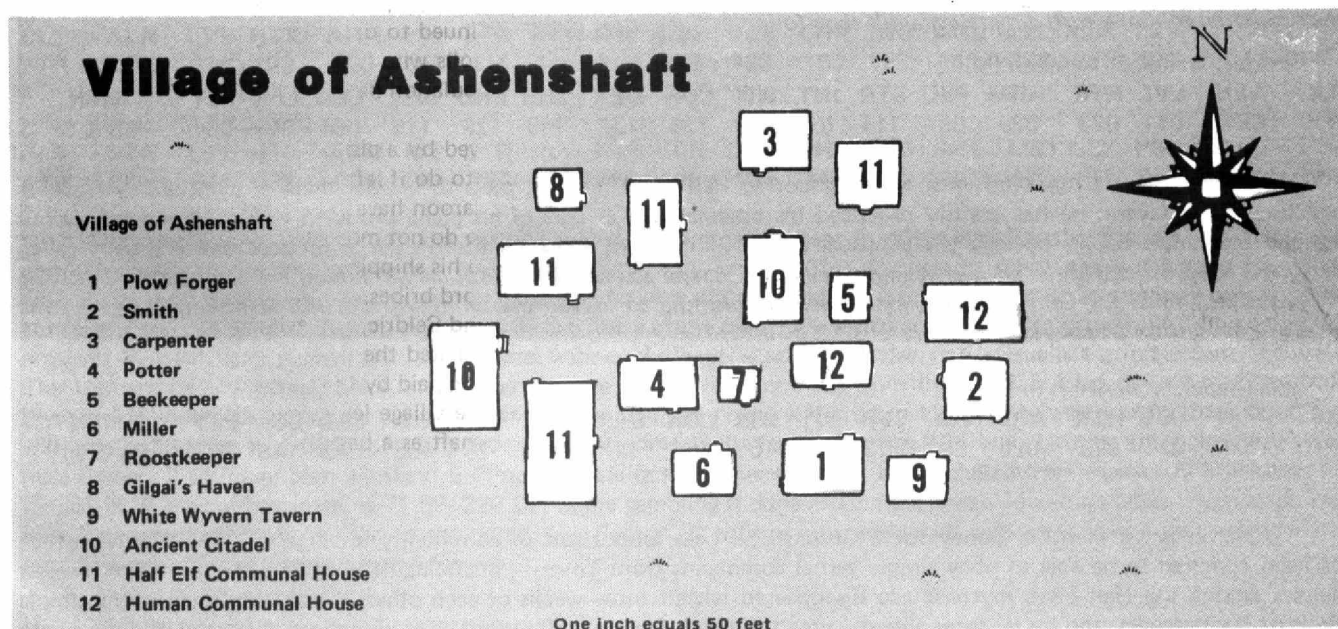
As a general rule, the Half-Elves farm, and the Humans provide services to them; there are a few exceptions, including the Half-Elven Plow-Forger. The local economy is somewhat depressed, with relatively little money in circulation; when an item is available, it is generally at 80% of the standard price. The White Wyvern Inn has been declared off-limits to Half-Elves, who have their own small tavern at the other end of the village; the inn is a favorite rendezvous for the Overlord's spies, operating from nearby Lightelf, a Gnomish village to the east which is similarly controlled by a minority of Humans.

In the manner of religion, this village is truly chaotic. Faith is a matter of individual preference. Many families follow no religion at all; the ones that do keep small shrines in their homes. There is no attempt at organized worship outside the wall of these single cottages.

In times of danger, such as the approach of a marauding predator or band of Orcs from Dearthwood Forest, the people of the village mobilize into a loosely-organized rabble for the most part. Part of the tribute paid to the Overlord is used to maintain an understrength Throng of archers under the command of Governor Celdric; while small, this forms a well-disciplined core around which the Half-Elven peasants rally to defend their homes. A recent order by Celdric calling for weekly drill of all able-bodied males in the village and two hours of target practice has met with mixed reactions among the Half-Elven population; many realize its value in a common defense, but others cannot see past their hatred of the Humans and resentment for anything they do. The peasants are paid 5 CP per session they attend.

The eighty archers of the Throng are armed with Composite Bows and Scimitars, most of their Blades having been captured from raiding Orcs over the years; they are armored with conical Helmets, Studded Leather armor and round wooden Shields.

The peasants that are being marshalled into some semblance of order under their direction are armed with Short-bows and Spears; most 60% have light melee weapons and a few 30% have Shields. Celdric has been calling for the construction of a keep with Overlord funds as has been done for most other tributary villages. However, the Overlord, only planning to use the village as a base against the pirates, sees no further use for it after they are destroyed since it is isolated from the main routes. It would cost more to send the usual Vasthost out of its way to collect the tribute than what the tribute would be worth, and so, after the pirates have been crushed, the Overlord will permit his field marshal to do with Ashenshaft as he sees fit--- this will probably mean the absorption of the Throng of archers into his own Vasthost and the selling of the rest of the population into slavery.



Ashenshaft: Shops and Taverns

1 Plow-Forger: Falrond (M - Half-Elf)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	011	024	020	057	144	128	091	101	133	112	112	156	094	126	042	SB & SP

Falrond, except for his unusual choice of occupation, is typical of the Half-Elves of Ashenshaft. He is seldom called upon to build a plow these days; everyone already has one, and few new people settle here these days. He is kept busy doing minor repair work on plows and other tools at his forge. A finished plow stands waiting for a customer to offer to buy it; Falrond will state its price as 80 GP but can easily be bartered down from that figure since he needs money. He has been considering clearing a plot of land behind his shop and becoming a farmer like the rest of his kind in the village. He can repair most hand-held metal items such as a broken Sword or Shovel for 1D6 x 10% of the original price of the item; broken magical items which he repairs, however, lose their magical qualities. In a leather sack, buried in a corner under the dirt floor, are his meager savings: 21 SP, 44 CP. *Rumor: Governor Celdric was robbed and beaten last night by an enraged band of Half-Elven farmers. . . . Rumor: Three dark riders were spotted delivering a pouch to the Lamp-Maker, then riding off in the night towards Lightelf*

2 Smith: Thargon the Fat (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	041	033	220	083	177	085	099	166	146	073	154	157	042	115	072	SB, SP & DH

Thargorn is a squat, powerful leader of the peasant-levies when they drill and will lead them into battle when next it occurs. He senses something peculiar about Governor Celdric and his many messengers but is not one to ask questions; he seeks only his own survival and gains. He will shoe animals for 1D6 + 10 SP per hoof; smaller animals such as ponies and Light Warhorses will be shod for lesser amounts than Draft Horses, Heavy Warhorses, and such. Thargorn and his wife have accumulated quite a dowry for their comely sixteen-year-old daughter-- the money is hidden in the wall, behind a dummy rafter that can easily be swung aside: 120 GP, 55 SP. All four of Thargorn's sons have run off to seek adventure in one form or another. *Rumor: Giant Rats attacked and killed three drunken travelers outside the White Wyvern Inn last night-- they may be laired someplace nearby. . . .*

3 Carpenter: Karpainto Kalinn (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	021	025	020	061	155	113	105	101	142	102	115	155	072	156	072	SB, SP & HA

Karpainto and his three sons (LVL: 011, HTK: 021, 024, 028, roll STR on D6 + 12, WPN: Shortbow & Spear) are skilled laborers available to lead any assembled work crew in the erection of buildings. They are only available as a team: 100 SP/day. As of late, they have not been very busy at this line of work and have turned to furniture-making on order. Chest of 3 drawers: 60 SP, three-legged stool: 10 SP, large upholstered chair: 80 SP, tables: 20 - 80 SP, high-backed chair: 50 SP, bed-frame (with ropes to support feather mattress): 3' x 7': 70 SP, 6' x 7': 130 SP, cabinets: 5 SP per cubic foot of space inside. Their till is a canvas sack hidden under a pile of wood shavings in a corner: 221 SP, 49 CP. *Rumor: some Half-Elven children told of a rusted metal catapult they found in a cave near the village. . . .*

4 Potter: Wendigor Avuthan (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	011	023	020	067	114	108	099	126	137	103	126	145	064	146	034	SB & SP

Wendigor, in a petty feud with the neighboring Half-Elven farmers, plots to murder them at night with Arrows as they leave their tavern; he has craftily practiced his bowmanship as part of his plans and is +3 to hit. He models various jugs and containers on his potter's wheel: usual price 1SP/quart of capacity, though the artful decorations usually called for by the wives of craftsmen call for higher pricing. He carries a small purse with 44 SP; buried under a plant in a hanging clay pot is his hoard: 120 GP. *Rumor the Half-Elves are plotting to invade the White Wyvern Inn at midnight and cut the throats of every Human sleeping there. . . .*

5 Beekeeper: Tover Harytun (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	011	023	020	063	113	109	103	134	147	087	126	156	043	146	052	SB & 2JV

Tover sells his plentiful honey for 5 CP/pint; his bees form a sort of community intelligence (ALN: NNN), which has been rumored to be able to obey simple verbal commands from Tover -- including "Kill." When two of Tover's worst enemies among the Half-Elves mysteriously disappeared within three weeks of each other, it was confirmed in the simple minds of the peasants, and he is, consequently, greatly feared. (Actually, Overlord spies kidnapped them and sold them into slavery.) The honey is popular among the Half-Elves who habitually spread it on their biscuits and bread. Tover is prosperous, as evidence by his small but handsome cottage (bearskin rug worth 100 SP, four tapestries worth 100 SP each) and his savings (hidden under a trapdoor beneath the bearskin): 151 GP, 290 SP. He also keeps a small purse with 24 SP, 50 CP. He wears a complete suit of heavy Leather when working with his bees, complete with a fine wire mesh over his face (prepared painstakingly by Thargorn the Fat for 100 SP); most of this leather would also be worn into combat. *Rumor: A band of gypsies is being coaxed in this direction by the Half-Elves. . . .*

6 Miller: Amondath (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	041	026	020	062	153	105	165	113	125	112	125	136	072	146	072	SB & SP

Tall, muscular Amondath is of a different hue than most men here; unlike the coppery-skinned ones of Altanian descent, he is of fair skin and yellow hair. A tribe of men, having been abandoned at birth by the Shield-Maidens to the south and raised by the Elves of Palewood, roams the woods to the east; he quit this band and sought a sedentary trade. Having been raised by Elves and Half-Elves, he is the most sympathetic among the Human population to the grievances of the Half-Elves when they come to have their grains ground into flour and meal. He is generally regarded with suspicion among his fellow Humans and is treated coldly the few times he appears at the White Wyvern Inn. Grain ground by his

windmill for 1 CP per pound; he often accepts payment in grain due to a lack of hard currency and the hoarding of it by Humans of the village. His fetching wife keeps a few chickens in a pen in back; buried under a corner of it is a sack: 52 GP, 121 SP, 98 CP. *Rumor: a band of nineteen brigands lurks in the nearby hills waiting for an opportune night to raid the White Wyvern Inn. . . .*

7 Roost-Keeper: Birdman WIRRABY (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	101	027	060	076	172	119	129	102	154	110	126	165	072	126	072	CB & IBS

WIRRABY, having lost too many friends in his worldwide adventuring, has gone a bit daft; he has become obsessed with birds, particularly since his wife, who was also his lieutenant on his adventures, was carried away by a Roc. His young sister attempts to make his systematic raising and gleeful slaughtering of birds profitable by selling the carcasses, roasted or fresh: Chickens: 1 SP each; turkeys: 2 SP each; ducks: 3 SP each; pigeons: 2 SP for ten; roasting: 5 CP extra for each. *Rumor: A great Griffon-Roost on the cliffs of the north face of the Valley of the Ancients, across the Sea of Five Winds. . . .* *Rumor: Harpies are nesting in the eastern reaches of Dearthwood with plundered riches from passing ships on the Estuary. . . .* *Rumor: A band of cruel Roc Riders harry the Holy Cities on a desert far to the west. . . .* *Rumor: A Giant Owl nests on Gheulost Island with a skeleton of a man that wears a Helm of Brightness. . . .*

8 Gilgai's Haven: Firanlas (M - Half-Elf)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	021	020	020	056	156	140	153	121	147	109	156	156	092	146	052	SB & SP

MIRIEL (F - Half-Elf)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	011	022	020	055	115	144	102	115	126	160	126	145	146	115	072	IDG

GILFALAS (M - Half-Elf)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	041	033	020	064	167	117	065	175	100	146	165	127	076	147	075	SP & BS

Firanlas and his wife, Miriel, run the tavern and brew mediocre beer from the Half-Elves' grains; more popular is the corn-whiskey prepared with loving care by Gilfalas, brother of Firanlas. This is a popular gathering spot for the Half-Elves, who share their grumblings; the loudest is Gilfalas who, too often, samples his works and must be subdued before he can enrage the Human community. As evidenced by the name of the place, it is a stronghold of spite against the domineering and arrogant Humans.; any Human coming in is met with cold silence, is refused service, and is usually the incitement of a brawl. The Humans of the village, being outnumbered, have learned to stay away from the place, but liquor served at the White Wyvern Inn sometimes tends to cloud this reasoning, and a surly band will occasionally wander over looking for a fight; they will usually find one, with Gilfalas leading the males (and some of the females) of the 6D6 usual patrons into a no-holds-barred melee. Beer: 2 CP/mug; corn whiskey: 5 CP/glass; wine (a rarity since it must be purchased from travelers): 1 SP/glass. Till, hidden in an empty beer-cask, is 71 SP, 229 CP. Some gambling is done around the cheap, low-slung tables. *Rumor: A Vast-host is approaching from Modron to the north. . . .* *Rumor: A tribe of copper-skinned barbarians from Altanis paraded past two days ago, offering three Unicorns for sale. . . .*

9 White Wyvern Inn: Ghanry One-Eye (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	NNN	031	026	020	068	157	109	091	110	138	116	125	146	092	156	072	SB, SP & FM

VATRIN AKADMER (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
THF	NNN	021	022	020	059	104	116	106	126	150	117	136	165	084	042	052	BS & DG

Ghanry pours drinks while Vatrín picks the pockets of strangers. Good beer: 3 CP/mug; wine: 5 CP/glass; ale: 4 CP/mug; brandy: 2 SP/glass; goat's milk: 1 CP/glass; potato soup: 2CP/bowl; roast corn: 1 CP/ear; rolls and biscuits: 1 CP for eight; roast mutton: 1 SP for a generous portion (Ghanry does much business with several shepherds of the area); bean-and-mutton soup: 3 CP/bowl, and a local delicacy, a peculiar local tuber that, when ingested regularly, gives +1 to CON (not permanent - wears off after user stops eating them). It is called handroot because it looks like a hand when boiled: pink with five to seven curled processes: 1 SP/root. The taste is unusual but savory and invigorating; it goes well with mutton. 4D6 Humans are usually here enjoying themselves; Ghanry's four tempting serving-wenchés have an obviously mercenary charm and earn him a fat living. Rooms with cheap straw ticks on the floor and wooden pegs for clothes, 2 SP per night, will sleep up to four people. Ghanry sponsors peculiar dice games (house odds: 52%; maximum bet: 20 SP; minimum bet: 1 SP). He keeps a pouch at his belt: 30 SP, 92 CP; when he has accumulated 50 GP, he puts it in a small cloth sack, of which he has several, and drops

it down a chute under the bar to a basement storehouse (heavily bolted from the inside). In the basement is his wife, who is being threatened by an extortive Wererat who tunneled in from an ancient, abandoned sewer. The Wererat, HIT: 4; HTK: 018; ARM: 020; WPN: SS; SPD: 127, takes what he wants, threatening that, if he does not return to the sewers, his twenty friends will come looking for him with nasty cruel blades for his attackers. Actually, all that is in the sewer, as far as the Wererat knows, is his treasure: 2,250 SP and 3,100 CP. The sewer extends underground for several hundred feet before branching (see "Mini Dungeon: The Markabs' Ruins"). Rumor: Two burly Half-Elves carried off one of the craftsmen's daughters. . . . Rumor: There is a Half-Elven spy from the City State hidden in one of their farms outside the village. . . . Rumor: The pirates of the River Hagrost are plotting a massive raid inland; the teller of this tale is presently getting ready to take his chances and pass through the wilderness to Modron with four other sturdy men. . . . Rumor: The Orc population of Dearthwood Forest is growing, portending another mass migration of the foul beasts. . . .

10 The Ancient Citadel: Governor Celdric (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	081	024	080	119	164	112	119	084	085	140	156	105	074	115	062	+1 IBS

Sergeant Huldorn (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	CEX	041	026	050	085	149	113	128	122	131	116	146	145	073	126	062	CB & BS

Sergeant Marrull (M)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHR	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	041	028	050	094	157	114	142	132	136	109	126	145	072	156	062	CB & BS

Celdric rules the Half-Elves with a heavy hand in their increasing disfavor; he is popular among the Humans of the village, however, and his fighting prowess before coming here is legendary, earning him the respect born of fear. Huldorn has been his right-hand man for many years; Marrull was dishonored while seeking knighthood in the City State; he was of a noble family which was suspected of close dealing with the World Emperor and was assigned to this barren and dangerous outpost for seven years to redeem himself. Marrull has been embittered by the turn of events and seeks to drown his sorrows in somebody else's blood; hence, his family's strong backing of the planned drive against the pirates, one of the worst-kept secrets in the City State. They hope that he will either redeem himself in a blaze of glory or die and spare them further embarrassments. One of these three is always on duty along with thirty Bowmen of the seventy-seven who round out the Throng: one 3rd Level, twelve 2nd Level, and the remainder 1st Level. The tower itself is obviously only a fragment of its former height, being sixty feet high and forty feet in diameter. The top was smashed into rubble by some ancient catastrophe, and its architecture was altered by various occupants over the years; it is overgrown by vines so that the stone is nearly concealed, but it is still sturdy. A passing Sage told that it was originally built by the Markabs, an ancient and powerful race; Celdric cares not and continually aims futile requests at the Overlord's court for the construction of a new keep. Each member, all the way up the ranks, carries 1D6 SP for every experience level he has; Marrull has, in addition, a gold ring with a Diamond setting (normally worth 200 GP, but it can gain the wearer entrance to the Overlord's private courts and can be sold, if properly identified and to a willing intriguer, for up to 14,000 GP). Concealed under a feather bed in Celdric's private chamber is a chest: 222 SP, this month's paychest. Anyone walking into the keep will be stopped by a sentry and turned back; plenty of help for him is at hand because they are on guard against pirate treachery.

Ashenshaft: Events and Encounters

At any given time during the day, there will be 3D6 people on the street within sight of a passing adventuring party; at night there will be 1D6. The type of people depends largely upon in what part of town the party is; if in front of Gilgai's Haven or in the farmer's quarter, these will be Half-Elves; if near the ruined keep, there will be off-duty soldiers and persons plying service trades for them; if in front of the White Wyvern Inn or at the marketplace, almost anything is possible.

There is an extreme racial tension between the Half-Elves and Humans of the village which leads to various reactions to the assorted combative situations. A fight between Humans leads to merriment and catcalls from Half-Elven spectators. A challenge of Half-Elves by Humans or vice versa can lead to growing reinforcements from villagers of both races, eager to fight. A mixed party can find all kinds of interesting situations.

Should a street encounter be rolled up, roll again on 1D20 and consult the table below.

- 1 A grimy beggar asks for coppers; she is obviously starving. If she is denied, she will follow the party and attempt to steal something from a random member: CLS: THF; ALN: NNN; LVL: 061; HTK: 020; ARM: 020; PSL: 022; STR: 086; INT: 115; WIS: 101; CON: 122; DEX: 155; CHA: 053; END: 115; AGL: 165; LED: 042; LCK: 074; PSY: 062; WPN: DG.

- 2 From a nearby hole in the ground, there emerge three Giant Rats per melee round for 2D6 melee rounds; these attack the party. Should four of them be killed or otherwise incapacitated within any melee round, the rest will retreat back into the hole, which is too narrow for anything broader than an Elf or Halfling to squeeze through - and, of course, anything going in will be swarmed upon by the Rats. The rat-hole leads to a nearby section of the ancient sewers (see "Mini-Dungeon" section and determine exact location by current location of the party). Giant Rats: HIT: 1; ARM: 020; HTK: 003 - 008; ATK: 1 x (1D3); SPD: 117.
- 3 A wandering slave-merchant and his twelve eunuch guards trundle past with a wagon full of chained Altanian women destined to be trained as dancing girls in the Overlord's courts. He offers to sell a few to the party for 30 GP each, no questions asked; he's trying to make a little money on the side and will later claim that the slaves escaped. Ukrallgha (M): CLS: THF; ALN: LEX; LVL: 051; HTK: 025; ARM: 060; PSL: 062; STR: 113; INT: 126; WIS: 109; CON: 147; DEX: 143; CHR: 071; END: 136; AGL: 156; LED: 042; LCK: 082; PSY: 052; WPN: BS & LWH. Guards: LVL: 011; HTK: 025, 025, 026, 027, 027, 028, 029, 029, 030, 030, 031, 032; ARM: 050; PSL: 024 (roll STR on 1D6 and add 12), WPN: IBS. Ukrallgha has, hidden under the seat of his wagon, a leather pouch: 48 GP, 92 CP. The eunuch guards ride Light Warhorses; the wagon is drawn by Draft Horses.
- 4 Two Dwarves, brothers, offer to join the party and lead it to the fabled Lost City of the Karandrim in the Valley of the Ancients. Many tales of its hidden wealth have been told by Bards. Borlin (M - Dwarf): CLS: FTR; ALN: NNN; LVL: 041; HTK: 028; ARM: 070; PSL: 061; STR: 160; INT: 102; WIS: 094; CON: 121; DEX: 107; CHR: 105; END: 146; AGL: 126; LED: 072; LCK: 116; PSY: 053; WPN: KB & BS. Forlin (M - Dwarf): CLS: FTR; ALN: NNN; LVL: 041; HTK: 030; ARM: 060; PSL: 061; STR: 173; INT: 109; WIS: 106; CON: 131; DEX: 109; CHR: 118; END: 146; AGL: 115; LED: 072; LCK: 146; PSY: 072; WPN: BA. Each is carrying 3D6 SP.
- 5 Four Half-Elven farmers approach the party, and the biggest of them (STR: 188) challenges the leader of the party to a friendly wrestling match, the loser to pay the victor 10 GP. Use a standard attack against ARM. Damage is of a subduing nature; attack result will be 1D4 points; each participant adds his CON score to his HTK for purposes of the match. The Half-Elf has CON: 170. Half-Elves (M): CLS: FTR; ALN: CGX; LVL: 041, 021, 011, 011; HTK: 032, 028, 028, 027; ARM: 060; PSL: 057; (4th Level STR and CON are known; roll others on 1D6 and add 12); WPN: SB, SP, & HA; Purses: Leader has 12 GP; others 3D6 SP each.
- 6 Eight brigands attack the party for their treasure. Brigands (M): CLS: FTR; ALN: CEX; LVL: 041, 031, 011, 021, 021, 011, 011, 031; HTK: 031, 030, 031, 032, 028, 029, 027; ARM: 050 (roll individual STR on 1D6 and add 12); WPN: Leader has a +1 BS, 3rd Levels have CB & HA; 2nd Levels have KB & SS; 1st Levels have SS; Purses: 1D6 per individual experience level in SP.
- 7 A flock of seven Pteranodons (prehistoric gliding dinosaurs similar to bats) swoops down upon the party from behind. Pteranodons: HIT: 4; HTK: 018, 018, 015, 015, 021, 007, 013; ARM: 020; ATK: Special; SPD: 136. Upon coming within melee range, a Pteranodon attempts to snatch up a character and glide away; mounted characters will be taken on a roll of 1 - 4 on 1D6; characters on foot will be taken on a roll of 1 - 3. Characters tied in the saddle, of course, will be safe. Anything man-sized or smaller can be taken, but, for every 1,000 lbs. weight or portion thereof that a Pteranodon picks up, it is slowed in its escape by 3". (Melee while being carried away is up to the discretion of the Judge, but the sudden shock of being jerked into the air may cause characters to drop weapons or other items.) The Pteranodons, larger than most with wingspans of 45', will fly off to a hilltop a few miles away to enjoy their repast.
- 8 Two Humans, youths of the village, offer to join the adventurers; they have heard tales of the impending doom of Ashenshaft in a great struggle between the Overlord and the pirates and seek to get out with some chance of survival. Torrigan (M): CLS: FTR; ALN: NNN; LVL: 011; HTK: 024; ARM: 020; PSL: 046; STR: 143; INT: 133; WIS: 093; CON: 108; DEX: 135; CHR: 101; END: 136; AGL: 146; LED: 052; LCK: 115; PSY: 052; WPN: SB & SP; Purse: 22 CP. Edraglin (M): CLS: THF; ALN: NNN; LVL: 011; HTK: 025; ARM: 020; SPSS: 037; STR: 115; INT: 125; WIS: 120; CON: 142; DEX: 155; CHR: 109; END: 125; AGL: 165; LED: 072; LCK: 126; PSY: 072; WPN: SB & DB; Purse: 18 CP.
- 9 A caravan driver offers to hire the adventurers as caravan guards for 5 GP per person per day (he scorns Halflings). Stowed under his bench-seat is a Magic Wand with three charges left should anyone try something stupid; next to it is a chest with 320 GP. The chest is locked, and he has the key. He is driving a wagon-load of spices and jewelry (total value 4,200 GP) to the City State via the Caravan Crossings at Bier; behind him are three similarly-loaded wagons with three drivers (CLS: FTR; ALN: NNN; LVL: 011; HTK: 022, 029, 028; ARM: 020; WPN: IBS). Following them are fourteen more guards (CLS: FTR; ALN: NNN; LVL: one 4th, one 3rd, four 2nd, eight 1st; HTK: 023, 022, 023, 028, 027, 028, 025, 026, 027, 021, 022, 026, 030, 025; ARM: 070; roll STR on 1D4 and add 14; WPN: HB & HL) on Medium Warhorses; they will charge at his call. The leader himself is Langarth of the White Star (M): CLS: MAG; ALN: NNN; LVL: 081; HTK: 026; ARM: 100 (+2 Protection Ring); PSL: 096; STR: 125; INT: 162; WIS: 146; CON: 123; DEX: 136; CHR: 141; END: 136; AGL: 146; LED: 105; LCK: 106; PSY: 176; WPN: IDG. This band just looted a dungeon somewhere to the southeast. The other drivers and the guards each carry 3D6 SP; each wagon is drawn by four Draft Horses.

- 10 A Druid and his retinue of twelve warriors enters the village attempting to convert the players to their religion. Darnak (M): CLS: DRD; ALN: NNN; LVL: 081; HTK: 028; ARM: 020; PSL: 106; STR: 147; INT: 107; WIS: 154; CON: 143; DEX: 147; CHR: 145; END: 146; AGL: 156; LED: 115; LCK: 126; PSY: 167; WPN: SS. Followers (M): CLS: FTR; ALN: NNN; LVL: one 3rd, rest 1st; HTK: 028, 029, 031, 028, 027, 031, 032, 029, 034, 033, 031; ARM: 050; (roll STR and DEX on 1D6 and add 12); WPN: SB & SS. Druid carries 40 GP; others carry 1D6 GP each.
- 11 Orcs have surprised the village and are now rampaging through it. Fourteen Orcs attack the party: HIT: 2 - 1; HTK: 008, 008, 004, 008, 010, 005, 006, 010, 008, 010, 006, 008, 007, 009, 007, 004; ARM: 040; WPN: SB & SS; MVE: 9"; Treasure: 4D6 SP each; also, each HTK: 008 Orc is carrying a 70 GP Sapphire. They are grabbing anything they can lay hands on quickly because they must make their getaway within the next few minutes or be overwhelmed by the villagers.
- 12 The players find, lying in an out-of-the-way corner of an alley, a leather scroll-case. Inside is a detailed map of the trail to the pirates' village of Wormingford to the south. (Provide players with such a map, using the Campaign Hexagon System and the maps contained herein - note that the map only covers the trail plus a few .2-mile hexes of terrain around it.) The map was rolled up and slipped through a gold ring with intricate damascening around it, worth 45 GP.
- 13 A Dwarf attempts to sell the players a necklace: Diamonds set in gold, worth 2,400 GP. This is the price he is asking, and he will not change it. If coerced into telling where he got the necklace, he will say that it was in a rotted-out, half-buried chest on a hillside south of the village. Thorlin (M - Dwarf): CLS: FTR; ALN: NNN; LVL: 041; HTK: 028; ARM: 060; PSL: 063; STR: 168; INT: 138; WIS: 107; CON: 129; DEX: 102; CHR: 143; END: 146; AGL: 125; LED: 106; LCK: 126; PSY: 042; WPN: BA; Purse: 52 SP, 39 CP; Backpack: 200 GP.
- 14 Twelve men of the village, greedy and wary of strangers, attack the party. Men: CLS: FTR; ALN: CEX; LVL: one 3rd, the rest 1st; HTK: 033; 015; 031; 025; 025; 032; 024, 022, 023, 027, 026, 019; ARM: 020; (roll STR and DEX on 1D12 and add 6); WPN: SB & SP; Purses: the 3rd Level leader has 22 GP, 16 SP, and a 90 GP Ruby; each of the others has 3D6 SP. They will first attempt to fire Arrows from ambush.
- 15 A Half-Elf offers to sell the party his farm; he shows the party 8 GP encrusted with dirt that he claims to have found in his field at various times while plowing. The farm is due north of the village, with three 25-acre fields well-cleared and drained, good soil that seems to grow gold, stone walls all around, and a sturdy stone cottage with barn and chicken coop (fourteen laying hens, a plow and Draft Horse included) for 950 GP. The Half-Elf is leaving the village due to premonitions of impending destruction in the conflict between the Overlord and the pirates, but he won't tell that to the players; he will imply that he is going on some sort of religious pilgrimage. The coins, to an expert (such as a professional money-changer or a Dwarf above 4th Level), are apparently from the empire of the Markabs. For every person searching the field for one hour, roll 1D6; on a roll of 1, another GP has been found. This was a marketplace and money-lenders plaza of the Markabs'. Leathin (M - Half-Elf): CLS: FTR; ALN: CGX; LVL: 011; HTK: 020; ARM: 020; PSL: 054; STR: 140; INT: 123; WIS: 101; CON: 062; DEX: 147; CHR: 103; END: 146; AGL: 156; LED: 094; LCK: 105; PSY: 053; WPN: SS & SP; Purse: 28 SP, 20 CP.
- 16 A patrol of ten men from the City State garrison halts the party and questions it concerning the recent looting of a leatherworker's shop near the marketplace. The characters' boots and other leather items are closely examined, and the characters are treated in a rough and impolite manner (Judge's discretion as to actual details). Any show of resistance will result in immediate attack by the patrol and a call for help. Soldiers (M): CLS: FTR; ALN: CEX; LVL: one 3rd, one 2nd, the rest 1st; HTK: 025, 027, 031, 028, 031, 033, 030, 025, 031, 034; ARM: 050 (roll STR and DEX on 1D8 and add 10); WPN: CB & BS; Purses: 3D6 SP each; 3rd Level leader has, in addition, 12 GP. The crest of the City State of the Invincible Overlord is stamped in the shoulders of their Leather armor and embossed on the front of their Shields; it is easily recognized.
- 17 A drunken Human calls the leader of the party by a strange name and hands him a scroll case, then stumbles away to pass out in an alley. He is an agent of the pirates and in their pay; he has mistaken the leader of the party for his contact among the pirates and has delivered his message to him in error. In the scroll case, sealed with wax (the wax bears a skull and crossbones seal), is the following message in Chaotic: "Vasthost approaching from Modron; mercenary fleet sailing in from mouth of Roglaroon. The general is of a rebellious nature." Drogorn Ferralyn (M): CLS: FTR; ALN: NNN; LVL: 011; HTK: 028; ARM: 020; PSL: 051; STR: 157; INT: 103; WIS: 041; CON: 133; DEX: 132; CHR: 102; END: 146; AGL: 145; LED: 062; LCK: 125; PSY: 054; WPN: HA; Purse: 12 CP.
- 18 The party encounters a grisly sight: four hooting and jeering Humans watching a pack of dogs tear up a Half-Elven corpse. If questioned, the Humans will claim that the Half-Elf attacked one of the men, and one of the others set his dogs on him. (Actually, the Half-Elf was just murdered and his purse stolen; it can be found on the leader of the men.) Spectators (M): CLS: FTR; ALN: CEX; LVL: one 3rd Level, three 1st Level; HTK: 025, 023, 029, 025; ARM: 020; PSL: 068 (roll STR and DEX on 1D12 and add 6); WPN: SB & SP; Purses: 3D6 SP each. The leader is also carrying the money purse of the Half-Elf: 22 SP. Dogs: HIT: 2; HTK: 006, 007, 006, 008, 007, 008, 010; ARM: 020; ATK: 1 x (1D6), SPD: 146.

- 19 A Heavy Crossbow Bolt is fired at the lead member of the party from concealment, 8'' away; the firer, due to experience and DEX, is +2 to hit. After firing, he drops the Crossbow and runs away. Being an Assassin, he has a 75% chance of escaping even if he is pursued by persons who can move at the same rate of speed as he. He was hired by agents of the City State to kill a pirate chieftain who has been known to roam the streets of Ashenshaft in disguise. The pirate-spy was last known to be wearing similar items to those on the victim, another case of mistaken identification. Kargulkor (M): CLS: ASN; ALN: NNN; LVL: 061; HTK: 026; ARM: 030; PSL: 056; STR: 135; INT: 101; WIS: 124; CON: 135; DEX: 160; CHR: 126; END: 146; AGL: 176; LED: 078; LCK: 146; PSY: 042; WPN: UDG (having dropped the Crossbow); he also carries four more Crossbow Bolts; Purse: 110 GP, 12 SP, 10 CP.
- 20 The men of a tribe of Altanians, in the village to visit the marketplace, try to sell the party some of the game they hunted down the previous day. They have already skinned, cleaned, and smoked it. Venison quarters: 3 GP each; Rabbits: 5 CP each; Squirrels: 3 CP each; Spider Monkeys: 1 SP each. They have two Deer, twelve Rabbits, ten Squirrels, and four Monkeys left from what they have eaten themselves. Altanians (M): CLS: FTR; ALN: NNN; LVL: one 4th Level, two 3rd Level, two 2nd Level, and sixteen 1st Level; HTK: 025, 031, 015, 027, 023, 025, 024, 023, 026, 029, 031, 017, 021, 028, 030, 027, 019, 028, 026, 034, 025; ARM: 050 (roll STR and DEX on 1D12 and add 6); WPN: HB, JV (2 per man) & SS; Purses: Leader: 20 GP, 10 SP, 10 CP; others 1D6 CP each; they are riding Light Warhorses and using seven spare mounts as pack horses for the merchandise. Light Warhorses: HIT; 2; ARM: 020; ATK: 2 x (1D4); SPD: 148.



The Markabs' Ruins

Unknown to the men and Half-Elves of Ashenshaft, their village has been built on the site of an ancient city. Some evidence of this has cropped up in the preceding descriptions: the gold coins in the Half-Elf's field, the underground tunnels that the Wererat tunneled out of into the basement of the White Wyvern Inn, and the existence of the old citadel. The original city was built by the Markabs, a powerful and advanced race which was either completely wiped out or driven out of this area in the Uttermost War, about 6,500 years ago.

This was their capital; the Estuary of Roglaroon followed a course, at the time, that came alongside the city to make it a seaport. Over the course of the intervening millenia (after the buildings had been, for the most part, reduced to rubble), the bared foundations and paved streets were covered over as fallen trees and other vegetation rotted into topsoil. In the entire five-mile hex that contains the village of Ashenshaft, anyone digging down more than eight to twelve inches will have an 80% chance of revealing an ancient street or floor paved with flagstones. (Not that it's going to have any particular effect upon the players - it's just one of those odd things thrown in to confound them.)

The city had an extensive sewer system and advanced sanitary practices. Most of the sewer network has since collapsed; a few fragments throughout the hex are used as lairs by animals and such. Only one fairly large portion of the sewer network still is intact, and it is directly beneath the village. There are four ways to enter. The first is through a Wizard's lair in a ruined, broken tower similar to the one occupied by Governor Celdric and his garrison. The second is through a section of the sewer laid bare and eventually broken up by a stream that eroded a gully down into it. The third is through Governor Celdric's impromptu keep, and the fourth is through the basement of the White Wyvern Inn. Previous tenants of the Governor's tower sealed the entrance with bricks and mortar, and he has not been inclined to disturb them, but they could easily be removed. There is an identical entrance in the Wizard's lair, but it has been widened and a staircase installed. Both of these were broad orifices with wooden covers into which the ancients emptied their chamber pots.

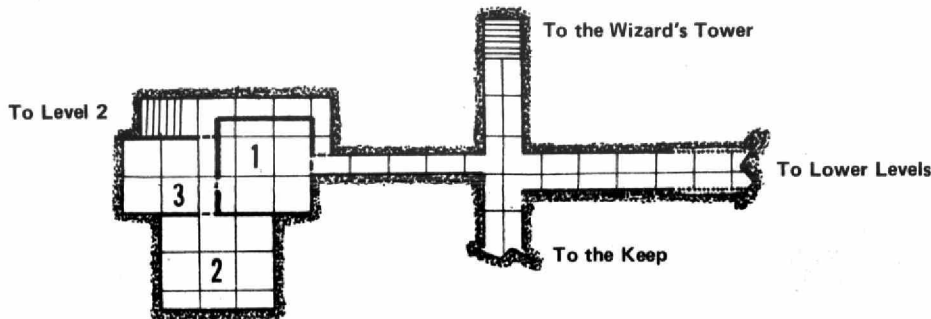
The Wizard's lair has been a place of mystery to the natives of the village for many years. Every fifty or sixty years, some bright and inquisitive lad, after having expressed an interest in the old tower, has disappeared. Nobody knows what goes on in there, but, on some nights, a light has been seen burning in a high window. It is said to be haunted.

The Wizard who lives in the tower works in great secrecy; no one has yet guessed that a human beings lives there. He quietly carries on his research and, like his predecessors, plans to kidnap the next youth to happen by and train him as his apprentice. The Wizard, Korpauntarl, was captured and corrupted at an early age by his predecessor, who had met the same fate sixty years earlier. The successive inhabitants of the tower have been obsessed with research into necromancy, believing that the animation of a dead person, when properly performed, can be the equivalent of immortality.

The first Wizard to work here, Gorklakh the Wicked, stumbled upon a necromantic force and was able to tap it; the result was the special Wizard's Staff that has been passed from master to apprentice through many centuries. The staff is the focus of the necromantic force and has many special qualities, one of which is the creation of Skeletons and Zombies; over the centuries, successive Wizards have been repeatedly worried about what might emerge from the murky depths of the sewers, and they have repeatedly released hordes of these lesser Undead into the cisterns. Other Undead, attracted by the force of the Staff, have made their lairs within the sewers.

See the adjacent map of the sewers and cross section of the dungeon to determine the relative locations of the different levels. Before beginning, roll 1D12 for the location of Korpauntarl: 1 = Library; 2 - 7 = Laboratory; 8 = Sitting Room; 9 - 12 = Bedchamber.

Level One



- 1 Wizard's Laboratory
- 2 Library
- 3 Sitting Room

1 Square equals 10 Feet

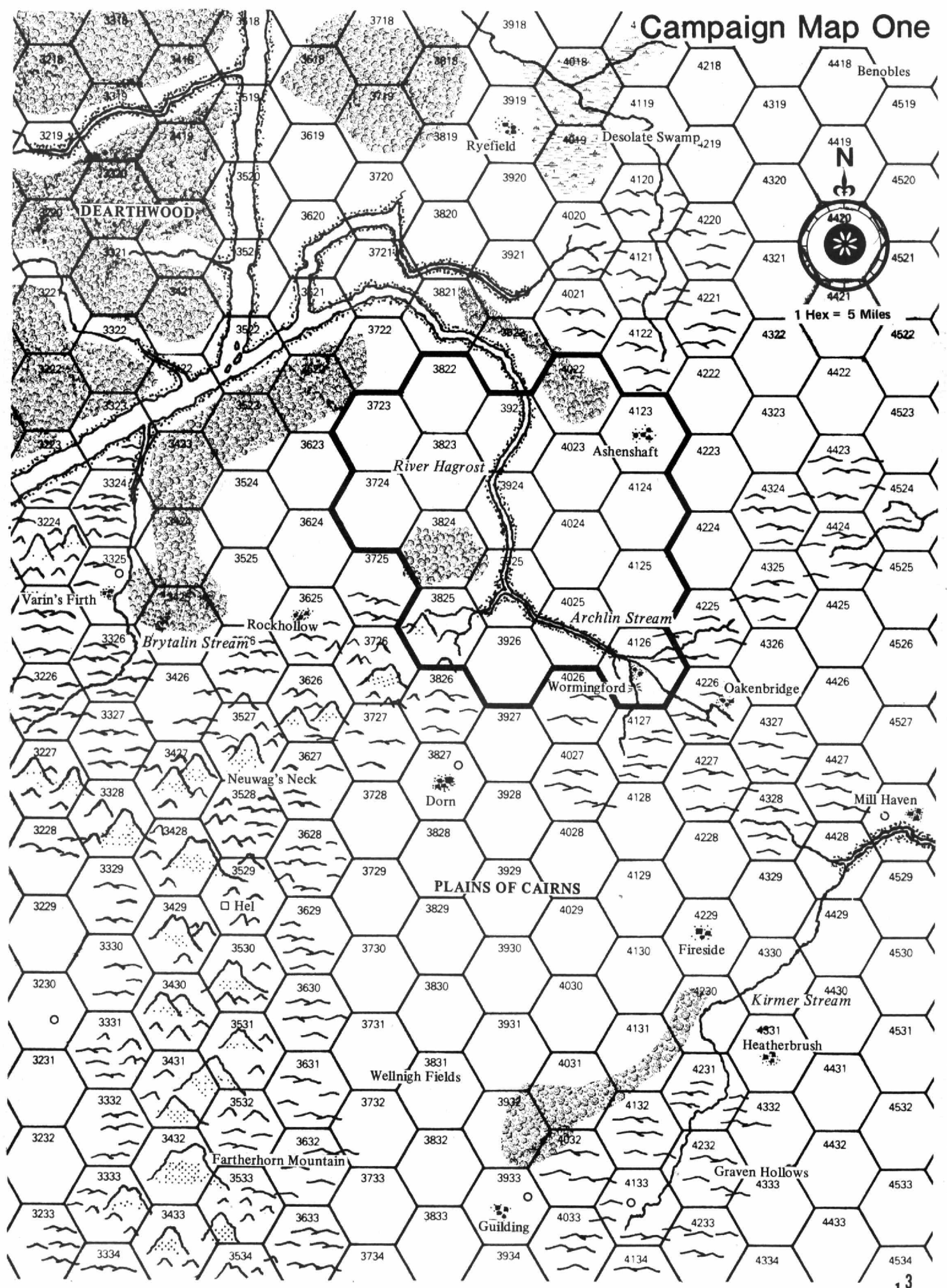
Level One

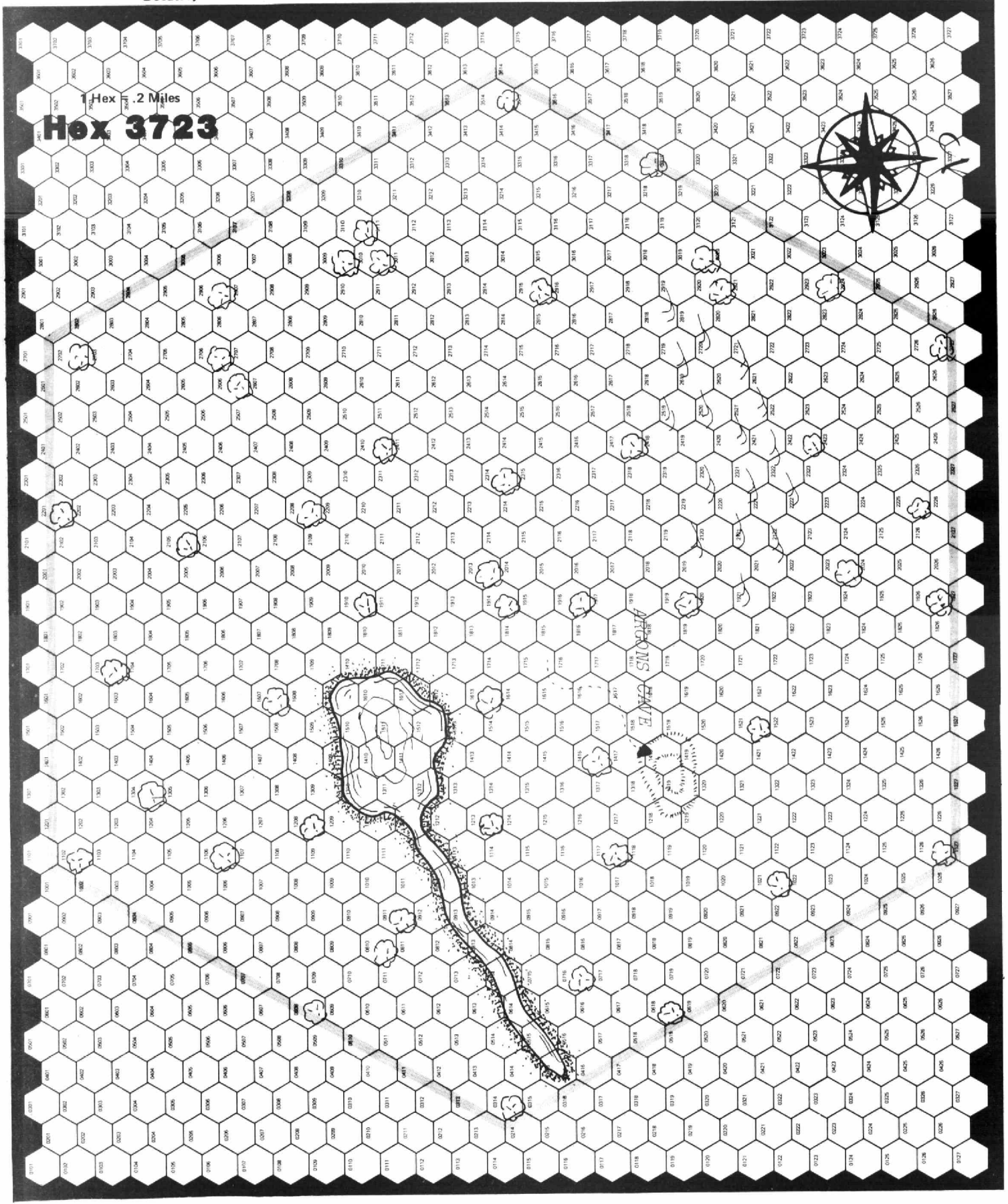
- 1 The Wizard's Laboratory. Since he is most likely to be in this room, his characteristics are listed here: Korpauntarl (M): CLS: MAG; ALN: CEX; LVL: 121; HTK: 023; ARM: 020; PSL: 092; STR: 117; INT: 179; WIS: 062; CON: 126; DEX: 135; CHR: 120; END: 126; AGL: 146; LED: 052; LCK: 146; PSY: 167; WPN: Wizard's Staff (*Cold*: 21 charges; *Fire Ball*: 127 charges; *Lightning Bolt*: 135 charges; *Constant Light*: 45 charges; *Telekinesis*: 83 charges; *Paralysis*: 188 charges; *Invisibility*: 110 charges; *Firewall*: 12 charges; *Magic Portal*: 28 charges; *Whirlwind*: 55 charges; *Web*: 118 charges, and *Elemental Conjunction A*: 28 charges). The Staff dictates much about the way in which Korpauntarl and his predecessors have practiced their craft. First, in addition to its other powers, it can perform *Animate Dead* with 80 charges; all of its other powers must be recharged by the Wizard by using spells of the same names, but the *Animate Dead* power regenerates one charge per month. In addition, it works on all Undead as a cross does on a Vampire. The drawback is that the user's mind is gradually twisted into a complete and unalterable devotion to research into necromantic spells and practices; the user becomes a necrophile. This and the unbroken solitude leave the occupant of the tower something less than sane. Any interruption of this vital research or any intrusion into the tower is dealt with immediately and harshly upon its discovery.

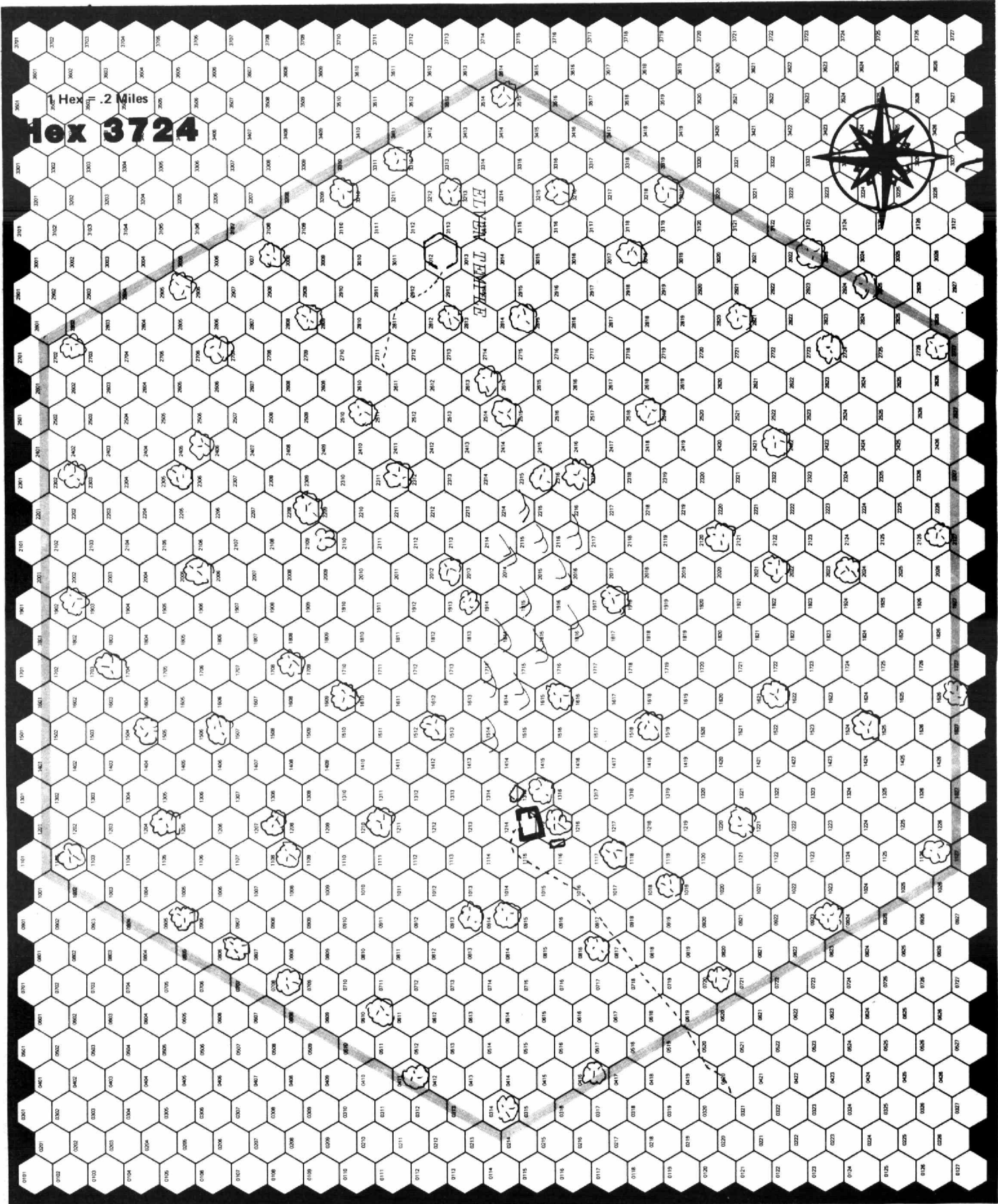
At the center of the laboratory is a table-high slab on which is the corpse of a Half-Elf who recently disappeared from the village. On both sides are counters and shelves burdened with a totally incomprehensible (to most player-characters) collection of chemical glassware, Florence flasks, etc., all stoppered and connected by glass tubing. Evidently, some obscure and complicated distillation process is underway. The shelves are lined with bottles (none beneficial: 70% poisonous, with varying effects). One tube in an isolated corner of the chemical process drains into a beaker; the content of the beaker is one Control Undead Potion.

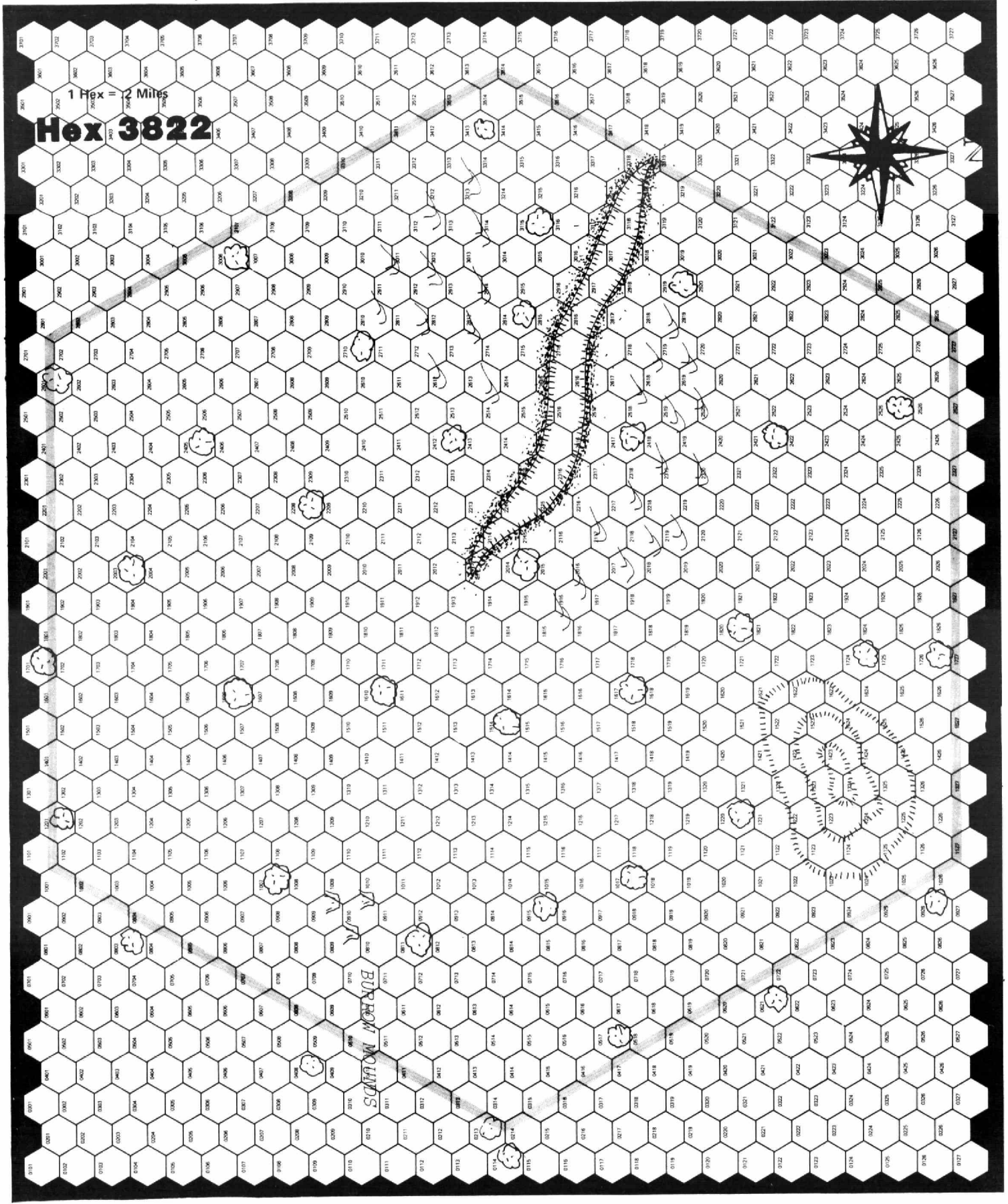
- 2 The Library. The walls are covered from floor to ceiling with bookshelves, all full and groaning under the weight. Almost all of them concern various aspects of the creation and control of Undead and the resurrection of the dead; Judge's option as to their possible application to some character's research in these areas. A thorough search will yield a **Cursed Book of Damnation** and three Scrolls of spells; the first has *Protection From Good*, *Sphere of Darkness*, *Lightning Bolt*, and *Fire Ball*; the second has *Ice Wall*, *Charm*, *Sleep*, *Teleport*, *Stop Monster*, and *Magic Lock*; the third has *Poison Cloud*, *Fire Ball*, *Animate Dead*, *Stupidity*, *Nightvision*, and *Fire Ball*. There is a fourth, a Cursed Scroll; it results in the *Teleportation* of all within 3' into the heart of the Witches' Court Marshes (see the Judges Guild playing aid, **Witches' Court Marshes**).
- 3 Sitting Room. The necromantic research is a great mental strain, and, here, Korpauntarl attempts to relax his mind so that he can sleep. There is one large, upholstered chair, long and so well-contoured that it looks like a 20th-Century anti-G couch without the straps and trimmings. On one wall is a 250 GP tapestry that shows a powerful Wizard leading legions of Undead into battle; on the floor is a large, red, woolen carpet worth 60 GP. Another wall holds less ominous reading than the Library: books of poetry in many tongues. The small table next to the chair bears an oil lamp; under the table is a small chest containing jewelry: a 300-GP Ruby-and-gold necklace, three 60 GP loose Rubies, a 120 GP pair of Diamond-and-gold earrings, and a 60 GP gold armband. Korpauntarl keeps them here just to look at while relaxing.

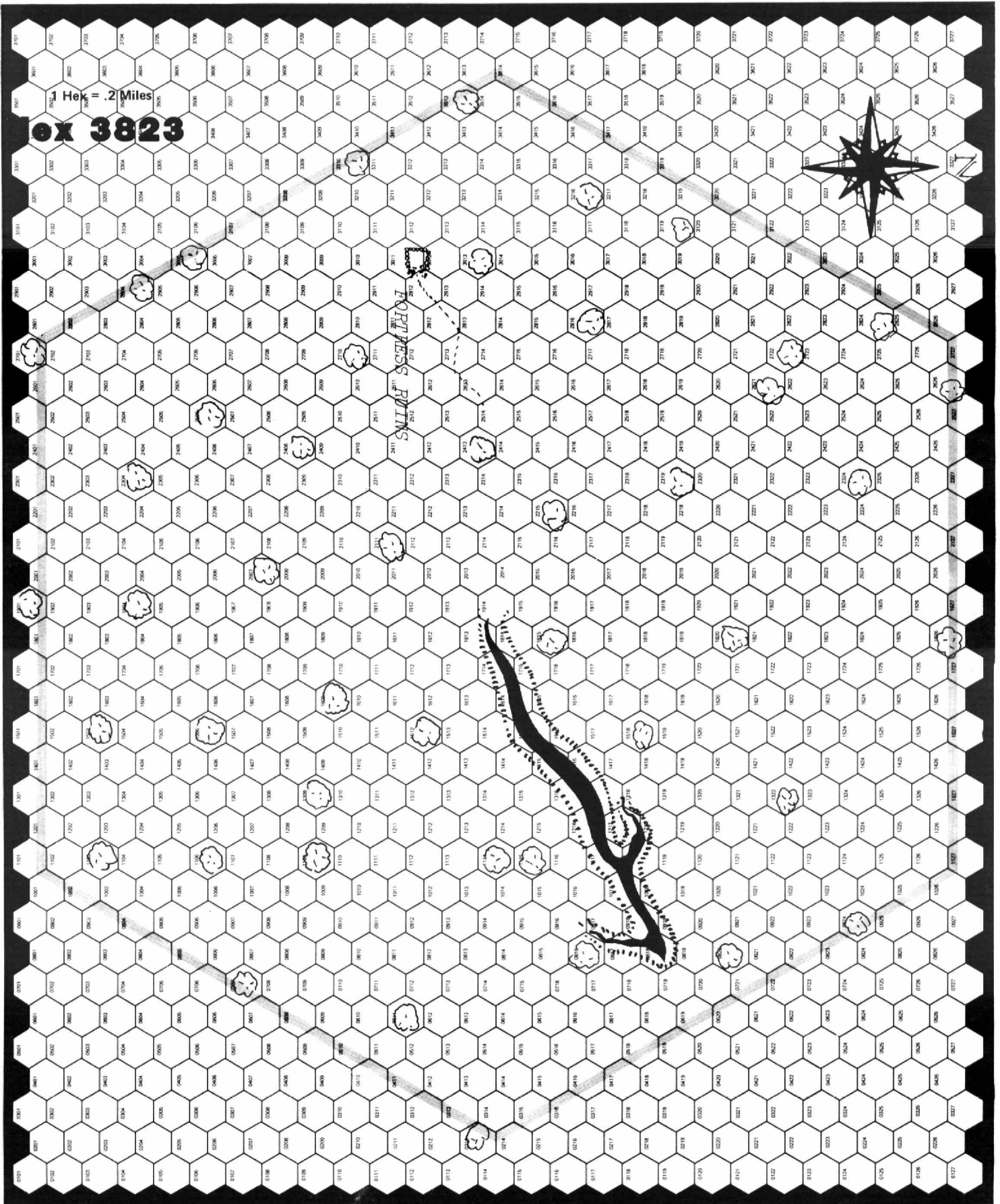
Campaign Map One

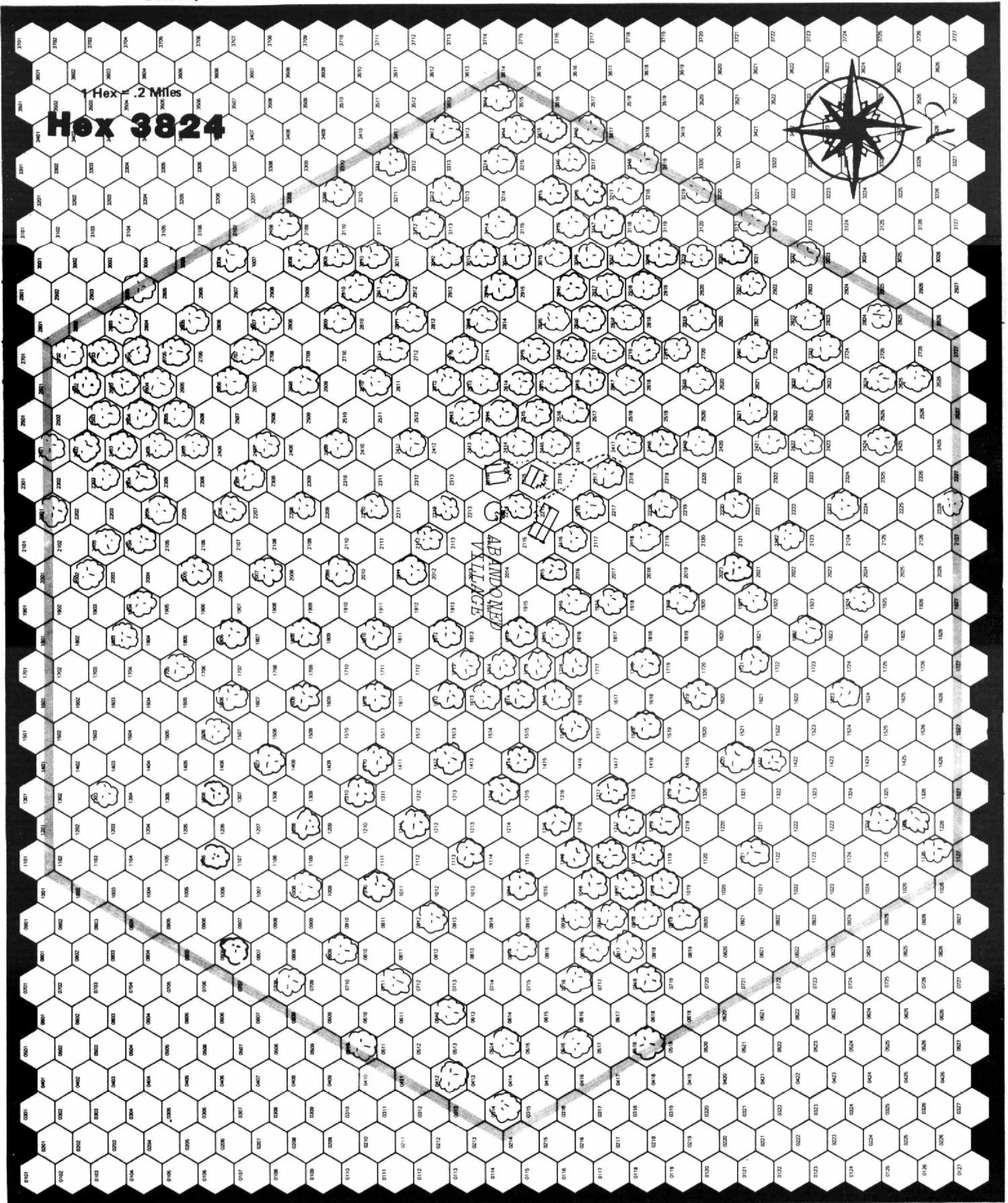


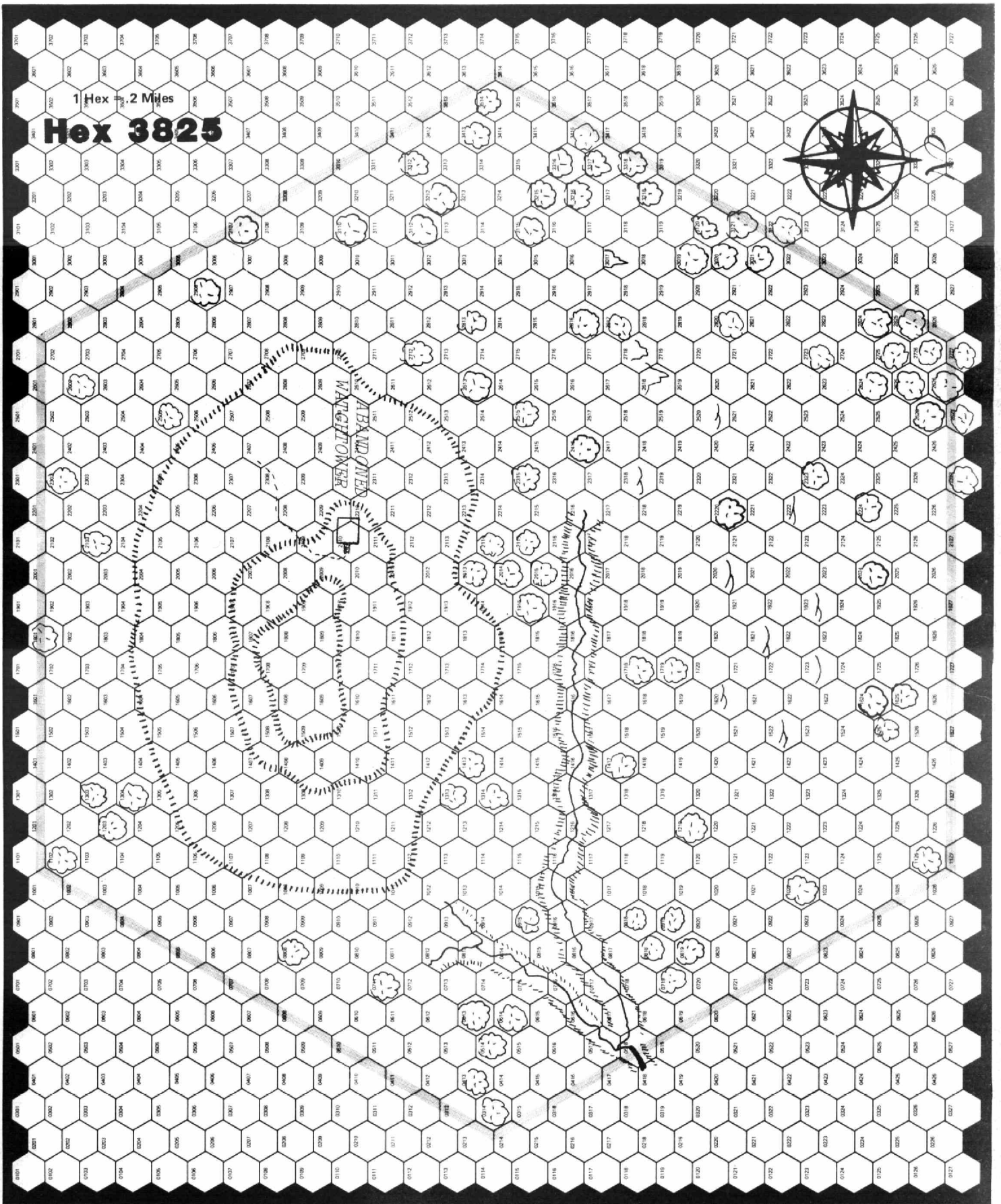


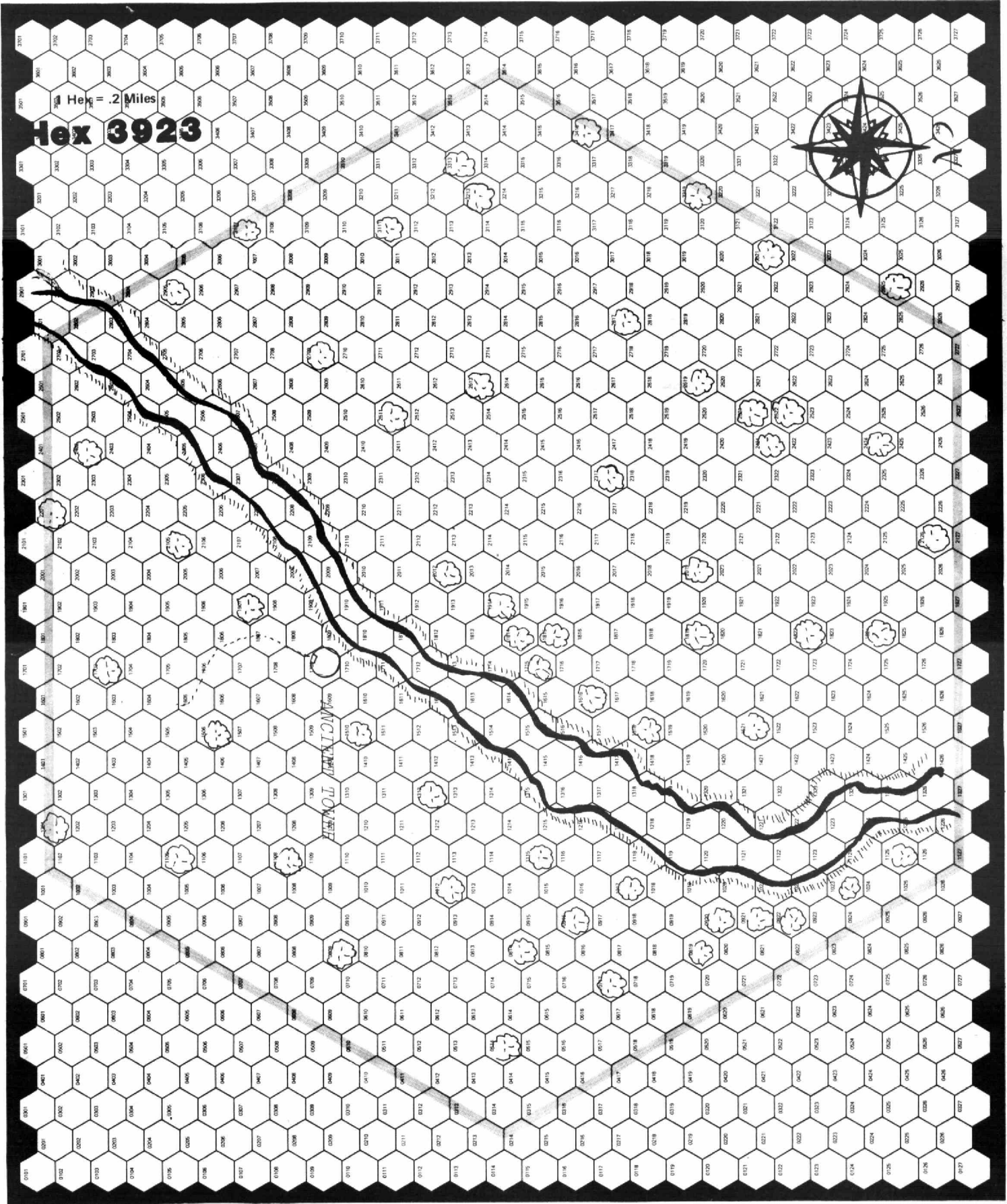


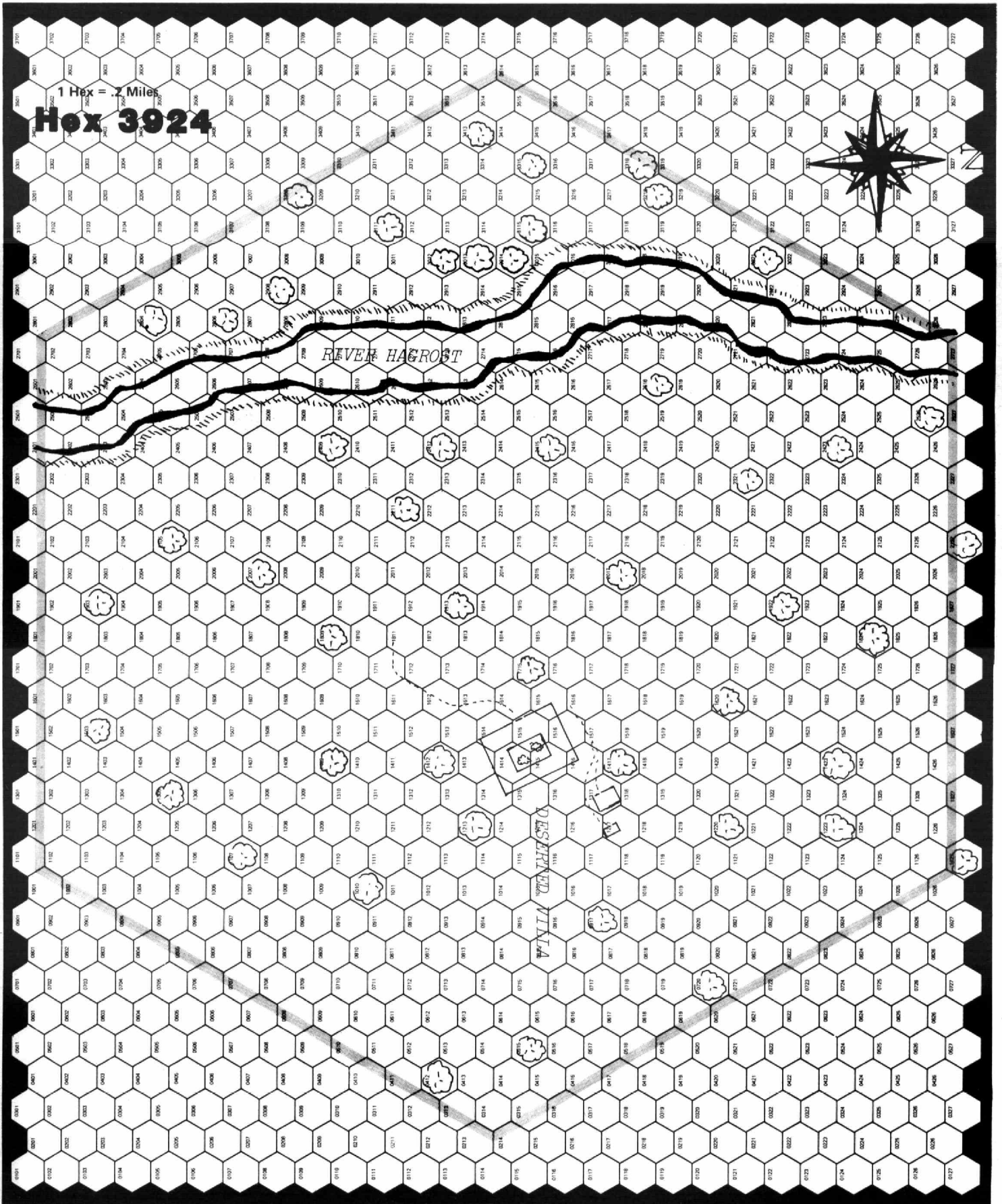


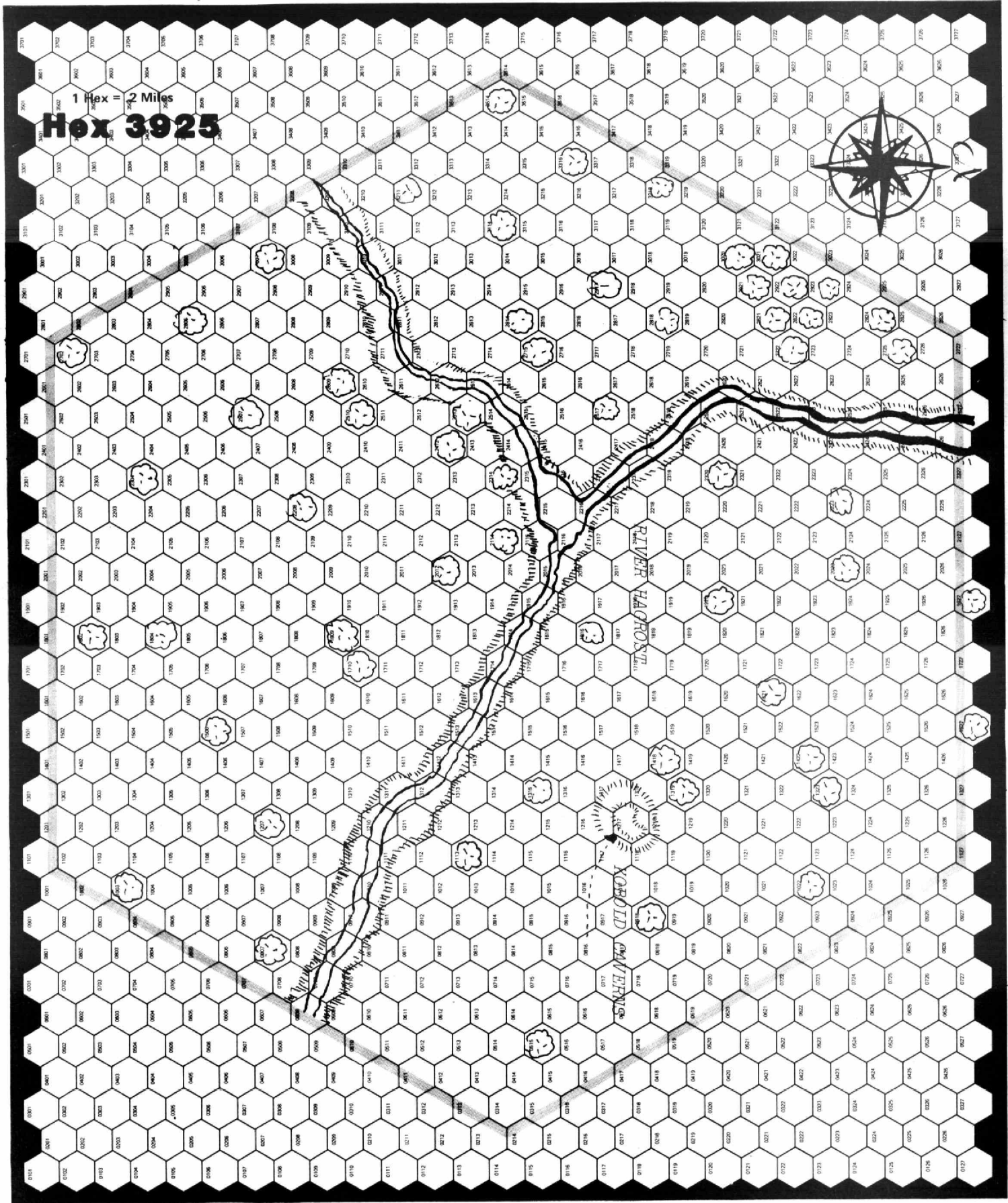


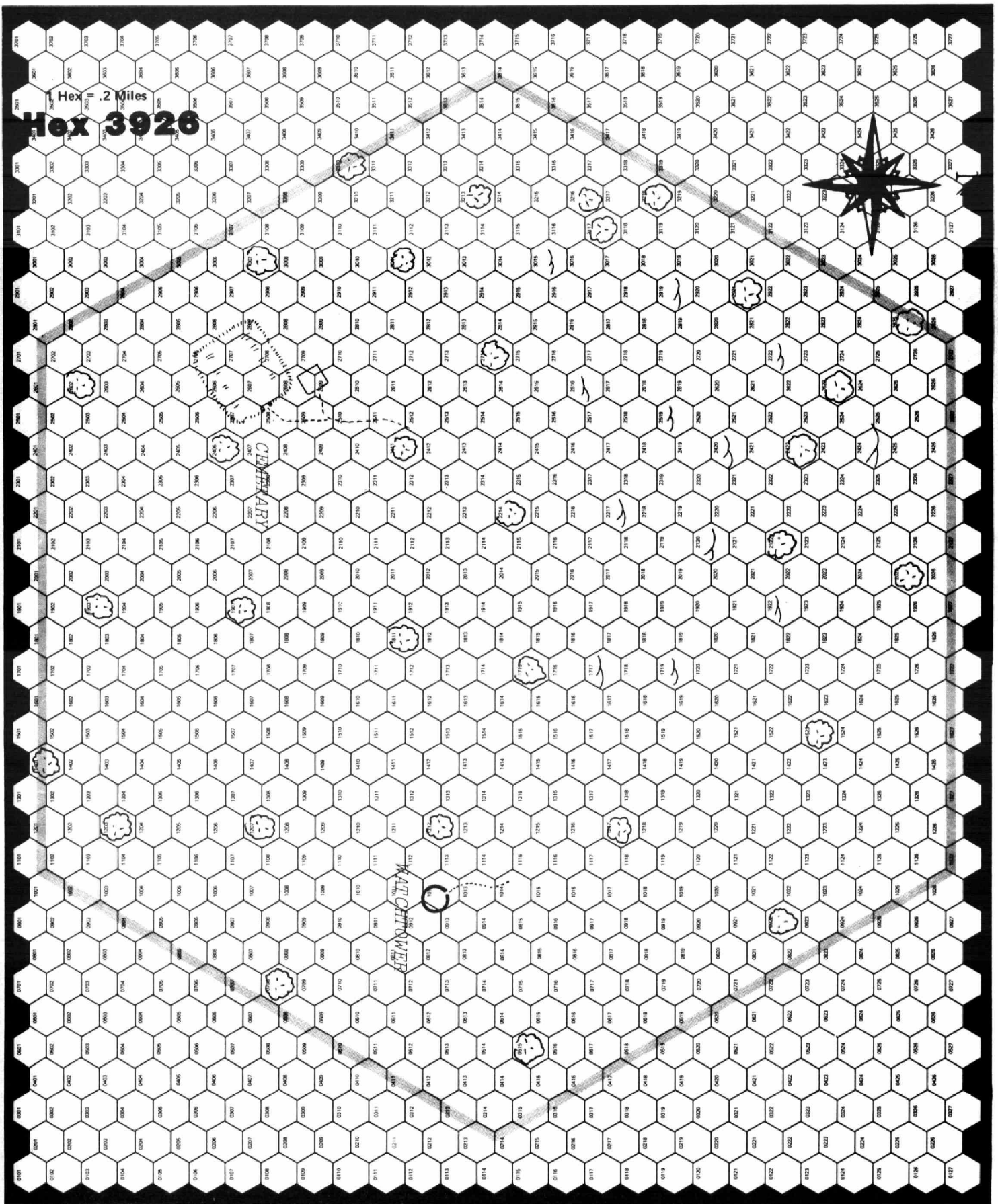


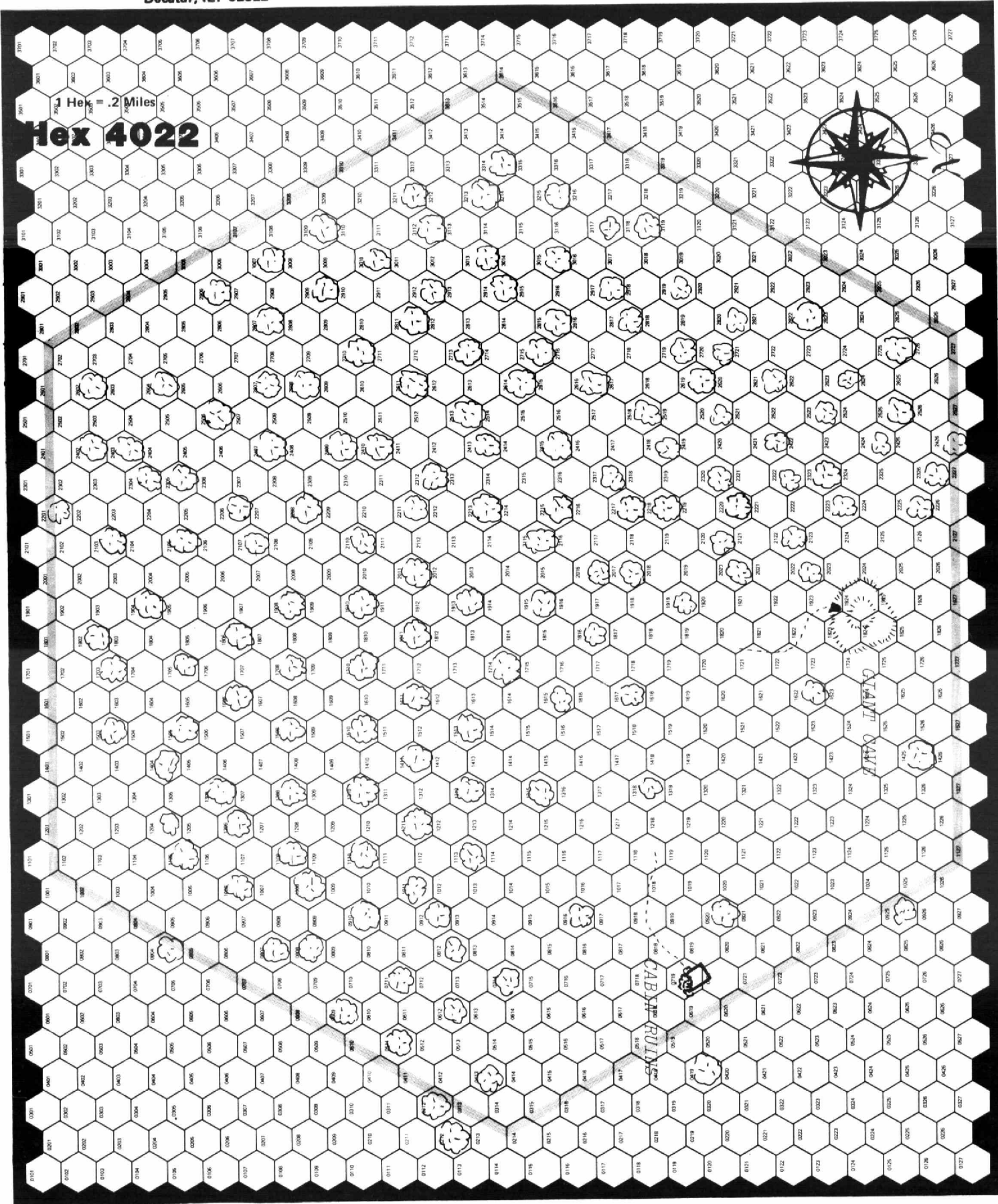


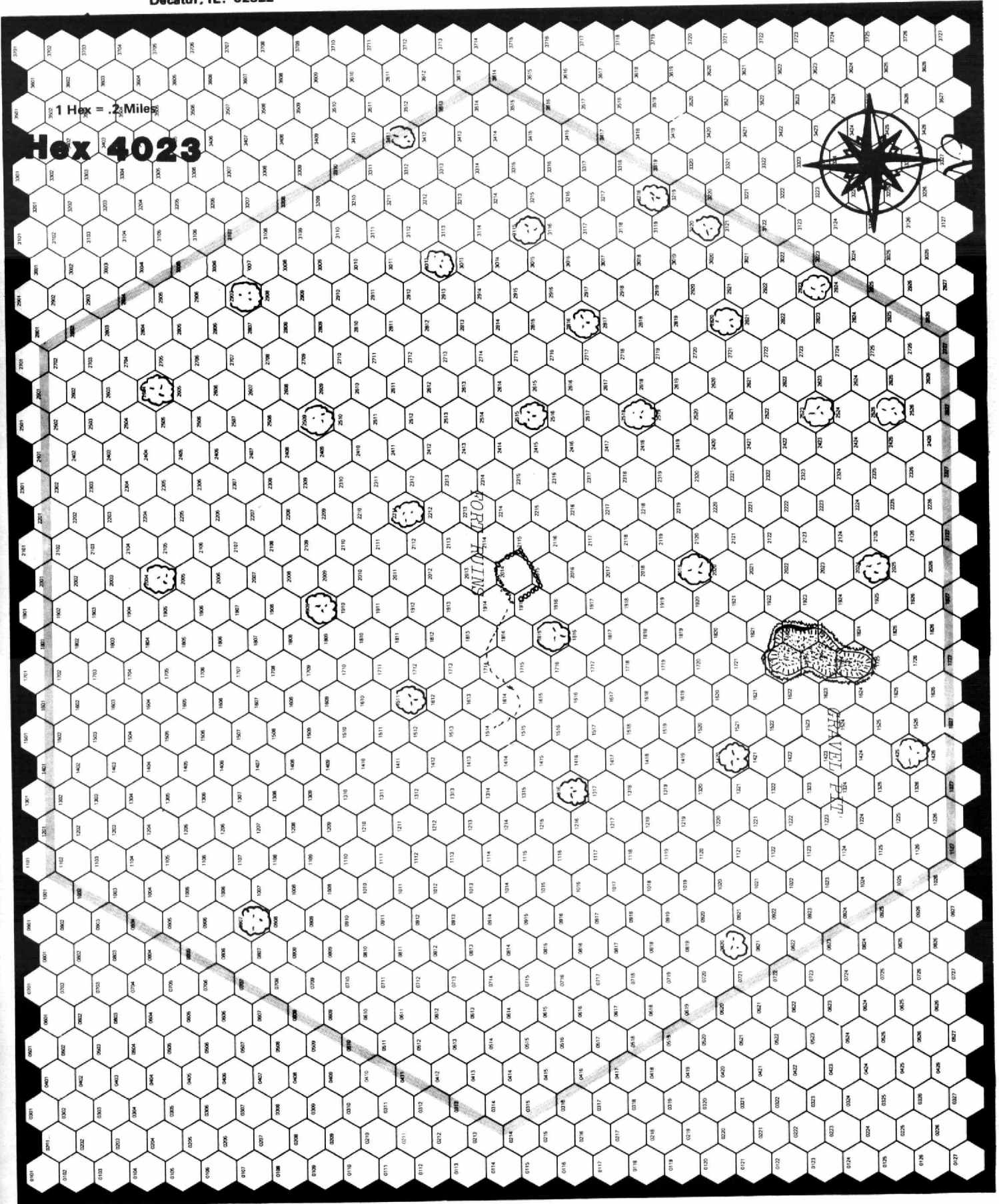


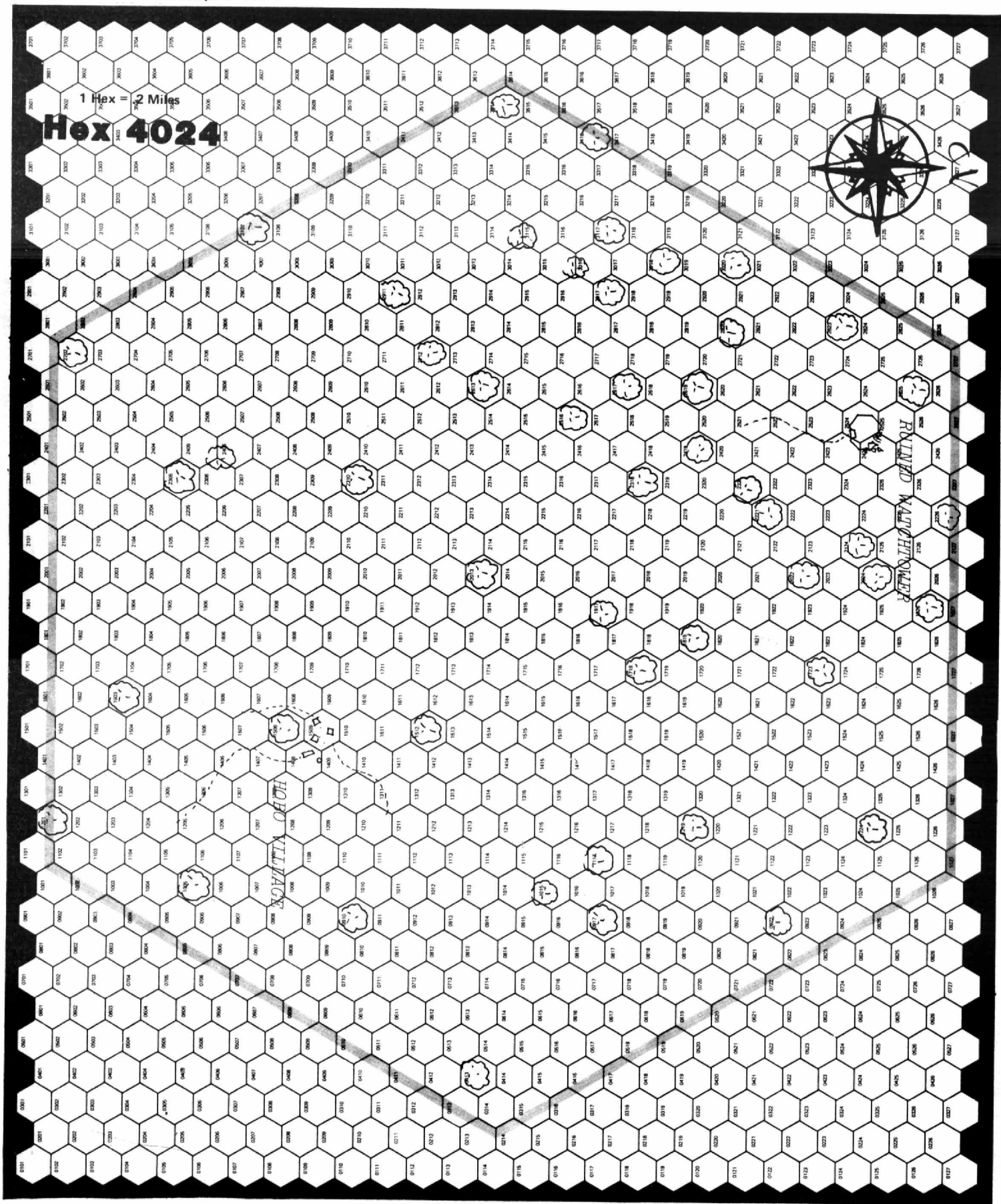


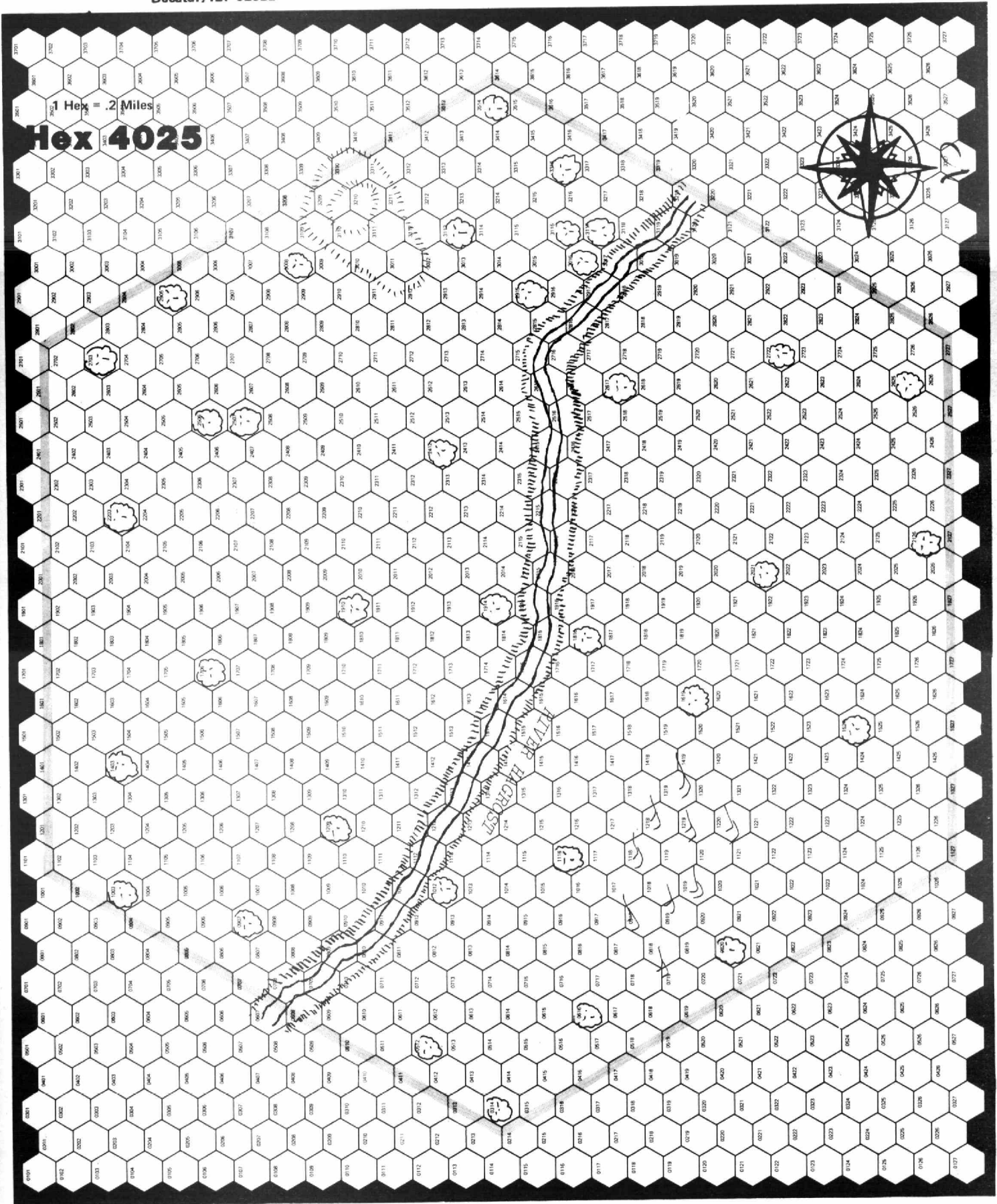


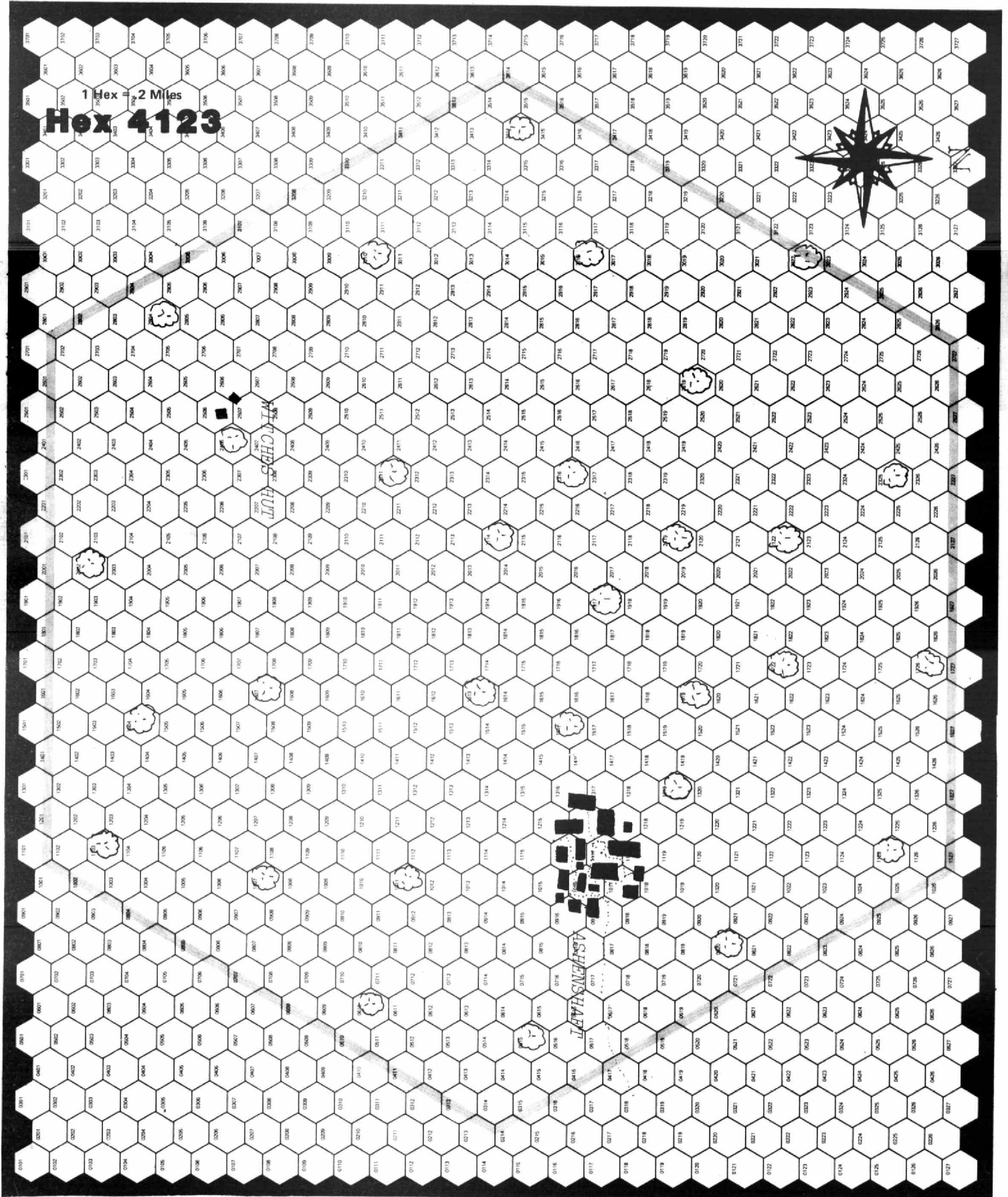


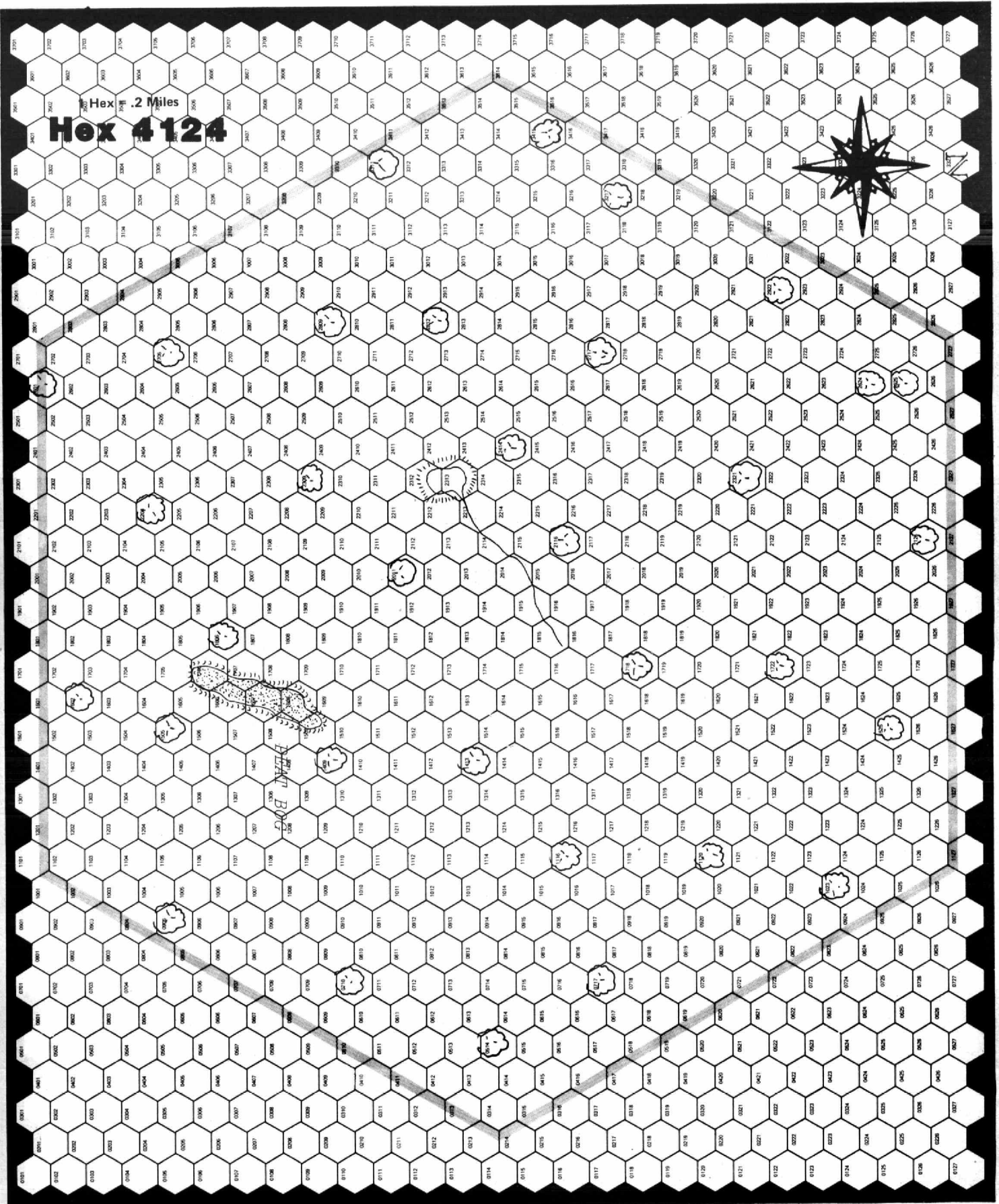


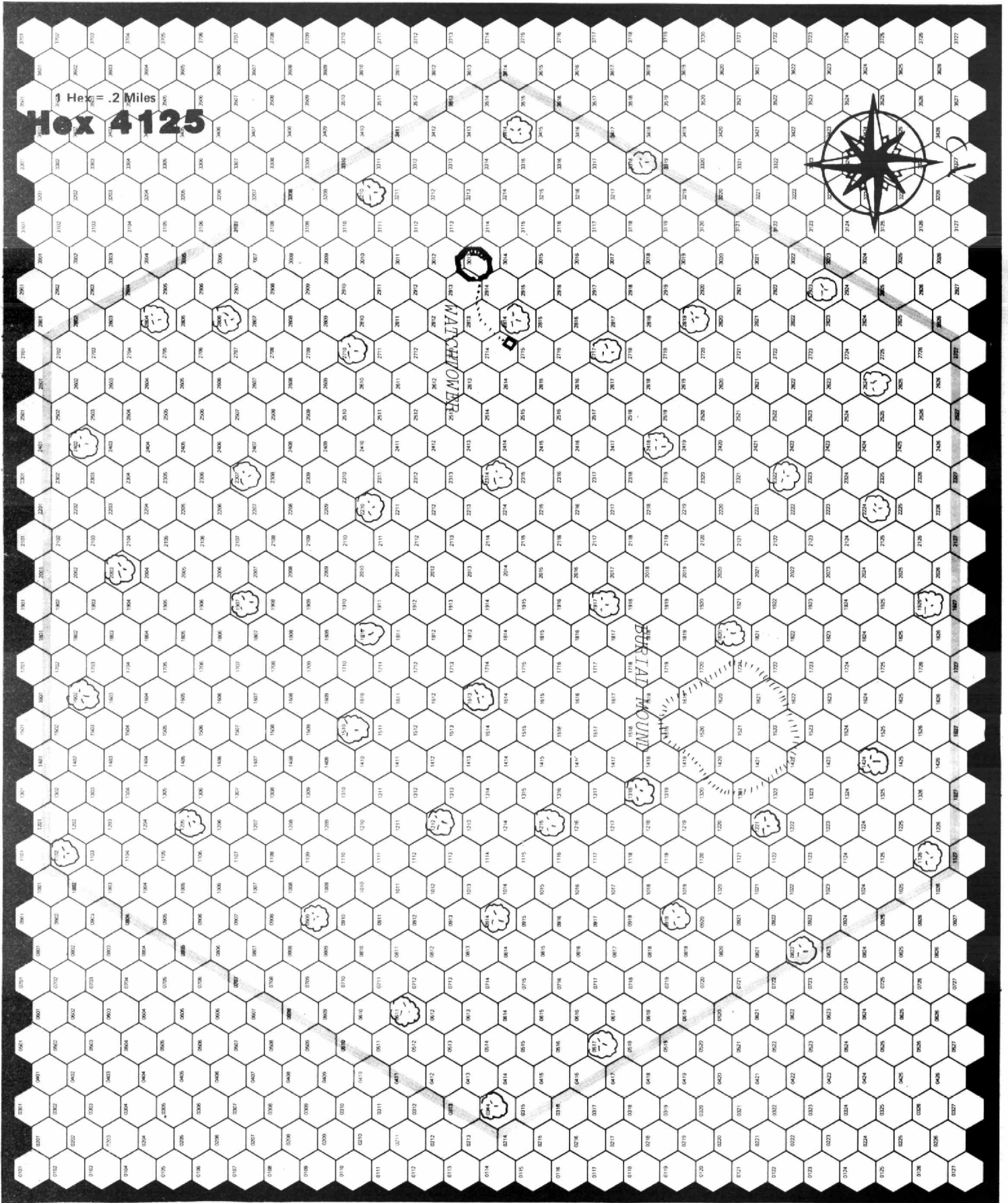


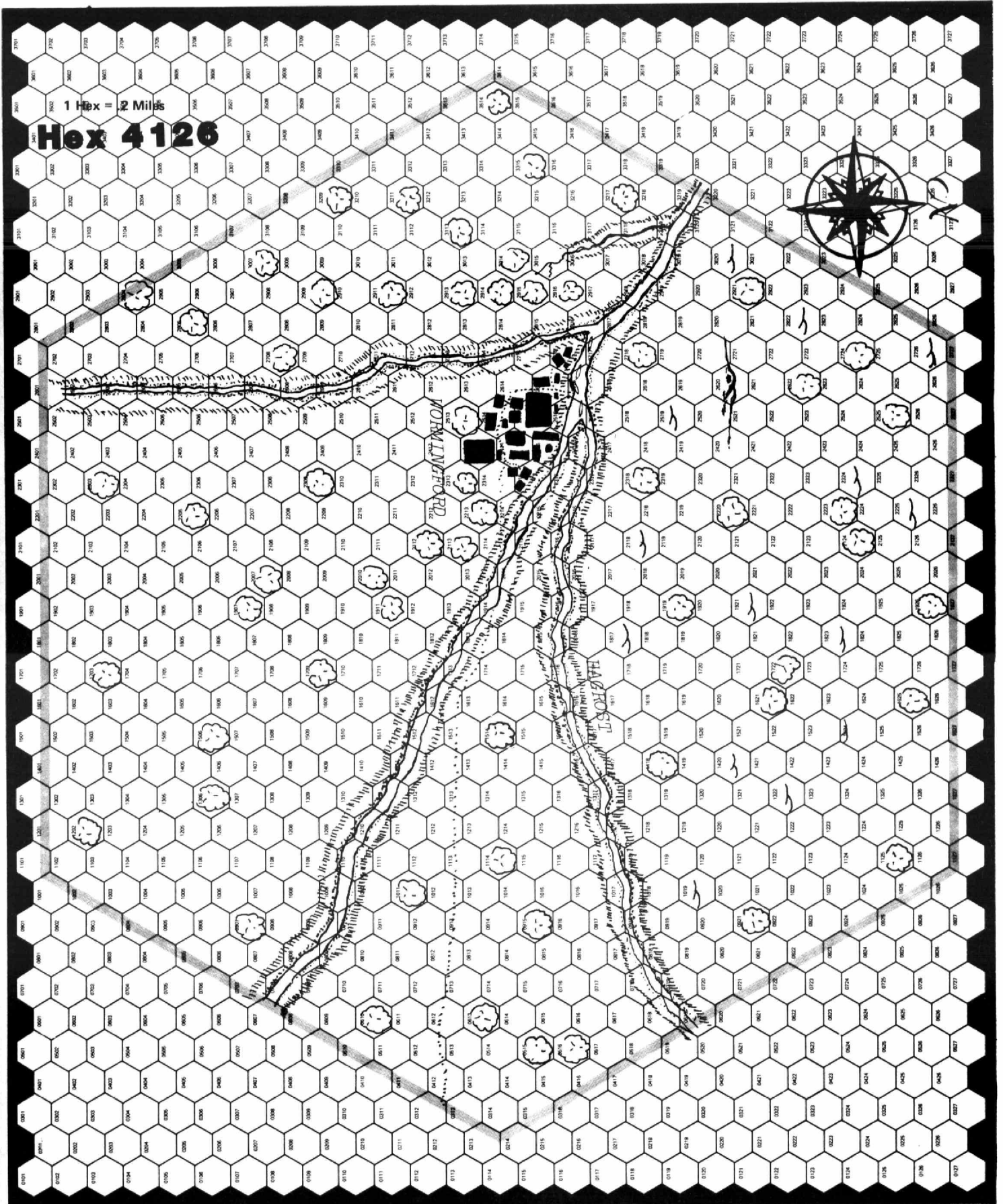












This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person* or *Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

CLS: Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

ALN: Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

LVL: Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.

HTK: Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

ARM: Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

PSL: Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.

STR: Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

INT: Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

WIS: Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

CON: Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

DEX: Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

CHA: Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

END: Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

ALC ALCHEMIST
 AMZ AMAZON
 ANM ANIMAL TRAINER
 ARM ARMORER
 ASN ASSASSIN
 BEG BEGGAR
 BER BERSERKER
 BRB BARBARIAN
 BRD BARD
 BUF BUFFOON
 CHL CHILD
 CLR CLERIC
 DEM DEMON
 DRD DRUID
 FTR FIGHTER
 ILL ILLUSIONIST
 KNT KNIGHT
 MAG MAGIC USER
 MNK MONK
 PAL PALADIN
 RGR RANGER
 SAG SAGE
 SAM SAMURAI
 THF THIEF
 VAL VALKYRIE
 VIK VIKING
 WIT WITCH

ARMOR

A ADAMANTITE
 B BRONZE
 C COPPER
 D DAMASCUS STEEL
 E ELECTRUM
 F FELT OR FUR
 G GOLD
 H HARDENED WOOD
 I IRON
 J JASPER OR JADE
 K CLOTH
 L LEATHER
 M MITHRIL
 N NETTING
 O ORICHACUM OR ONYX
 P PLATINUM
 Q QUARTZ
 R ROCK
 S SILVER
 T TIN
 U EARTH OR CLAY
 V MARBLE
 W WOOD
 X UNIDENTIFIED
 Y PAPER
 Z ZIRCON

CT CHAIN MAIL TUNIC
 RT RING MAIL TUNIC
 CD COAT OF DEFENSE
 MC COAT OF MAIL
 BR BREASTPLATE
 BC BODY CORSELET
 BA BANDED ARMOR
 CA CLEMAL - ARMOR
 JK JACK
 SL STUDDED LEATHER
 KK KULAH KHUD
 GN GORGET NECK ARMOR
 CG CAMAIL GUARD
 BB BALDRIC BELT
 AD ARMING DOUBLET
 AG ARMING GIRDLE
 AH ARMING HOSE
 AS ARMING SPURS
 SA SPIKED ARMLET
 GB ARCHER'S GUARD BRACES
 DG DUELING GAUNTLET
 FN FALCONER'S GAUNTLET
 MG MAIL GAUNTLET
 FA FALCONER'S GLOVE
 LG GREAVES

CH CLOSED HELM
 HC HELM CREST
 FG FACE GUARD
 EG EAR GUARDS
 PB PLATE BARDING
 CB CHAIN BARDING
 SH SHIELD
 BS BUCKLER
 SU SURCOAT
 XD CLOAK OR ROBE

WEAPONS

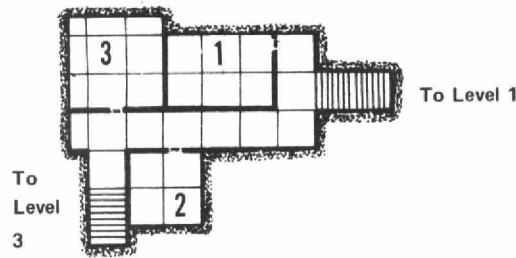
A ADAMANTITE
 B BRONZE
 C COPPER
 D DAMASCUS STEEL
 E ELECTRUM
 F FLINT
 G GOLD
 H HARDENED WOOD
 I IRON
 J JADE
 K CURSED
 L LEATHER
 M MITHRIL
 N NETTING OR ROPE
 O ORICHALCUM
 P PLATINUM
 Q QUARTZ
 R ROCK
 S SILVER
 T TIN
 U POISON TREATED
 V MAGIC
 W WOOD
 X UNIDENTIFIED
 Y MAGICUM
 Z ZIRCON

SW SWORD
 MG MAIN GAUCHE
 TK THROWING KNIFE
 DK DIRK
 DG DAGGER
 SS SHORTSWORD
 FL FALCHION
 SC SCIMITAR
 BS BROADSWORD
 LS LONGSWORD
 CS CANE SWORD
 RS RAPIER
 HS BASTARD SWORD
 TS TWO-HANDED SWORD
 JV JAVELIN
 SP SPEAR
 LA LANCE
 PK PIKE
 PA POLE ARM
 CP CATCH-POLE
 BP BERDICHE
 BI BILL
 FS FEATHER STAFF
 GP GUARDED AWL PIKE
 FC FAUCHARD
 GI GUISARME
 GV GUISARME VOULGE
 GL GLAIVE
 GG GLAIVE-GUISARME
 HL HALBERD
 LH LUCERN HAMMER
 MF MILITARY FLAIL
 PT PARTIZAN
 RN RANSEUR

TR TRIDENT
 VL VOULGE
 AA ADZ-AXE
 AD PARRYING ADZ
 CA CARPENTER'S ADZ
 AN ANKH
 AK AXE-KNIFE
 HA HAND AXE
 BA BATTLE AXE
 MP MILITARY PICK
 DH DWARVEN HAMMER
 HM HORSE MACE
 FM FOOT MACE
 HW HOLY WATER SPRINKLER
 MS MORNING STAR
 CL CLUB
 TC TRUNCHEON
 BL BLUDGEON
 QS QUARTERSTAFF
 PC PACHO
 SB SHOTBOW
 CB COMPOSITE BOW
 HB HORSE BOW
 LB LONG BOW
 AB ARBALEST
 KB HEAVY CROSSBOW
 MB MULTIPLE CROSSBOW
 PB PELLET CROSSBOW
 RB REPEATING CROSSBOW
 DB DART BLOWGUN
 ST SPEAR THROWER
 SL SLING
 SF STAFF SLING
 DT DART
 TH THROWING STAR
 BR BOOMERANG
 CE CESTUS
 KN KNUCKLE DUSTER
 WH WHIP
 NT NET
 BO BOLAS
 WF WAR FAN
 FA FANG
 CT CALTROP
 BT BALLISTA
 BM BATTERING RAM
 CU CATAPULT
 MA MANGONEL
 ON ONAGER
 SG SPRINGALD
 TB TREBUCHET



Level Two



- 1 Bedchamber
- 2 Zombie Guardroom
- 3 Storage Room

1 Square equals 10 Feet

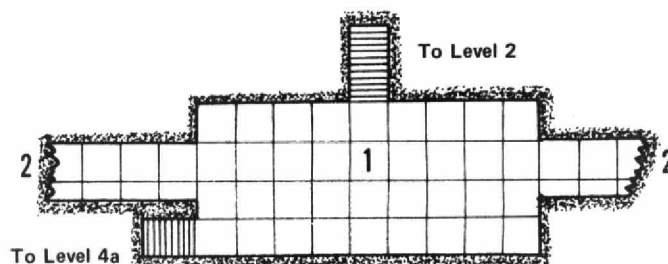
Level Two

- 1 The bedchamber. Here, there is a large, sturdy, four-poster bed with a feather mattress; four tapestries worth 300 GP each, depicting various scenes of arcane works such as demon summoning, fireball casting, meteor swarms, etc. A cabinet contains six robes of various colors; on the wall next to it is a Mirror of Soul Stealing. Suspended in midair near the bed is a beautiful woman surrounded by a glowing cloud of silver mist; she is in suspended animation. She was kidnapped at the age of fourteen by Korpauntarl's predecessor, Vulludrond the Black; since then, she has spent about 98% of her time in this state. Lantella Mirshon (F): CLS: FTR; ALN: LGX; LVL: 011; HTK: 029; ARM: 020; PSL: 056; STR: 131; INT: 158; WIS: 129; CON: 160; DEX: 146; CHR: 179; END: 132; AGL: 155; LED: 109; LCK: 115; PSY: 072; WPN: None. Physically, she is twenty years old; chronologically, she is one hundred and twenty-nine years old. She saw her captor gradually grow older, in the brief stages that she saw him at all; then, she watched Korpauntarl grow from adolescence. Vulludrond appeared no more, and Korpauntarl told her that he was dead; now, she has again seen a man grow old by stages while she has not aged. She is only taken out of suspended animation one night every three or four months. She was captured from the village of Cheapside at the southern tip of Barbarian Altanis in 4318 BCCC.
- 2 Fourteen Zombies, kept about solely to hunt and forage, providing Korpauntarl with food and other supplies, and to guard the citadel. They will immediately attack. Zombies: HIT: 2; HTK: 006, 007, 005, 012, 009, 007, 003, 006, 011, 020, 005; ARM: 050; ATK: 1 x (1D8), SPD: 073. Korpauntarl cooks his own meals over a hearth in the back of the room; the Zombies know he has a preference for human flesh.
- 3 Storage room. Occasionally, Korpauntarl will lead the Zombies out at night to loot some nearby farmhouse and carry off its occupants and foodstuffs in addition to anything else he may happen to need. Stored here are two fifty-pound casks of flour, four barrels of salted beef, one twenty-gallon keg of wine, and a plethora of odds and ends including some tools and weapons (one Scimitar, four Broadswords, two Hand Axes, a Mace, and two Spears).

Level Three

- 1 Originally, this was a parking area for the self-propelled vehicles of the Markabs. Since the Uttermost War, it has been put to various uses, usually as a stable or a carriage-house. There is nothing here except the welcoming committee: seventeen Zombies: HIT: 2; HTK: 006, 012, 006, 004, 004, 010, 003, 003, 004, 009, 010, 008, 002, 005, 008, 006; ARM: 050; ATK: 1 x (1D8); SPD: 073.

Level Three



- 1 Parking Area
- 2 Caved-in Passage

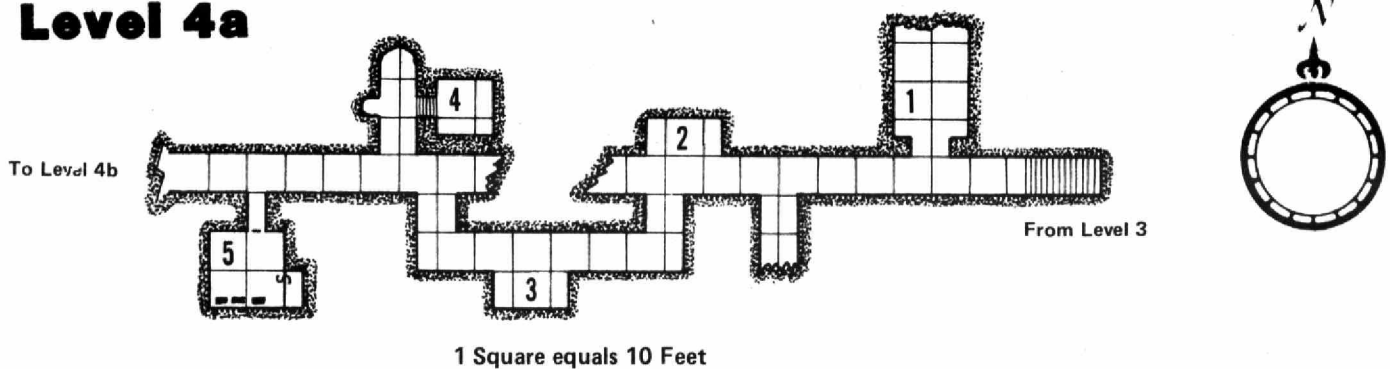
1 Square equals 10 Feet

Level Four-A

(Unless otherwise noted, all hallways on this level are tubular and are part of the old sewer system)

- 1 Three Giant Scorpions wandered into the sewer system a long time ago to escape the heat and have been unable to find their way out again - especially since Korpauntarl had a crew of Zombies come up from behind them and put in a wall with a door too small for them to pass through. Since then, he's been feeding them with small crews of Zombies and occasional live prisoner, watching from behind the door. Giant Scorpions: HIT: 4; HTK: 016, 017, 021; ARM: 050; ATK: 2 x (1D10). 1 x (1D4 + poison sting; roll less than CON on 3D6 or die); SPD: 063. Among the various effects that were not stripped off victims before they were cast in are two purses (55 SP in one; 42 SP and 38 CP in the other), a 500 GP Emerald-and-gold brooch, a Broadsword in a jewel-encrusted scabbard worth 200 GP, and an Invisibility Ring.
- 2 Twenty Skeletons, having wandered the old sewers randomly for varying lengths of time, have congregated here. A jingling sound may be heard during melee with them. Skeletons: HIT: 1; HTK: 006, 005, 002, 004, 004, 005, 002, 005, 004, 002, 002, 002, 002, 003, 004, 005, 006, 002, 004, 006; ARM: 020; ATK: 1 x (1D6); SPD: 066; If cut open, the skulls of the 4 HTK Skeletons may be found to contain 20 SP each.

Level 4a

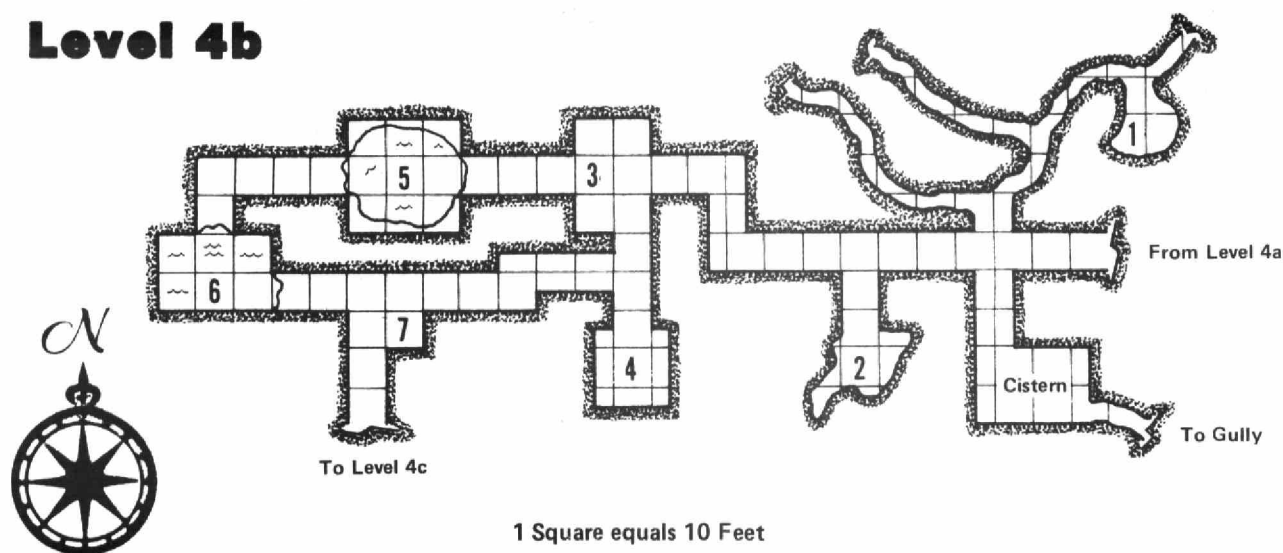


- 3 Twenty-two Zombies and sixteen Skeletons are here; they are usually turned loose by the resident Wizard at the foot of the stairs, wander the sewers for awhile, and find their way back in this direction. Zombies: HIT: 2; HTK: 007, 005, 007, 010, 004, 006, 006, 010, 011, 010, 006, 006, 009, 007, 007, 003, 006, 006, 009, 009, 007, 002; ARM: 005; ATK: 1 x (1D8); SPD: 073. Skeletons: HKT: 1; HTK: 006, 005, 004, 001, 002, 006, 002, 006, 006, 004, 003, 006, 004, 005, 005, 003; ARM: 020; ATK: 1 x (1D6); SPD: 066.
- 4 Here, successive Wizards have put work crews of Zombies to excavate a few new chambers in addition to the ones eroded out by time. The main occupants at this time, however, are three Minotaurs charmed by Vulludrond and telekinised into this room. Occasionally, a Zombie wanders in to keep them from starving to death, but they are, indeed, hungry. The grate at the door is called a "cattle trap." It can be walked across by humanoids if done carefully, but the hooves of Cows (and, incidentally, Minotaurs) will slide off the tubular crossbars and drop into a trench. This usually results in a broken leg; Cows have enough sense to stay away from it, so Minotaurs certainly do, too. Minotaurs: HIT: 6; HTK: 029, 031, 025; ARM: 030; ATK: 1 x (2D4), 1 x (1D30); SPD: 107.
- 5 The treasure of Vulludrond. There are three chests against the south wall. The first chest has a trap on the latch (poison pin held in a tiny bladder of poison until sprung; therefore, it is still potent; if sprung, roll less than CON on 3D6 or die). It contains 2,000 SP and a Scroll containing the spell *Protection Against Lycanthropes*. The second is not trapped and appears empty; a false bottom conceals the treasure, however: four gold bars worth 500 GP each. Since gold is an extremely dense substance, this much weight doesn't take up much space, but it makes the chest very heavy should anyone try to move it. The third chest releases a sleep gas when opened, with -2 Saving Throws against it; the chest itself is empty. A secret panel in the wall, found in the same manner as a secret door, conceals a closet with six more gold bars in a neat stack and a Wraith standing on top of them: HIT: 4; HTK: 18; ARM: 070; (only magic or silver weapons can hit it); ATK: 1 x (1D6 + life energy level drain); SPD: 157. Buried under the flagstones of the floor of the room is the Wraith's treasure; it will open the secret door and attack should this be disturbed: 8,000 SP, 2,000 GP, a +1 LEX Battleaxe, an ESP Potion, a Delusion Potion, and a scroll, containing a *Protection From Magic* spell, in a scroll case.

Level Four-B

- 1 Being directly under the cemetery, this complex of tunnels is ideally suited for a tribe of twenty Ghouls: HIT: 3; HTK: 013, 009, 009, 017, 009, 013, 004, 011, 013, 016, 013, 008, 011, 010, 010, 005, 010, 012, 012, 009; ARM: 050; ATK: 2 x (1D3), 1 x (1D4 + paralysis); SPD: 094. The Ghouls know how to get out through the nearby gully-erosion that opened a cistern; thus, when the burial rate has been low, they have been responsible for the nocturnal disappearances of livestock and children. In a great pile in the center of the main room are all the possessions of their meals that were worth anything. It would take several turns to sort out the different denominations of coins, etc.: 2,231 CP, 2,420 SP, a 400-GP Jade-and-gold necklace, a 650-GP Ruby-and-gold armband, and two loose Emeralds worth 80 GP each.
- 2 A pair of Fire Lizards have made their lair here and are also able to get out to hunt through the eroded section of the sewer. Fire Lizards: HIT: 12; HTK: 043, 047; ARM: 090; ATK: Melee [1 x (4D4), 2 x (1D8)] or Breath [1 x (1D10), Save halves damage]; SPD: 074. Piled against the wall across from the entrance is their treasure: 4,000 SP, 1,000 GP, a Ring of Delusion, a Magic Rope, Dexterity Gauntlets, and a scroll containing *Fire Ball*, *Fire Ball*, *Lightning Bolt*, *Slumber*, *Charm*, *Elemental Conjunction A*, and *Open*. The Fire Lizards prefer to range far and wide in their hunting and are often gone for weeks at a time; thus, the local Half-Elven farmers are affected little by them since they concentrate their hunting to the north.
- 3 Twenty Skeletons and four Zombies have congregated here. Skeletons: HIT: 1; HTK: 004, 002, 002, 006, 004, 004, 005, 004, 005, 006, 001, 003, 004, 005, 006, 005, 005, 004, 002, 001; ARM: 020; ATK: 1 x (1D6); SPD: 066. Zombies: HIT: 2; HTK: 008, 004, 005, 008; ARM: 050; ATK: 1 x (1D8); SPD: 023.
- 4 The walls of this room are blackened as if by a tremendous explosion, and the floor is littered with rusted fragments of metal and chips of bone. Searching will reveal, impaled deeply within the north wall between two slabs of stone, a +1 Dagger with the wooden grips burned away.
- 5 Over the course of the centuries, this portion of the sewer sank and was eroded out by an underground river, creating this chamber. Since then, the waters have lowered, leaving this pool. A bare trickle of water from beneath the surface is all that keeps it from total stagnation. In the murky water, invisible from the surface, are seven Crocodiles; they can detect the vibrations of footsteps and will attack anything approaching within 10' of the pool. They live on Zombie-meat and would savor some fresh meat for a change. Crocodiles: HIT: 2; HTK: 008, 009, 005, 011, 010, 010, 006; ARM: 060; ATK: 1 x (3D4); SPD: 062.

Level 4b



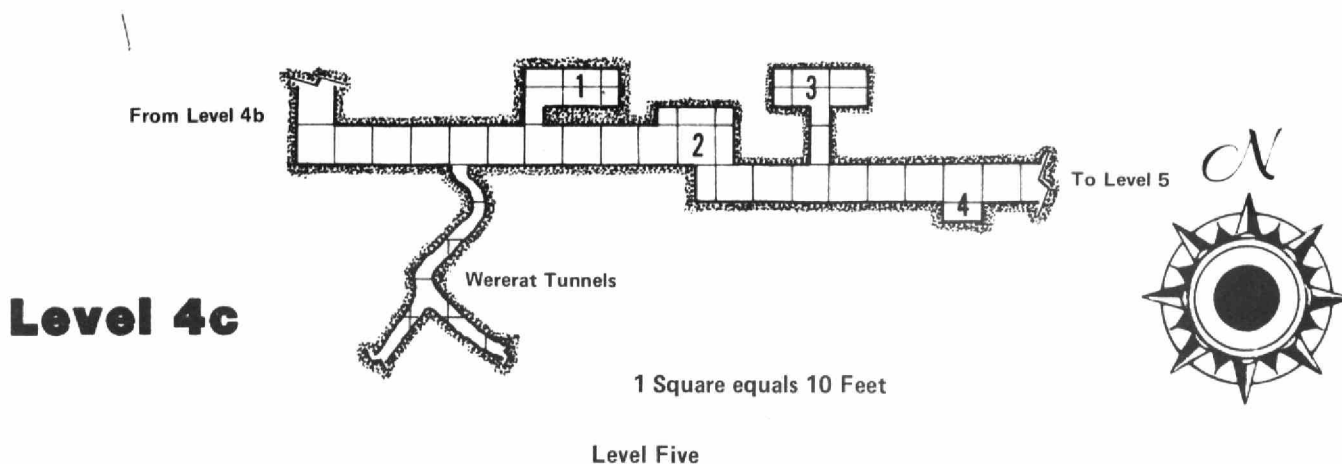
- 6 Another pool of water covers the floor in this room. The water first appears in the chinks between the stones out in the corridor and looks as if it gradually deepens to about an inch; unfortunately, the floor drops away beneath the murky water much quicker than one would guess. There is a pit beneath the water with poison-treated, razor-sharp spikes at the bottom. The pit is 20' deep; anyone falling in takes 10 points of damage and must roll less than CON on 3D6 or die.
- 7 Twenty-six Zombies and twelve Skeletons are here. Zombies: HIT: 2; HTK: 003, 006, 005, 006, 004, 006, 006, 007, 008, 003, 003, 004, 008, 004, 007, 004, 002, 008, 004, 005, 005, 004, 009, 005, 002, 0012; ARM: 050; ATK: 1 x (1D8); SPD: 073. Skeletons: HIT: 1; HTK: 004, 001, 002, 004, 003, 001, 006, 001, 001, 002, 005, 003; ARM: 020; ATK: 1 x (1D6); SPD: 066.

Level Four-C

- 1 The lair of the Wererat: HIT: 3; HTK: 17; ARM: 005; WPN: SS; SPD: 096; Right now, he is in the basement of the White Wyvern Inn, but anyone entering this area who is not Moving Silently will bring him into the room in one turn. Only magic or silver weapons can hit him. Treasure: 2,250 SP, 3,100 CP.
- 2 Ten Skeletons inhabit this room. Skeletons: HIT: 1; HTK: 002, 004, 001, 002, 004, 006, 001, 002, 003, 001; ARM: 020; ATK: 1 x (1D6); SPD: 066.
- 3 A four-year-old girl from the village wandered into the basement of the White Wyvern Inn last night, found the Wererat hole, somehow slipped past the Wererat without alerting him, was not noticed by the wandering monsters, and found her way into this room. Tharla (F): ALN: NNN; HTK: 005; ARM: 030; SPD: 072. Currently, she is lying in the slime on the floor, crying.
- 4 A Human skeleton (inanimate) is lying on the floor here, sprawled in an awkward manner. Flung out to one side is a rusted but still serviceable Broadsword.

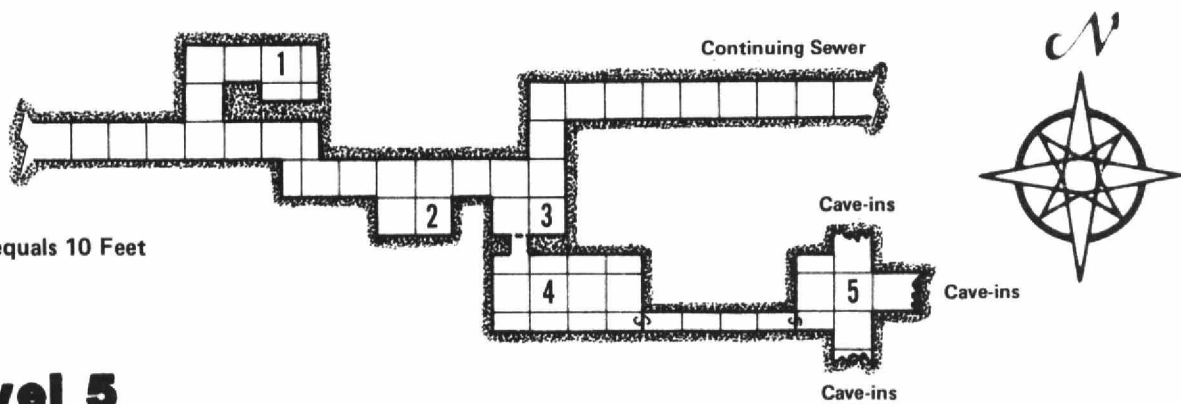
Level Four, in Areas A, B, and C, is the only level on which it is possible to encounter wandering monsters in this dungeon. They may also be encountered in the sewer-tunnels beneath. Should an encounter be rolled, roll 1D6 and consult the table below.

Roll	Result
1 - 4	3D10 Zombies: HIT: 2; ARM: 020; ATK: 1 x (1D8); SPD: 073
5	3D10 Skeletons: HIT: 1; ARM: 050; ATK: 1 x (1D6); SPD: 066
6	4D10 Giant Rats: HIT: 1; ARM: 020; ATK: 1 x (1D3); SPD: 117



- 1 In this room are three Wraiths: HIT: 4; HTK: 010, 020, 014; ARM: 090 (only magic or silver weapons can hit them); ATK: 1 x (1D6 + energy drain); SPD: 094. There is a rotting Human corpse chained, spread-eagled, on an 8'-diameter wheel which is raised on a 3' stone pedestal in the center of the room. Its clothing hangs in tattered rags, but the pockets still hold 27 GP. Should the wheel be removed, a small slab of stone may be found with a sculpted cavity in its center (resting place for the wheel hub); if this slab is removed, the stone pedestal may be found to be hollow, containing the treasure of the Wraiths: 2,000 SP, 2,00 GP, a Magic Wand, a Protection Ring, Elven Cloak and Boots, and a scroll containing *Heal Minor Wounds*.
- 2 Fifteen Skeletons inhabit the room: HIT: 1; HTK: 002, 006, 006, 004, 006, 004, 001, 004, 003, 005, 004, 005, 005, 004, 006; ARM: 050; ATK: 1 x (1D6); SPD: 066. Lying at the bottom of the stairs are the fragments of bone that used to be three more Skeletons until they fell down the stairs (lesser Undead not being noted for their dexterity).
- 3 This room is uninhabited, but the door in the south wall bears some scrutiny. It is particularly solid of build (to force open: -3; therefore, anyone of less than 17 STR has no chance of opening it at all without magic), and it is *Improved Lock* by Korpauntarl. Runes are carved on the door which, in the Common Language translate as "Pass within this barrier and forfeit." The wall around the doorway is stained evilly, as if some vapor had seeped out around the edge of the door.

1 Square equals 10 Feet



Level 5

- 4 This is the common crypt of all the successive Wizards who have inhabited this stronghold; there are nine of them, all mummified and animated. Anyone passing through the doorway in either direction who is not Chaotic-Evil in alignment is immediately changed to that alignment, taking damage due to the shock of sudden change: Lawful-Evil, Neutral, and Chaotic-Good individuals take 3D6 HTK of damage, and Lawful-Good persons take 6D6 HTK of damage. Mummies: HIT: 4; HTK: 016, 017, 018, 017, 017, 015, 012, 016, 015; ARM: 070; (they are fireproof and can only be hit by magic weapons and then only at $\frac{1}{2}$ damage); ATK: 1 x (1D12); SPD: 053. There is no treasure in the room, but there is a secret passage in the back of the room. Vulludrond's predecessor, Gaumarghast, installed it and was unable to tell Vulludrond of it before dying; thus, it has been sealed and undisturbed for these past 131 years. Both Vulludrond and Gaumarghast are among the Mummies present here, but their once-brilliant minds have been reduced to semi-intelligence of a paranoid nature.
- 5 Gaumarghast had sent troupes of Zombies through the ruined sewers and had wandered often in search of new ingredients for his necromantic brews. Any living thing that was encountered was either avoided or destroyed by the Wizard's Staff and then stripped of all wealth. In addition, Gaumarghast burned and looted several of the isolated farming-manors of the areas to the south and east and, thus, had collected quite a bit of wealth before his well-deserved demise, victimized by his own foul works in his laboratory. It was sealed here behind the crypt, surrounding an artifact that dates to the age of the Markabs which he found in the ancient sewer and placed here for protection until he had time to figure it out. As it turned out, he ran out of time. Treasure: 4,220 CP, 1,237 SP, 1,338 GP, two 70 GP Emeralds, a Jade-and-silver necklace worth 700 GP, a gold Breastplate intricately damascened and inlaid with thirty Rubies worth 7,700 GP, a matching Helmet with twelve Rubies worth 2,300 GP, three 90 GP Sapphires, and a 120 GP Diamond. (All the magic items he took were kept in the top-floor laboratory; that is why there are none here.)
- The Bone Serpents of Gaumarghast: Gaumarghast believed these items to be made by the Markabs to protect some warrior-hero in battle, but, since he never discovered the secret of how the items worked, he could not be sure. They were, however, of the period of the Markabs, although they may have been made by someone else. They appear to be strips of Mithril Chainmail, splinted and woven with fine wires of Adamantite, with silver buckles at each end. There are three of these, braided together and forming a band about forty inches long. No force, physical, magical, or otherwise, can force them to come unbraided. If wrapped about some part of the body and fastened, these bands reveal their true nature; they sink through armor, cloth, and flesh as if by some magic similar to a *Barrier Pass* spell. Upon reaching the pelvis or rib cage, they embed themselves directly into the bone. All of this causes excruciating pain but no actual damage to the unfortunate victim. Then, in the course of a single turn, the victim and all equipment carried by him transform in such a manner that he and all aligned magical items he carries are changed to Chaotic-Evil alignment. He then advances 1D6 + 8 levels and his prime requisite is raised to 18. Hit dice are rolled for the new levels immediately; if the character uses magic, new spells should be of an offensive nature such as *Fire Ball*, *Poison Cloud*, *Unholy Word*, *Earthquake*, *Lightning Bolt*, etc. If the character's sub-class restricts him to alignments other than Chaotic-Evil, he reverts to the basic character class from which his sub-class was derived (i.e. a Druid would become a Cleric, a Paladin would become a Fighter, etc.). The increase in levels coincides with corresponding improvements in Saving Throws, any special abilities, "to hit" bonuses, etc. The transformation immolates him as a Demon, and he can immolate once per day. All of this may sound like terrific benefits, and the reader may wonder why this author keeps referring to the wearer as the "victim." Turning the slate over, we find its negative side; the character is consumed by a thirst to utterly destroy all that is good in the world. Cunningly, he resolves to strike where the forces of Good are at their weakest, such as at small groups of soldiers, isolated farms, and lone, nocturnal travelers on twisting city alleyways. The adventuring party of which he was recently a member may seem like a good place to start. Moreover, every night, at midnight, he must make a Saving Throw vs Magic at his old level or complete the transformation into a Demon, with certain special aspects: he loses the special ability to immolate, he has no wings, and he can *Teleport* twice per day. (Judge's Note: While still in non-demonic form, the character should be played by the player with the restrictions noted. However, upon completion of the transformation, the Bone Serpents leave the body, again inflicting excruciating agonies, and *Teleport* in a random direction for a random distance. Roll 1D8 for direction on the map with 1 = North, 2 = Northeast, etc; roll 1D20 for number of 5-mile hexes distant. At this point, the character should be taken away from the player because he would be completely at the beck and call of the power that created the

Bone Serpents and may as well start a new character. While the Bone Serpents are attached, they cannot be removed; if the character dies while wearing them, the artifact leaves as though he had completed the transformation into a Demon, and the character cannot be resurrected.) The character may (5% chance), additionally, be obsessed with the desire to be near the artifact after full transformation and will be drawn inexorably towards it, wherever it may be, by supernatural powers. The artifact is heavily guarded for this reason. Three prior victims tunneled in from the sewers many years ago; their tunnels collapsed after their arrival and, rather than actually touch the artifact that has caused them so much grief and *Teleport* out with it, they use this chamber as a lair, *Teleporting* in and out to hunt for food. Special Demons: HIT: 7D10; HTK: 036, 049, 057; ARM: 110 (can only be hit by magic weapons); ATK: 2 x (1D4), 1 x (2D4); (due to STR, they are +2 to hit and +2 damage), Magic Resistance: 65%; SPD: 097. They can cause the following at will: *Sphere of Darkness*. They can cause any of the following once per turn: *Illusion* (as wand), *Fear* (as wand), *Detect Magic Auras*, *Dispel Magic*, *Read Languages*, *Shape Change*, *Telekinesis* up to 5,000 GP weight, *Project Image*, *Levitate* as a twelfth-level Wizard, use a sigil of Fear or Discord, or *Gate* in another Demon (60% chance of success). Can *Teleport* twice a day.

Wormingford: History, 4433 BCCC

Wormingford, for many years, was a ford at the headwaters of the River Hagrost with only a collection of farmers' cottages and an inn, surrounded by an earthen pallisade and wooden stockade, to its credit. The total population of able-bodied defenders was less than fifty; most travelers and Sages state that the inn was built around 4320 BCCC, after the latest major migration through the area by a hostile race. The place was named for the richness of the soil; worms, used by the farmers as bait for fishing in the streams, were plentiful.

In the scheme of history of the Lands of the City States, Wormingford is a very recent development; many settlements of the area are three or four thousand years old. Wormingford first developed as a real community when there came a great influx of Pirates up the River Hagrost in the early forty-fifth century. A band of over 300 Pirates descended upon the sleepy community in 4421 BCCC and slaughtered or drove away all of its peaceful inhabitants, making it their stronghold. The inn soon fell into disrepair due to their violent carousing and burned one night in the summer of 4428 BCCC, killing the man who had led the Pirates to the village in the first place, Ugruk Lummarlack.

Without Ugruk's leadership, the once-cohesive band of Pirates disintegrated into feuding fragments. The population of the Pirates dropped by one-third its former level as groups of them left the village and then came back to raid upon their former fellows. In addition, power struggles for command of each splinter group left many dead. Eventually, however, the differing factions reached an uneasy truce and, once again, began to grow in numbers as raiding on the Estuary of Roglaroon continued, and the seamen of the plundered vessels, faced with a choice between a life of piracy or a quick and unceremonious death, chose piracy.

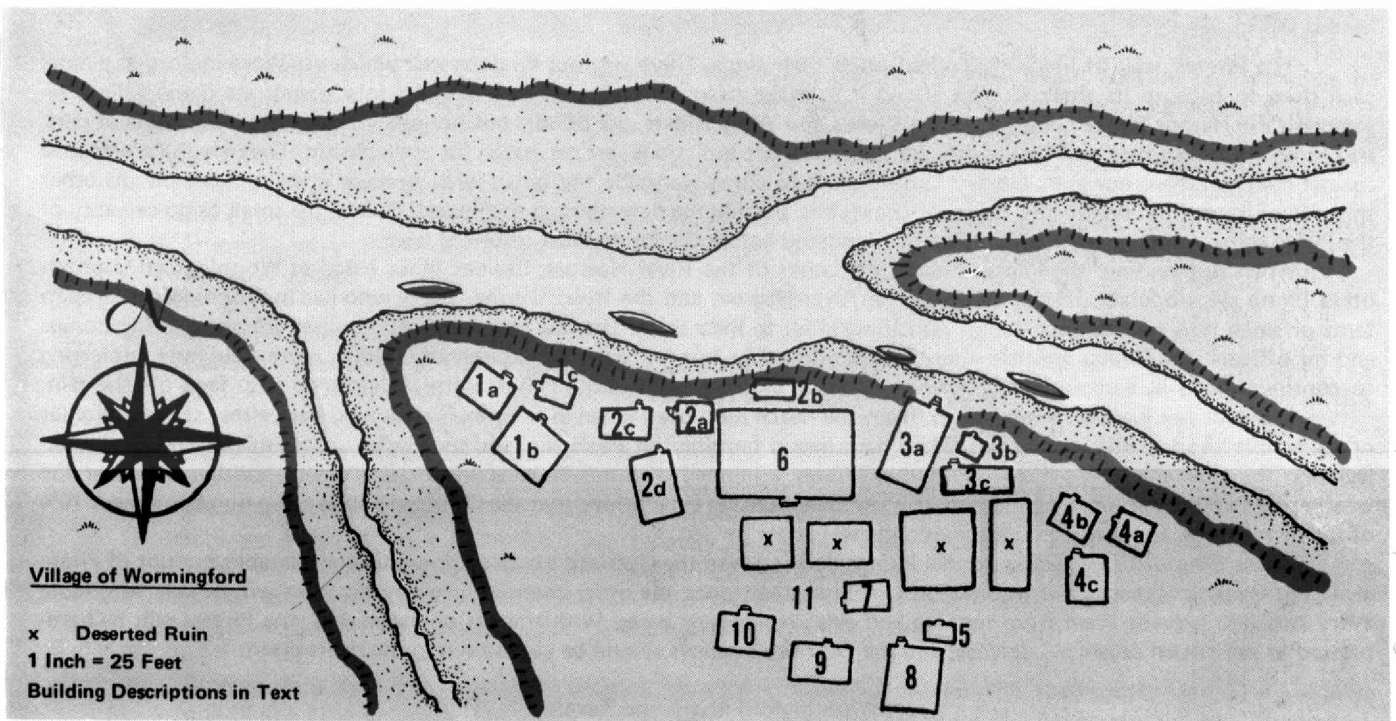
Most of the Pirates who had survived the bitter feuding still remained in Wormingford, and there arose a mock leader, Calthorn, a Cleric. Calthorn, a captive from the decks of a passing merchant, preached so loudly to the Pirates to mend their ways that, as a sport, he was installed as their "hetman" and paid mocking homage. Calthorn has failed to detect the notes of sarcasm in their voices as they tell him of the ways in which they have changed to a peaceful fishing folk, and he remains in the tumbled-down village, basking in the false glow of his illusory accomplishments.

The Pirates are actually led by their captains; each vessel's crew is loyal (to a degree) to its skipper. Temporary alliances may form between some of these vessels to carry out a large raid. There are several Pirate-bands encamped along the banks of the River Hagrost, preferring to avoid the squalor of Wormingford, but these leave their filth behind when they move to another beach, and the once-fair River Hagrost is coming to ruin and stagnation.

The Invincible Overlord, whose shipping is almost the only target of their piracy, has hunted these bands of Pirates for many years, but they consistently avoided his massed strikes by war galleys by scurrying off to find a new base from which to plunder. The Overlord has been forced to locate their new stronghold and mass his forces several times. Now, though, he has known of their location for five years. It was an Overlord spy who set fire to the inn and conveniently locked Ugruk in his room; agents of the Overlord were responsible for inciting the discord and feuding that led to a drastic weakening of the Pirates through internecine rivalry. Now, the Pirate crews are rank with men in the pay of the Overlord. Few of the citizens of the City State and tributary villages are aware of the Pirates' base; if they knew of it and of the Overlord's apparent hesitancy, there would be questions. Many nobles of the City State, including Calthorn's brother, are part of the planning tribunals and realize that a drive against the Pirates would require a tremendous investment of money, time, and manpower to eradicate their threat once and for all as the Overlord seeks to do. The Overlord's preparations are near completion, and the navy and all the Overlord's spies are tense with anticipation.

Wormingford: Way of Life

The Pirates who currently hold the village of Wormingford are entirely parasitic, making their livings by plundering the merchant ships and fishing hamlets of the Estuary of Roglaroon. What goods they steal that they do not use are traded with the Altanian tribesmen of the south in a dusty marketplace that has recently been enlarged by clearing away the ruins of the burned inn. The usual tender that the tribes offer in exchange for these goods is food because little of it is shipped on the Estuary, and, therefore, little of it is available to the pirates there.



Village of Wormingford
 x Deserted Ruin
 1 Inch = 25 Feet
 Building Descriptions in Text

The 172 able-bodied warriors of the village are almost uniformly armored with Leather because this is the only type of armor that can be prepared by the backwards Pirates. Pirate-captains and their closest associates often wear stolen Chain-mail or Plate. A variety of Helmets and Shields, taken as plunder, are put to use; their weapons, too, are stolen and of a widely varied and motley assortment. For the weapons of an individual Pirate, roll on the tables below.

Roll 1D8

- 1 - 2 Light Melee Weapon and Shield
- 3 Light Melee Weapon
- 4 - 6 Light Melee Weapon and Missile Weapon
- 7 Light Melee Weapon, Missile Weapon, and Shield
- 8 Heavy Melee Weapon

Light Melee Weapons
(Roll 1D8)

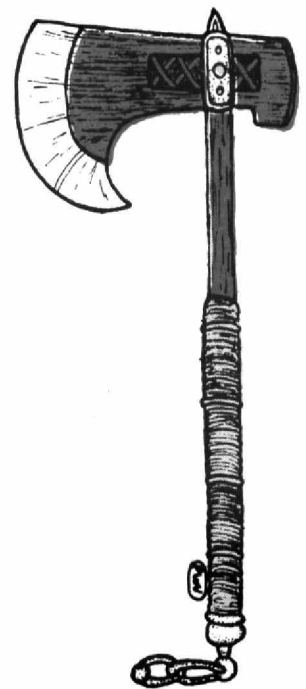
- 1 Short Sword
- 2 - 3 Broadsword
- 4 - 5 Cutlass
- 6 Scimitar
- 7 Hand Axe
- 8 Morning Star

Missile Weapons
(Roll 1D8)

- 1 - 4 Shortbow
- 5 - 6 Composite Bow
- 7 Light Crossbow
- 8 Sling

Heavy Melee Weapon
(Roll 1D8)

- 1 - 3 Battle-Axe
- 4 Military Pick
- 5 - 6 War Hammer
- 7 - 8 Two-Handed Sword



The Pirates' way of life is dependent upon their ships. There are four Pirate vessels which use Wormingford as a base; each does so because its shallow draft allows it to make its way this far up the river. All four vessels are oared galleys resembling the Harbor Patrol Galley (see **Sea Steeds and Wave Riders**, JG 0066), but none have more than eight sets of oars, and most are driven by six. These crafts are light and fast but, alone, are no match for any warship. They are quite effective against merchantmen, however. Normal procedure is to come alongside the target with Archers firing and grapple the other ship. The Pirates then swarm the decks of the victim, putting the defenders to the sword. Due to the small cargo capacity of the Pirate ships, only one or two ships can be plundered before the Pirate must return to base.

When not raiding, the Pirates live on the banks of the River Hagrost. Besides those based at Wormingford, a dozen other Pirate ships operate off the banks of the River Hagrost and the River Gilring. Those who live in Wormingford sleep in tents or small huts on the river banks, remaining close to their ships. The few remaining solid houses are reserved for storage and for officers. The Pirates grumble about this considerably, but few go to the trouble of building more solid huts, preferring to continue living in easily-made sail-canvas tents or covering their decrepit huts with sail cloth to help fend off the rain.

Many of the houses farthest away from the beach have been taken over by ex-Pirates who have either started families or are simply tired of the way of life. They have begun farming the area again, and the Pirates accept this as a method of alleviating the constant shortage of food. Other Pirates, equipped with missile weapons, have taken to hunting whenever the weather or ship damage prevents raiding. It is on these hunting expeditions that the Overlord's spies, who number almost 10% of the Pirate force, rendezvous with their contacts.

These Overlord spies act as normal Pirates, looting even the Overlord's own ships with a considerable amount of Pirate zeal. The Overlord accepts this in order to guarantee that, once the order to strike is given, his spies will be able to disable every ship and prevent them from running and establishing new bases. With traitors on every ship, the Pirates will be hard-pressed to present an organized defense, and the Overlord's galleys should be able to sweep the rivers clean.

Wormingford Shops and Taverns

- 1 This area is controlled by the crew of the **Queen of the Hagrost**. They live in the huts near the beach as well as in various makeshift quarters while in town. The larger buildings just behind the crews' area are officers' quarters and storage buildings.

Queen of the Hagrost: Captain Murizhpal

28 Pirate crewmen. Seven on board when it lies at anchor; the rest are on shore in huts. Last ship taken was carrying a cargo of barrels, and 12 are still in the hold. The captain has recently had a Ballista installed to cower opponents, but the men are untrained in its use, -3 to hit.

1a Living quarters for the ship's officers.

Captain Murizhpal: CLS: FTR; ALN: LEX; LVL: 081; HTK: 029; ARM: 110; PSL: 077; STR: 176; INT: 106; WIS: 083; DEX: 115; CHR: 157; END: 114; AGL: 081; LED: 092; LCK: 132; PSY: 041; WPN: +1 BS.

Lt. Vergau: CLS: FTR; ALN: CEX; LVL: 041; HTK: 026; ARM: 080; PSL: 068; STR: 169; INT: 119; WIS: 127; CON: 109; DEX: 128; CHR: 133; END: 096; AGL: 106; LED: 106; LCK: 111; PSY: 052; WPN: TS.

Lt. Shurralt: CLS: FTR; LEX: 041; HTK: 028; ARM: 060; PSL: 064; STR: 171; INT: 076; WIS: 101; CON: 116; DEX: 126; CHR: 107; END: 114; AGL: 094; LED: 081; LCK: 061; PSY: 061; WPN: ILS.

Mate Urkatho: CLS: FTR; ALN: CEX; LVL: 021; HTK: 027; ARM: 040; PSL: 046; STR: 136; INT: 084; WIS: 136; CON: 147; DEX: 095; CHR: 051; END: 132; AGL: 076; LED: 062; LCK: 122; PSY: 051; WPN: AB.

Also living in the house are 3 female captives: LVL: 011; HTK: 023, 017, 031; ARM: 020; WPN: IDG, and two male slaves who refused to help on the ships: LVL: 011; HTK: 022, 026; ARM: 020, unarmed. The captain keeps the ship's gold buried in the cellar. The chest in which it is stored has contact poison needles in its handles. The needles do 8 points of damage and victim must roll less than CON on 3D6 or die in 6 rounds. Due to the way the chest is buried, grabbing the handles will be required to get it out of its hiding place. In the chest are 2,211 GP, 817 SP, a Potion of Gaseous Form, and, in a secret compartment, is a Ring of Weakness which Murizhpal has never had the courage to try on. Lt. Shurralt is an Overlord spy.

- 1b An old house used for storage. There is always one guard by the front door, and all other entrances have been securely boarded up. Guard: CLS: FTR; ALN: NNN; LVL: 011; HTK: 026; ARM: 040; WPN: SS. Inside the building are large quantities of clothing as well as 3 bolts of silk worth 50 GP each, 25 coils of thick rope, and a large quantity of Polearms. Total value of everything in the house is 1,960 GP.
- 1c Food Storehouse. This house closely resembles 1b except that the Pirates' food supply is kept here. Food is running a bit short, and what is left is often covered with maggots or mildew. The Pirates are expecting a resupply within the next two weeks. Guard: CLS: FTR; ALN: NNN; LVL: 011; HTK: 029; ARM: 040; WPN: Hand-Axe.

- 2 This area is controlled by the crew of the **Ramming Fool**. Crew members swagger about boasting of their expertise with their ship. Fights often develop with the crews of adjacent ships, and a few turn into bloody duels.

Ramming Fool: Captain Elderro

31 Pirate crewmen. Nine on board while at anchor. Elderro's crew is the most skilled of the four when it comes to running on the river. The ship has a small ram mounted on it which Elderro uses to firmly affix his craft to his victim's craft. The ram also puts a large enough hole in the opponent to insure that it will sink, but the hole is small enough that there is time to overrun and loot the ship and get the **Ramming Fool** loose before the victim goes under.

2a Captain's Quarters.

Captain Elderro: CLS: FTR; ALN: LEX; LVL: 071; HTK: 023; ARM: 070; PSL: 071; STR: 154; INT: 113; WIS: 142; CON: 081; DEX: 123; CHR: 143; END: 051; AGL: 122; LED: 152; LCK: 111; PSY: 042; WPN: IBS.

Captain Elderro threw the other officers out of the building four months ago when an officer attempted to assassinate him. The officer was actually an overzealous Overlord spy, but Elderro regarded it as mutiny, never guessing the man's true identity. Two Pirates whom Elderro trusts implicitly now live in the house with the captain and guard him day and night. Unfortunately for Captain Elderro, they are also Overlord spies: CLS: FTR; ALN: NXX; HTK: 026, 029; ARM: 040; WPN: ILS. The captain keeps the ship's treasury under the floorboards in his room: 1,115 GP, 6,823 SP, 3 gold statuettes worth 100 GP each, 2 gems worth 200 GP and 100 GP, 3 rings worth 100 GP each and an identical-looking Ring of Fire Resistance.

- 2b Storage. This shed is used to store the loot from raids. There is a considerable food supply stored here because one of the Pirates' recent kills was a food barge that showed up during the sinking of another ship. The loot includes a large quantity of timber with the Overlord's seal branded into it, enough beer to supply the entire crew for a month, and 10 sets of Plate Mail with a total value of 1,340 GP. One guard: CLS: FTR; ALN: LEX; HTK: 027; ARM: 040; WPN: IBS.

2c Officers' living quarters.

Lt. Allizo Dremingtass: CLS: THF; ALN: LEX; LVL: 025; HTK: 025; ARM: 120; PSL: 054; STR: 147; INT: 052; WIS: 079; CON: 112; DEX: 177; CHR: 120; END: 102; AGL: 122; LED: 136; LCK: 146; PSY: 051; WPN: ISS.

Lt. Merrin Raf: CLS: FTR; ALN: CEX; LVL: 031; HTK: 031; ARM: 070; PSL: 054; STR: 150; INT: 046; WIS: 086; CON: 162; DEX: 101; CHR: 142; END: 152; AGL: 096; LED: 131; LCK: 141; PSY: 072; WPN: IBA.

Mate Bailzo Nurren: CLS: FTR; ALN: CEX; LVL: 031; HTK: 027; ARM: 060; PSL: 041; STR: 144; INT: 116; WIS: 132; CON: 133; DEX: 118; CHR: 126; END: 131; AGL: 114; LED: 126; LCK: 121; PSY: 041; WPN: WCB.

The officers were considerably angered when Captain Elderro threw them out and have now really begun to plot against him. Knowing that the crew will not accept an outright murder, the officers are planning on arranging for Elderro to die in battle. Dremingtass: 110 GP and a ring worth 75 GP. Raf: 80 GP and a jeweled armband worth 150 GP. Nurren: 65 GP and a +1 Dagger that he has concealed from his friends.

- 2d Food Storage. Normally, food is kept here, but an invasion of rats has forced the Pirates to transfer it to the ship temporarily until the rats can be cleared out. There are no guards at the door, but a variety of rat traps and poisons are scattered about inside.

- 3 The crew of the **Little Devil** controls this area of the beach. They live in tents made of sailcloth because most of the huts of the area are totally wrecked. They keep a safe distance from the ex-slaves of **The Marauder** crew and are more than a little afraid of them.

Little Devil: Captain Sallison

21 crewmen. Five are on board while at anchor. The smallest of the vessels anchored at Wormingford, the **Little Devil** rarely hunts alone. Sallison's crew is well-practiced at forcing a merchant ship into the path of the on-rushing **Ramming Fool's** ram and then swarming the doomed vessel from the opposite side. The two ships often cooperate although some tension usually arises over the division of the loot.

- 3a Storage. The **Little Devil's** loot is normally stored here, but they managed to sell most of it the previous week. All that remains is a collection of weaponry worth about 350 GP which the Pirates have kept to be used or sold to the other crews as necessary. There are no guards, but a Crossbow is set to fire through the door if it is pulled open without yanking on a cord hanging near the doorpost.

3b Officers' quarters.

Lt. Gallin Wisen: CLS: FTR; ALN: LEX; LVL: 041; HTK: 026; ARM: 060; PSL: 044; STR: 159; INT: 101; WIS: 094; CON: 117; DEX: 144; CHR: 134; END: 104; AGL: 134; LED: 135; LCK: 166; PSY: 052; WPN: ITS.
Lt. Trencer: CLS: FTR; ALN: LEX; LVL: 041; HTK: 022; ARM: 007; PSL: 042; STR: 134; INT: 135; WIS: 127; CON: 091; DEX: 081; CHR: 125; END: 072; AGL: 072; LED: 101; LCK: 152; PSY: 051; WPN: ILS.

Gallin and Trencer found a Ring of Invisibility on the last ship they sacked and did not report it to the captain. Each plans to murder the other to gain sole possession of the ring, but, until an opportunity arises, they are sticking very close together at all times. They killed a servant who spotted Gallin using the ring, and rumors have begun floating about the camp of the reason for their strange behavior (none of them are even close to the truth, however). Gallin: 215 GP and a 50% chance to have the ring. Trencer: 125 GP and a 50% chance to have the ring. They can be found together 90% of the time.

3c Captains' quarters.

Captain Sallison: CLS: FTR; ALN: LEX; LVL: 071; HTK: 029; ARM: 110; PSL: 057; STR: 158; INT: 137; WIS: 116; CON: 145; DEX: 109; CHR: 149; END: 121; AGL: 092; LED: 101; LCK: 115; PSY: 072; WPN: IHA.

Captain Sallison keeps four female captives, 2 from the City State of the Invincible Overlord and 2 captured from a party traveling from Forcastle. All have families who would pay 200 - 1,200 GP for their safe return. CLS: FTR; ALN: NXX; LVL: 011; HTK: 018, 025, 018, 018; ARM: 020, no weapons. The captain keeps the ship's treasury in a locked chest in the attic of the house. The chest is trapped with a gas that causes blindness (Saving Throw allowed) which will be released if a carved Dragon's head on the top of the chest is not rotated counter-clockwise before opening. The gas fills a 10' x 10' x 10' area. In the chest are 1,412 GP, 6,955 SP, and 3 gems worth 500 GP, 250 GP, and 250 GP.

- 4 This area is held exclusively by the crew of **The Marauder**. Intruders are as likely to be attacked as to be questioned. The crew has fashioned a row of solid huts in which to sleep, sparing them the tent life that many of the other crews lead. **The Marauder's** crew has adopted the Two-Handed Sword as their primary weapon, and 70% of the crew is armed with that weapon.

The Marauder: Captain Jellin

30 crewmen. 12 on board while at anchor. **The Marauder** was formerly a private yacht. Its crew are the ex-slaves who formed the oar gang on the yacht. Some six months ago, they mutinied, massacring the owner and the rest of the crew. **The Marauder's** crew is the fiercest of the entire Pirate fleet, and those days that they return with a live captive are rare. The original ex-slaves have been supplemented by some of the more violent Pirates, and few other Pirate ships will sail with her.

4a Captain's quarter.

Captain Jellin: CLS: FTR; ALN: CEX; LVL: 071; HTK: 033; ARM: 110; PSL: 059; STR: 188; INT: 142; WIS: 101; CON: 153; DEX: 115; CHR: 170; END: 151; AGL: 102; LED: 082; LCK: 112; PSY: 051; WPN: ITS.

Captain Jellin is one of the original slaves for the ship's oar crew. He led the rebellion, crushing the former captain's skull with his chains and strangling the owner with his bare hands. He flies into a rage if anyone tries to tell him what to do and has killed crew members for the slightest deviation from his orders. He normally wears most of the ship's treasury in the form of jewels and gems worth 1,120 GP, and 821 GP are hidden inside a large, stuffed chair inside the house.

- 4b Storage Area. This converted house is packed with plundered loot. Hundreds of glass bottles are stacked alongside two dozen barrels of pipeweed, 18 large tapestries, 48 cases of wine, and 26 barrels of pitch. Total value is 3,812 GP. Three guards are here: CLS: FTR; ALN: CEX; LVL: 011; HTK: 026, 027, 026; ARM: 060; WPN: ITS.

- 4c Officers quarters. These quarters are temporarily empty because two of the ship's officers were killed in the last fight, and the third was discovered to be an Overlord spy. The servants of the former officers have moved on to new masters, but the personal effects of the dead remain. 175 GP and two gems, 50 GP each, can be found if a thorough search of the house is made.

5 Home of Calthorn

Calthorn: CLS: CLR; ALN: NNN; LVL: 031; HTK: 018; ARM: 020; PSL: 045; STR: 119; INT: 053; WIS: 138; CON: 074; DEX: 126; CHR: 125; END: 071; AGL: 102; LED: 123; LCK: 132; PSY: 131; WPN: IHM.

Calthorn lives with one male servant: CLS: BEG; LVL: 011; HTK: 023; ARM: 020; WPN: IDG. He gives all his money to the children and the poorest Pirates, which makes him appreciated by some. Calthorn keeps a substantial stock of food donated to him when food is plentiful which he uses to help the Pirates over the leaner times. He is totally convinced that he has caused the Pirates to become simple river traders, and that any wounded brought back on the boats were attacked by Pirates lurking along the river.

6 The Old Jail. During a recent attack, the crew of the **Ramming Fool** managed to capture two very wealthy merchants. The Pirates, unknown to Calthorn, are holding them for a ransom expected by many to exceed 5,000 GP each. There are always four guards in and around the jail: CLS: FTR; ALN: LEX; HTK: 024, 025, 027, 026; ARM: 020; WPN: IBS.

7 Tailor: Ellemonon Fast Tongue: CLS: THF; ALN: LEX; LVL: 021; HTK: 023; ARM: 020; PSL: 071; STR: 092; INT: 112; WIS: 136; CON: 149; DEX: 159; CHR: 125; END: 112; AGL: 102; LED: 072; LCK: 111; PSY: 041; WPN: IDG.

No one in town knows of Ellemonon's thieving abilities; that is why he is still alive. Ellemonon works on making and repairing Leather armor during the day and practices his other profession at night. He seems to be a simple little man who is quite cowed by the rabble all around him, but he has managed to collect 312 GP, 431 SP, and 893 CP. He can Pick Locks at 20%, Disarm Traps at 15%, Pick Pockets at 25%, Silent Movement at 25%, Hide in Shadows at 15%, and Hear Noise on 1 - 2 on 1D6.

8 Carpenter: Drassn Gallindoom: CLS: FTR; ALN: NNN; LVL: 022; HTK: 025; ARM: 020; PSL: 044; STR: 120; INT: 118; WIS: 165; CON: 132; DEX: 095; CHR: 122; END: 123; AGL: 114; LED: 081; LCK: 071; PSY: 062; WPN: WDH.

Drassn makes a profitable living by repairing damage to the ships which the Pirates are unable to fix on their own. He has made repairs on many Pirate ships other than those that dock at Wormingford and is well-known throughout the Pirate fleets. He is a master of his craft, and the Pirates have no intention of letting him leave because he is too valuable an asset to lose. At least one guard is stationed around his home at all times: CLS: FTR; ALN: LEX; LVL: 011; HTK: 023; ARM: 020; WPN: AB. Hidden within the house is a chest with 471 GP and 916 SP in it.

9 Cleric: Phimmingway the Cursed: CLS: CLR; ALN: CEX; LVL: 061; HTK: 025; ARM: 110; PSL: 055; STR: 113; INT: 074; WIS: 160; CON: 149; DEX: 119; CHR: 054; END: 135; AGL: 103; LED: 141; LCK: 123; PSY: 143; WPN: +2 Staff.

Phimmingway keeps the Pirates supplied with *Cures* and other spells as needed, all at rather exorbitant prices. He will also occasionally accompany ships on raids but requires a base payment of 500 GP before even considering it. He has converted all his money into gems and carries 1,625 GP worth of Rubies, Sapphires, and Diamonds on his person at all times. In the house is a male servant: CLS: FTR; ALN: NNN; LVL: 011; HTK: 021; ARM: 020; no weapon, who carries 25 SP.

10 Information: Karltan Frothin: CLS: MAG; ALN: NNN; LVL: 041; HTK: 021; ARM: 020; PSL: 037; STR: 122; INT: 120; WIS: 085; CON: 097; DEX: 155; CHR: 138; END: 082; AGL: 113; LED: 136; LCK: 123; PSY: 122; WPN: None.

Karlтан has several very reliable contacts working at the docks of the City State and is able to supply detailed information concerning ship's cargos and protection. His fee is 25% of what is taken from a ship about which he supplies information, and the Pirates willingly pay in order to avoid attacking any heavily-armed ships or wasting their time on valueless (to them) cargos. The transfer of information is done through the use of a Crystal ball which Karlтан stole from a former master. He has 195 GP and 2,700 SP kept in a sack embedded inside one of his many bed pillows.

11 Open air market: This market is used only on those days that a caravan comes up from Altanis to trade. 5% chance per day. Caravan: 4D6 wagons with 2 drivers each, 20 + 3D6 mounted men-at-arms: CLS: FTR; ALN: NNN; LVL: 011; ARM: 070; WPN: LSP & SS. Normally, the caravan is led by three merchants, but, occasionally, there are more merchants.

Valindos Mher: CLS: FTR; ALN: NNN; LVL: 031; HTK: 023; ARM: 020; PSL: 064; STR: 146; INT: 136; WIS: 132; CON: 092; DEX: 092; CHR: 102; END: 091; AGL: 084; LED: 062; LCK: 091; PSY: 071; WPN: IDG.

Scallin Finn: CLS: FTR; ALN: LEX; LVL: 041; HTK: 025; ARM: 020; PSL: 075; STR: 135; INT: 084; WIS: 122; CON: 123; DEX: 083; CHR: 103; END: 115; AGL: 075; LED: 116; LCK: 081; PSY: 062; WPN: IDG.

Pemm Foulfinger: CLS: CLR; ALN: NNN; LVL: 041; HTK: 021; ARM: 020; PSL: 064; STR: 124; INT: 103; WIS: 153; CON: 091; DEX: 115; CHR: 114; END: 082; AGL: 092; LED: 103; LCK: 071; PSY: 101; WPN: IHM.

The merchants carry very little gold with them because they prefer a straight barter system.

Wormingford Events and Encounters

Encounters (Roll 1D12)

- 1 - 2 2 - 12 Pirates from the **Queen of the Hagrost**; LVL: 011; ARM: 030; roll weapons as per **Pirates' Weapons Table** or simply arm all with Swords.
- 3 - 4 2 - 12 Pirates from **Ramming Fool**; LVL: 011; ARM: 030; roll weapons as per **Pirates' Weapons Table** or simply arm all with Swords.
- 5 - 6 2 - 12 Pirates from **Little Devil**; LVL: 011; ARM: 030; roll weapons as per **Pirates' Weapons Table** or simply arm all with Swords.
- 7 - 8 2 - 12 Pirates from **The Marauder**; LVL: 011; ARM: 030; WPN: Two-Handed Sword.
- 9 - 12 See **Special Encounter Table** following.

Special Encounter Table (Roll 1D10)

- 1 Captain Murziphal and 1D3 officers (see building 1a for stats) on their way to the **Queen of the Hagrost** bump into the party and demand an apology.
- 2 Calthorn (CLS: CLR; ALN: NNN; LVL: 031; HTK: 018; ARM: 020; WPN: IHM, see building 5), on his way to preach to the Pirates getting drunk on the beach, stops to ask the party for money to feed the poor.
- 3 Phimmingway the Cursed (CLS: CLR; ALN: CEX; LVL: 061; HTK: 025; ARM: 110; WPN: +2 Staff, see building 9) casts a *Detect Good Alignment* spell at the party, followed by a pair of *Stop Persons* if he does detect good.
- 4 2D6 roaring drunk Pirates accost the party, demanding wine. LVL: 011; ARM: 030; -3 to hit probability due to drunkenness.
- 5 Ellemonon Fast-Tongue (CLS: THF; ALN: LEX; LVL: 021; HTK: 023; ARM: 020; WPN: IDG, see building 7) "accidentally" bumps into a random party member, attempting Pick Pocket (25% chance).
- 6 2D6 Pirates from **The Marauder** swarm the party as a member of the crew claims to recognize one of the party members as his former slave-master: LVL: 011; ARM: 030; WPN: ITS.
- 7 Captain Elderro (CLS: FTR; ALN: LEX; LVL: 071; HTK: 023; ARM: 070; WPN: IBS, see building 2a), accompanied by his two personal body guards (LVL: 011; HTK: 026, 029; ARM: 040; WPN: ILS), brandishes a Sword at the party, demanding to know which of them is the Assassin hired by his mutinous officers.
- 8 Karltn Frothin (CLS: MAG; ALN: NNN; LVL: 041; HTK: 021; ARM: 020; no weapon, see building 10) throws a *Web* at the party from a well-hidden location just to keep in practice.
- 9 Captain Sallison (CLS: FTR; ALN: LEX; LVL: 071; HTK: 029; ARM: 110; WPN: IHA, see building 3c) and 8 crew members (CLS: FTR; LV: 011; HTK: 018, 028, 027, 026, 025, 023, 021, 021; ARM: 030; WPN: roll on **Pirates' Weapons Table** or arm with Swords) surround the party and demand to know why they are spying on the Pirates.
- 10 Captain Jellin (CLS: FTR; ALN: CEX; LVL: 071; HTK: 033; ARM: 110; WPN: ITS, see building 4a) brushes into a party member, accuses him of trying to steal one of the captain's gems, and asks if the Thief would like to have his hand removed.

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