

WITCHES COURT MARSHES

WILDERNESS BOOK FIVE

by BRYAN HINNEN

DANGER AWAITS ON ALL HALLOW'S EVE,
WITCHES OF THE WORLD ARE GATHERING EN MASSE,
THE PEASANTS OF THE AREA ARE GOING TO LEAVE,
UNLESS YOU CAN STOP THE WICKED BLACK MASS.



A Judges Guild
UNIVERSAL
FANTASY SUPPLEMENT

1090
\$6.98

Judges Guild

TABLE OF CONTENTS

Foreword	3
The Wilderness	4
Random Terrain Generation Tables	5
Universal Format Explanation	8
Grita Heath History	10
Grita Heath Way of Life	12
Grita Heath Shops and Taverns	13
Grita Heath Events and Encounters	16
Garman Citadel	18
The Castle of Gauradhrakh	19
Lurid Lairs	20
Witchcraft in Fantasy Rolegaming	22
Witchcraft Spells	23
Explanation of Spells and Their Effects	25
Campaign Wilderness Maps of Area	36
Explanation of Spells and Their Effects	62
Other Powers of Witchcraft	64
The Witches' Court Marshes	65
Dungeon: The Lair of Mordridda	66
Level One	66
Level One Map	67
Level Two	69
Level Two Map	70
Level Three	72
Level Three Map	74
Spells of the Witches to be Encountered in the Lair of Mordridda	78

Designed by Bryan Hinnen, Mark Holmer and Joe Wiengand

Edited by Mark Holmer and Joe Wiengand

Front Cover by Wes Crum

Front Cover Color by Rick Houser

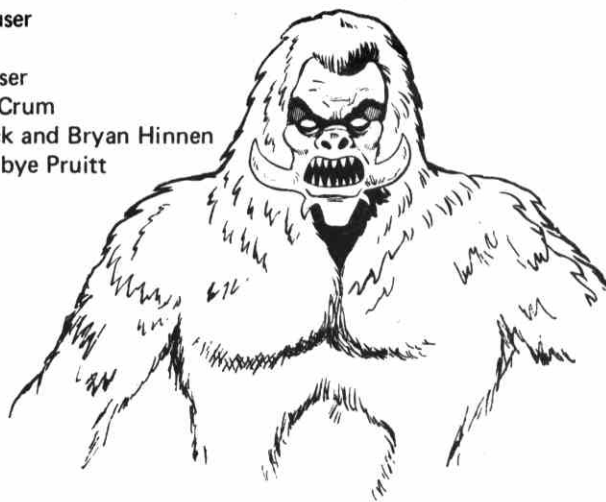
Back Cover by Wes Crum

Back Cover Color by Rick Houser

Art by Kevin Siembieda and Wes Crum

Layout and Graphics by Rick Houser, Ron Ellrick and Bryan Hinnen

Typesetting by Penny Gooding and Debye Pruitt



This Book Belongs To: _____

Copyright © 1982 by Judges Guild Incorporated, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, ILL 62522 - 9989. All rights reserved. This product is a playing aid designed to be used with a set of Role Playing Game Rules. The contents of the product may need to be changed by the individual Judge to suit the campaign he or she moderates. No similarity between any of the names of characters, persons, and/or institutions in this publication with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the United States of America.

Foreword

This booklet is the fifth in The City State Wilderness Campaign, a series of village and wilderness descriptions which will cover a large portion of Campaign Maps One and Six of the Judges Guild wilderlands. It digresses from the originally planned area to be covered by the series; at first, the triangular area bounded by the City State, Tegel Manor, and Thunderhold was planned as the dimensions of the project, but now this has been expanded to include the main overland route between the City State and Viridistan (the City State of the World Emperor).

Use of the maps in conjunction with the lists of shops and taverns may be inconvenient; the Judge must flip pages back and forth between the map and its description. To ease play of the expedition, the Judge is authorized to make photocopies of the maps herein solely for his own use in conjunction with this booklet. The Judge may also, if he so desires, remove the maps from the center of the booklet by loosening the staples and lifting the sheets out, then bending the staples back into place.

We encourage any changes that the individual Judge feels are necessary to make these guidelines fit his own campaign. The entire concept of Judges Guild playing aids is one of a springboard, inspiring elaboration and extrapolation by the Judge.

The people encountered in the wilderness (unless they are troops, mercenaries, bodyguards of nobles, adventurers, or other persons of experience) are generally peasants of the first or second level. Technically, political leadership is almost always hereditary in the lands of the City States, but a few individuals of great fighting prowess or charisma may command more respect from the peasants than the traditional oligarchy, so the actual leader of a community, the person to whom the population looks and in whom they have the most confidence, may be someone entirely different than that fellow in the gilded tower.

The wilderlands of the City States are a dangerous place. Each community tends to become introverted to a large degree simply because the danger of wandering monsters is so great that to interact with a neighboring community and attempt to form political, social, or economic bonds with it would be extremely risky. The superstitious peasants only know that their neighbor went out to tend his fields and didn't come back or that a pack of Giant Weasels rampaged through their village only a week ago, or a great Red Dragon is known to make his lair somewhere nearby. Thus, even during a famine and resultant high grain prices, merchants hesitate to convoy wagons of grain because of the great risk involved in getting it there - even though this ideal market is only ten or fifteen miles away.

The Witches' Court Marshes are a very special and dangerous place. This is where all the evil Witches of the world except for eccentric, Secret Order Witches gather on All Hallows' Eve for a massive enclave that serves many purposes. These Witches are some 4,000 in number, and the power of evil that is concentrated in that one spot that night is truly awesome. The site of the Witches' Court is protected year 'round by the Kanak'raudak Dogorn (Mystic Mother/Guardian), the leader and most powerful of all the evil Witches that congregate there. It is a nexus point between this world and Hell, making the summoning of Demons by the Kanak'raudak Dogorn a very easy thing. More information is available in the section, "The Witches' Court Marshes."

The Judge should acquaint himself with the village and Witches' Court Marshes descriptions before running expeditions into them. Therefore, at least the "Way of Life" and the "History" sections on Grita Heath and the special section on the Witches' Court Marshes should be read before use. After that, the rest is relatively self-explanatory, to be used as a guideline upon which the Judge may expand.

In constructing Grita Heath, the standard Judges Guild format has been used. Shops, taverns, and other establishments, dwellings of the prominent, places of worship, and other points of interest to the players have been briefly described. The dominant NPCs (non-player characters) to be encountered in each place have had many of their characteristics listed.

The "Way of Life" description details the crafts and trades of the natives of the village, the dominant religions (and the characteristics of the local deities, if summoned), prices of available products, and the village's main economic base. It, therefore, gives some guidelines as to the behavior of NPCs upon being encountered by the players.

The "Wilderness" section covers twenty-six five-mile hexes surrounding the community - including the Marshes. It is designed to be used in conjunction with the Judges Guild's **Campaign Hexagon System**.

Villages in the Judges Guild wilderlands, like their individual inhabitants, are not "easy marks" for an attacker, despite the average level of the peasants. Population figures are given in terms of able-bodied people, i. e. men and women who could be counted on to put up a stout resistance to defend their homes. Actual population is roughly four times this number in societies where slavery is practiced, such as in the City State, and three times this number in other communities such as the wilderness villages. Of course, we're only talking about Humans here; depending upon how the individual Judge has envisioned the other races, the proportions may be different.

If there is some great commotion in the village, all of these able-bodied members can and will take up arms against the intruder. The xenophobic horde of peasants in the old horror movies is a good example, though usually some leader has had the foresight to organize them in preparation for a disaster, and they may have some semblance of order as they advance upon the foe. Mob rule is rather simple: "justice" for outsiders is usually swift and brutal, and often fatal, if the intruder can be brought to bay. In addition, there will be persons who are usually noncombative but carry some sort of personal weapon for self-defense and will resist should an attack be made upon them; this is the sort of person who avoids a fight until he is backed into a corner. Moerover, there are children, the elderly, and the infirm, who may not fight but will find other ways to impede or harass an overpowering attacking force.

In most cases, a wilderness village's social and political structure is such that it has no heart against which a mortal blow can be struck. As a Judge, this author has had to contend with players who wish to knock out the ruling clique of some community and establish themselves as rulers. Usually, such an attempt will meet with a very fluid resistance. Should the players successfully kill the chieftain, medicine man, or whatever, the population is almost never cowed into submission by this

demonstration of the players' power; it is usually incited to a vengeful fury by this revelation of the murderous cut-throats' true intentions, so we find the entire listed population of the village descending upon the ten-man party. Even if the villagers were armed with toothpicks, the party would have a rough time of it, and they are usually going to be carrying something more effective, like Pruning Hooks, Hunting Spears, Self-bows, Slings, Axes, Clubs, Picks, and Sledgehammers - anything they can get their hands on.

If a larger force decided to take the entire village into slavery, the "armed noncombatants" would come into play. In Human societies, depending upon how liberated the women are, this may as much as double the number of people who will fight back. They are no fools, either; rather than try to win pitched battles, they will waylay small parties of soldiers.

Special Note: Several readers have queried concerning the use of dates in the histories of the City States and surrounding areas. The BCCC (Balozkinar's Corrected Commoners' Calendar) system is progressive, as in our own AD (Anno Domini) system. It is not regressive, as in the BC (Before Christ) system; unfortunately, the similarity of the acronyms, BCCC and BC may have led some Judges to believe that the two systems are similar. All playing aids relating to the City State campaign are set in the year 4433 BCCC. Last year was 4432 BCCC, and next year will be 4434 BCCC; the Gnole Times of the late forty-second century (4149 - 4197 BCCC) were about three hundred years ago.

The Wilderness

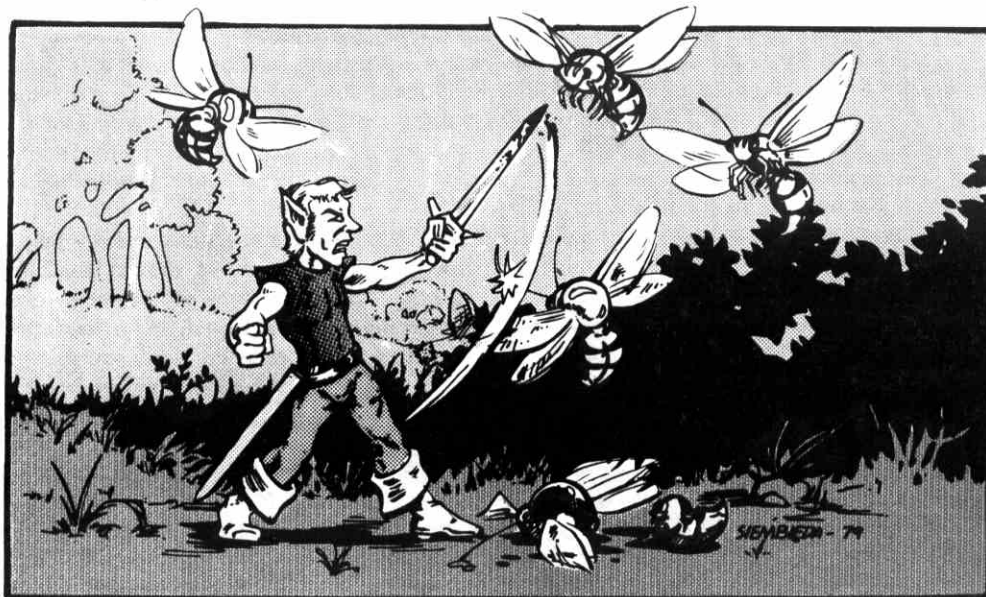
Each five-mile hex of the Judges Guild Wilderlands maps can be divided into .2-mile hexes using the **Campaign Hexagon System**. Further subdividing, each .2-mile (1,056-foot) hex can be remapped into 42.24-foot hexes using the same system. Here, there are twenty-six five-mile hexes that have been mapped out on the .2-mile scale in the vicinity of the Witches' Court Marshes and the village of Grita Heath, including the two hexes in which the village and the Witches' meeting place are located. These two areas of activity are each contained in a .2-mile hex within the 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, and the maps on the smaller scale are to be used for more specific events. They may be removed from this booklet for convenient reference by loosening the staples, lifting the sheets out, and bending the staples back into place.

Judges are encouraged to use the wilderness hexes in conjunction with the tables in 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, outside the Marshes, there are very few large and well-armed hunting and foraging parties from Grita Heath and the two solitary fortifications elsewhere in the area covered. These hunters should be kept in mind when preparing an encounter.

In addition, the people of Grita Heath number among themselves many wandering herdsmen who have homes in the village; many more live their entire lives on the trail with their herds and flocks and are not counted in the population figures. These herdsmen are sturdy folk, for they do much traveling through the dangerous wilds. They have "waypens" every five miles; there is one in every five-mile hex presented here. Each waypen has the symbol of the religion of Grita Heath upon its door: a six-pointed star. It will have pens for livestock and a small hut for the herdsmen within a small, wooden stockade. Inscribed on the wall of each hut in the Common Tongue are these words: "Beware the Witches' Court Marshes on All Hallows' Eve."

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). Actually, climatic 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 hit dice, and this indicates that one point of damage will subdue or kill the creature." Other creatures range from 2 - 16 hit dice and are listed where appropriate in the text.



SUB - TROPICAL

Weeds		Flowers		Unusual Flowers		Rare Flowers	
1	Flax	1	Delphinium	1	Rose	1	Orchid
2	Tapioca	2	Lilies	2	Iris	2	Rock Flower
3	Prickly Pear	3	Sunflower	3	Geranium	3	Van. Orchid
4	Bilberry	4	Snapdragon	4	Nasturtium	4	Vampire Vine
5	Crowberry	5	Lotus	5	Poinsetta	5	Yellow Lotus
6	Hemlock	6	Foxglove	6	Rhododendron	6	Purple Lotus
7	Nettles	7	Mullein	7	Petunia	7	Venus Fly Trap
8	Nightshade	8	Columbine	8	Morning Glory	8	Black Lotus
9	Pipeweed	9	Hollyhock	9	Poppies	9	Belladonna
10	Belladonna	10	Lavender	10	Carnation	10	Wolfsbane
11	Bladderwort	11	Daffodil	11	Camellia	11	Black Orchid
12	Ivy	12	Azaleas	12	Primrose	12	Man Eating Tulip
13	Coffee	13	Woundwort	13	Aster	13	Silver Chimes
14	Currant	14	Honeysuckle	14	Daisies	14	Swallower
15	Hops	15	Buttercup	15	Chrysanthemum	15	Whispering
16	Huckleberry	16	Philodendron	16	Marigold	16	Enchanted Violet
17	Grape	17	Violet	17	Tulip	17	Eye Flower
18	Scrub Grass	18	Gladiolus	18	Hyacinth	18	Clinging Blossom
19	Fruit	19	Spiderwort	19	Narcissus	19	Tigersbane
20	Unusual	20	Unusual	20	Rare	20	Leech Flower



Vegetables		Unusual Vegetables		Fruit		Unusual	
1	Rice	1	Lettuce	1	Orange	1	Balsa
2	Parsley	2	Corn	2	Lemon	2	Bay Tree
3	Parsnip	3	Squash	3	Lime	3	Bayberry
4	Carrot	4	Pumpkin	4	Grapefruit	4	Betel
5	Celery	5	Endive	5	Breadfruit	5	Brazilwood
6	Potato	6	Asparagus	6	Citron	6	Calabash
7	Egg Plant	7	Sprouts	7	Cherry	7	Camphor
8	Pepper	8	Artichoke	8	Mango	8	Date
9	Sweet Potato	9	Radishes	9	Nectarine	9	Carob
10	Peanut	10	Green Beans	10	Olive	10	Cinchona
11	Mustard	11	Cauliflower	11	Avocado	11	Clove
12	Cabbage	12	Turnip	12	Papaya	12	Coffee
13	Rhubarb	13	Broccoli	13	Kumquat	13	Cork
14	Spinach	14	Rutabaga	14	Pawpaw	14	Kapok
15	Beets	15	Tomato	15	Pomegranate	15	Rubber
16	Peas	16	Lima Bean	16	Quince	16	Sapodilla
17	Beans	17	Popcorn	17	Apricot	17	Mesquite
18	Maize	18	Melon	18	Anchovy	18	Mimosa
19	Onions	19	Watermelon	19	Peach	19	Fig
20	Unusual	20	Rare	20	Banana	20	Rare

Unusual Herb	
1	Frankincense
2	Gum Arabic
3	Tanna
4	Myrrh
5	Saffron
6	Tarragon
7	Chicory
8	Apasar
9	Bay
10	Marjoram
11	Savory
12	Basil
13	Cardamon
14	Chervil
15	Coriander
16	Cumin
17	Fennel
18	Mace
19	Pekoe
20	Rare

Herbs	
1	Oregano
2	Thyme
3	Anise
4	Dill
5	Caraway
6	Ginger
7	Sage
8	Alum
9	Garlic
10	Rosemary
11	Allspice
12	Paprika
13	Canine Pepper
14	Black Pepper
15	Tartar
16	Curry
17	Spearmint
18	Chili Pepper
19	Sesame
20	Unusual

Trees	
1	Cedar
2	Rosewood
3	Satinwood
4	Poplar
5	Stink Tree
6	Macadamia
7	Magnolia
8	Ash
9	Locust
10	Oak
11	Soapberry
12	Sweet Gum
13	Sycamore
14	Tulip
15	Willow
16	Persimmon
17	Osage Orage
18	Nut
19	Fruit
20	Unusual

Nut	
1	Almond
2	Brazil
3	Butternut
4	Cashew
5	Coconut
6	Filbert
7	Hazel
8	Hickory
9	Pecan
10	Pinon
11	Pistachio
12	Walnut
13	Kola
14	Bitternut
15	Litchi
16	Cannonball
17	Chestnut
18	Nutmeg
19	Cacao
20	Cinnamon



Rare Trees

1	Crab Apple
2	Witch Hazel
3	Box
4	Redbud
5	Ginkgo
6	Bottle Tree
7	Mangosteen
8	Wahoo
9	Raisin Tree
10	Myrtle
11	Laburnum
12	Poinciana
13	Fringe Tree
14	Mulberry
15	Ironwood
16	Lancewood
17	Jujube
18	Brasswood
19	Fawnwood
20	Unique

Unique

1	Sacred Sycamore	Hot-line to Deity
2	Spear Ash	Nymph Home
3	Tree of Enlightenment	Telepathic
4	Tree of Knowledge	Skill from Fruit
5	Tree of Life	Resurrection in 8 Hours
6	Tree of Fate	Quest of Profit
7	Golden Apple	Fruit as Potion of Longevity
8	Tree of Healing	Heals 1 - 6 points in 4 Hours
9	Tristriseult	Telepaths Memories of Passion
10	Golden Fleece	Bough as Luckstone
11	Tree of Heaven	Giant Spider in Tree Form
12	Thunder Tree	Sentient-Control Weather/Month
13	Tree of Universe	Pods contain animals, birds, and Humans
14	Tree of Portent	Shaking leaves Predict
15	Tree of High Sorcery	One random spell per day
16	Tana Tree	Burnt Leaves Control Mummy
17	Great Tree	Branches Make 1 - 10 Magic Arrows or 1 Magic Sword
18	Jewel Tree	Gem Fruit (PROB 50% of Gem inhabited by Jewel Worm)
19	Incense Tree	Burnt Leaves attract Wild Game
20	Tree Beard	Talking PROB 60%; Active PROB 30%

Fauna

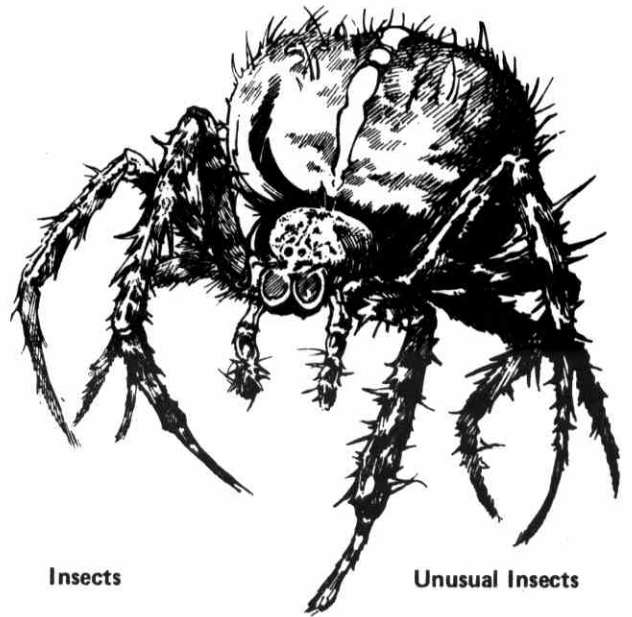
	Name	ARM	HIT	MVE
1	Hyena	030	4	10"
2	Lion	040	6	12"
3	Rhinocerus	070	9	9"
4	Giraffe	020	6	10"
5	Monkey	040	4	10"
6	Armadillo	080	3	3"
7	Sloth	020	4	4"
8	Koala	030	3	6"
9	Elephant	040	13	12"
10	Shrew	080	1	24"
11	Woodchuck	050	1	8"
12	Chimpanzee	040	2	10"
13	Platypus	030	2	10"
14	Jaguar	030	6	18"
15	Chinchilla	070	1	10"
16	Python	040	2	8"
17	Dinosaur		VARIABLE	
18	Insects		VARIABLE	
19	Birds		VARIABLE	
20	Monster		VARIABLE	

Land Birds

1	Oriel
2	Robin
3	Nightingale
4	Hummingbird
5	Cardinal
6	Woodpecker
7	Lark
8	Crow
9	Jay
10	Finch
11	Hawk
12	Starling
13	Wren
14	Thrush
15	Mockingbird
16	Swift
17	Owl
18	Falcon
19	Game Bird
20	Unusual

Water Birds

1	Albatross
2	Bittern
3	Egret
4	Pelican
5	Heron
6	Crane
7	Tern
8	Loon
9	Swan
10	Sandpiper
11	Gull
12	Penguin
13	Gannet
14	King Eider
15	Fulmar
16	Frigate Bird
17	Plover
18	Iblis
19	Game Bird
20	Unusual



Unusual

1	Condor
2	Peacock
3	Vulture
4	Eagle
5	Giant Falcon
6	Gerfalcon
7	Roc
8	Cockatoo
9	Myna
10	Parrot
11	Flightless
12	Flamingo
13	Ostrich
14	Macaw
15	Toucan
16	Quetzal
17	Jacana
18	Sunbird
19	Shoveler
20	Blood Bird

Game Bird

1	Grouse
2	Pheasant
3	Prairie Chicken
4	Bobwhite
5	Woodcock
6	Turkey
7	Quail
8	Goose
9	Duck
10	Mallard
11	Teal
12	Pidgeon
13	Blackbird
14	Buzzard
15	Cock
16	Gobbler
17	Road Runner
18	Snipe
19	Stewing Hen
20	Flyer

Insects

1	Locust
2	Grasshopper
3	Crickets
4	Cockroaches
5	Mantis
6	Termites
7	Lice
8	Mayflies
9	Butterflies
10	Bees
11	Ants
12	Wasps
13	Flies
14	Mosquitoes
15	Ticks
16	Fleas
17	Brown Spider
18	Centipedes
19	Crab
20	Unusual

Unusual Insects

1	Dragonflies
2	Lantern Flies
3	Scorpions
4	Stink Bugs
5	Bed Bugs
6	Assassin Bugs
7	Kissing Bugs
8	Black Widow
9	Trantulas
10	Trapdoor Spider
11	Bird Spiders
12	Bolas Spiders
13	Purse Spiders
14	Crab Spiders
15	Water Spiders
16	Yellow Jackets
17	Water Bugs
18	Beetles
19	Gnats
20	Amphids

UNIVERSAL FORMAT INFORMATION

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.

AGL: Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

LED: Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

LCK: Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY: Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

WPN: Weapon - an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

ABBREVIATIONS

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	JACU
SL	STUCCO LEATHER
KN	KULAH KHUD
GG	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

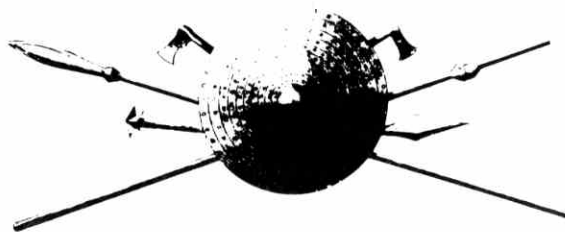
UNIVERSAL FORMAT INFORMATION

Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PY%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

BODY		HEAD	
1	SHOULDER GUARDS	3	HOOD
2	BELT	4	TURBAN
4	GIRDLE	5	CAP
6	BREASTPLATE	6	HELM
8	TUNIC	9	BASINET
10	COAT	11	HEAUME
ARM		HEAD MODIFIERS	
1	GLOVES	1	CHEEK GUARD
2	BRACFS	1	NECK GUARD
3	ARM BANDS	1	NASAL GUARD
4	VAMBRACE	2	VISOR
5	HALF SLEEVE		
6	SLEEVE		
LEG		SHIELD	
1	LEGGINGS	4	PARRY WEAPON
2	BOOTS	5	BUCKLER
3	SHINGUARDS	6	TARGET
4	CREAVES	7	HEATER
5	CUISSES	8	ASPIIS
6	CHAUSES	9	KITE
		12	TOWER

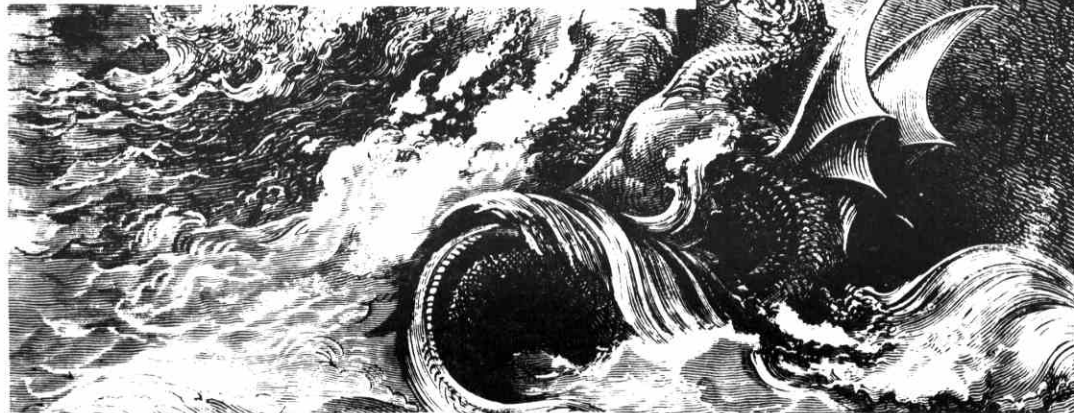


Method: Add all to obtain each piece of armor and total for the whole:

EXAMPLE			
Tunic made of Gold Ringmail	8 + 7 + 1 =	16	
Heaume made of Steel w/Visor	11 + 2 + 11 + 3 =	27	
Sleeves on Tunic	6 + 7 + 1 =	14	
Tower Shield made of Iron	12 + 10 + 3 =	25	
TOTAL			082 ARM



CONSTRUCTION MATERIAL	REINFORCEMENT MODIFIER	CONSTRUCTION METHOD
1 Silk, Linen, Cloth	---	0 Open
2 Soft Leather, Soft Wood	---	1 Ringmail
3 Felt, Light Fur	---	2 Chainmail
4 Wicker, Heavy Fur	+1	3 Formed Plate
5 Hard Leather, Clay	+1	
6 Hard Wood, Horn, Bone, Onyx	+2	
7 Gold, Copper, Marble, Jade	+2	
8 Electrum, Silver, Bronze	+3	
9 Platinum	+3	
10 Iron	+4	
11 Steel	+4	
12 Adamantite, High Chrome Steel	+5	



Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

ABBREVIATIONS

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	SHORTBOW
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



Grita Heath: History, 4433 BCCC

The history of this ancient village has been completely dominated by its proximity to the Witches' Court Marshes. Legend has it that a half-fictional hero, Garman Twin-Sword (so named because he wielded a matched pair of Broadswords, one in each hand), came to this area at the head of a caravan of settlers, knowing of the good hunting and rich earth to be found in this vicinity. The locals date their calendar from the presumed first year of settlement under Garman. Since they call this year 3971 GY (Garman's Years), it is safe to assume that the warrior and his people came here around 462 BCCC.

In that first year, their village was built on a site five miles southeast of where it now stands. Even during the clearing of fields and raising of walls, the first signs of its strange neighbors were to be perceived. Wierd noises emanated from the swamps and marshes to the south and east, and stray livestock and children were soon reckoned to be lost forever if they did not turn up by nightfall, for the trails led into the marshes and vanished.

During that first year, the village subsisted on hunting and foraging for the most part, as its crops awaited the clearing of the fields. On All Hallows' Eve, as the last fields were taken from the wilds and the last stones mortared into the walls, the activity of the marshes increased a hundredfold. Garman led a band of warriors into the fens, tracking the sound of the wicked chants and wails into the dark heart of the marshes.

The warband came upon a Demon before the source of the fearsome noise was reached; the men of the village were slaughtered almost to a man. Garman, terribly wounded, led the battered remnant of his force back to the village. As they went, the night became strangely quiet. . . . more quiet than it had been ever since they had arrived. On towards morning, as the women tended their wounds, the death-like silence was broken by the gradual approach of a great howling wind. As their new walls began to fall and they stumbled outside, they found a myriad of black shapes spinning about in a great circle around their village, flying through the air.

The accounts of the following few hours are, of course, confused by the passage of time and the panic instilled in the recorders, with conflicting reports of what happened. Some say that the earth simply opened up and vented fire to destroy the village; others say that the whirling circle of blackness constricted and crushed it; still others claim that lightning bolts struck in a great torrent and blasted the walls to rubble.

Scattered bands of survivors fled in all directions, preyed upon by Demons; at dawn the conflagration suddenly vanished, and cold rains came, driven hard by a cruel wind. The few still living eventually congregated north of the ruins and sent a small patrol into the ruins of their once-proud settlement. When these men failed to return, the pitiful band straggled north. Many more died in the ensuing winter, and a few more while new fields were cleared and a new village built; and the legends of the heroic death of Garman grew.

A curse was said to be laid over the first settlement, and even today no native of Grita Heath or the surrounding countryside will venture to the ruins of his own free will. And, ever since, when the wailing begins on All Hallows' Eve, guards are posted at the earthworks ringing the village, to keep anyone from leaving and triggering another disaster.

As the centuries passed and All Hallows' Eves came and went, the people of the village gradually recovered and prospered, multiplying in number. Lone wanderers would come from the marshes to the south, asking for food and shelter; good or bad treatment of them by a Grita Heath family brought good or bad luck in abundance accordingly, and soon these travellers were reckoned to be Witches. Many claim that the hellish noise of All Hallows' Eve is that of a great Witches' Court, and the number of lone travellers seems to greatly increase around this time to support this claim. So the fens to the south came to be known as the Witches' Court Marshes.

Grita Heath lies on the southern reaches of what is known as the Plateau of Bendigroth, a hundred-mile-wide swath of grassy steppes only sparsely interrupted by small copses of wind-stunted trees. It is ideal country for cavalry and horsed nomads, and is widely renowned for the availability of expert horsemen as light cavalry mercenaries. Many battles have been fought on its plains, as hordes of white nomads have periodically swept down from the northwest.

According to the ancient lays and scrolls, in or around 971 BCCC (509 GU, according to the most reliable written accounts), a horde of winged apes flew into the area, ravaging villages, farmlands, herds and flocks, and eventually going back to where ever they came from. They flew in from the west, and departed in that general direction after several ruinous weeks.

In 1333 BCCC (871 GY), there came the first of the invasions of the Northern Horsemen. Since the northerners were unfamiliar with the lay of the land, they were outscouted by the World Emperor's forces. They stumbled into two Imperial Vasthosts while in an awkward formation, and were slaughtered in droves. A certain region of Bendigroth is known as the Plain of Skulls since one cannot walk for ten paces in any direction without encountering human bones, as a result of that awful combat. These were the days of the strength of the World Emperor, with great influence far and wide, and the victory was loudly heralded and written of in many heroic songs. (At the eastern end of the battle plain are row upon row of skulls, human and otherwise, all facing east. It is said that they form a part of some religious ritual.)

The Battle of the Plain of Skulls is important in the history of Grita Heath since, when travelling north, the Imperial armies had impressed some hundred natives of the village into an irregular regiment. While they were gone, bandits and predators wrought havoc among their wives and children. Of the hundred, about thirty returned with the army, which then encamped at Grita Heath for several weeks. Off-duty soldiers took up where the bandits left off, and were not discouraged by their leaders when the villagers complained of their excesses. And, as a crowning insult, the Generals exacted a crippling tribute before moving on. After the army left, a few remnants of the northern hordes swept down upon the village and burned several fields and villagers; the weakened male population could not hold them off effectively. Grita Heath scholars bitterly wonder whether the first All Hallows' Eve or the victory at the Plain of Skulls was the worse disaster.

In 1462 BCCC (conveniently 1000 GY), there came to the village a wandering Cleric, Sengralli, and his retinue. He was of such great wisdom and charisma that he converted the entire village to his religion: the worship of one all-powerful, all-knowing god. Monotheism, or the worship of a single god, is an extremely rare thing in the lands of the City States, but here it flourishes. This god receives sacrifices of white bulls and lambs, and commands that his followers be benevolent, kind and good to all. The symbol of the religion is a six-pointed star made of two interlocking triangles, a very ancient and powerful rune. Students of religion draw many similarities between the religion of Sengralli and that of the Mycraloni of Veridistan and the Holy Cities. The followers of the Grita Heath religion (which has no specific title, since it dominates its area completely and is almost unknown anywhere else) follow a code of laws remarkably similar to that of the Mycraloni.

In the same year as the arrival of Sengralli, a hunting party from Grita Heath encountered a band of ragged but fierce-looking horsemen to the west of the marshes. Cautious approaches by both sides revealed that they spoke the same language, though with a few differences in pronunciation. The horsemen sent a messenger to their home, which they described as a great citadel, and went to Grita Heath with the hunters. Though fierce of visage, these horsemen were good-natured, and upon speaking to the wise men of the village learned that they had more in common than their tongue.

Excited emissaries, and finally the wise men themselves, travelled to the citadel of the horsemen and compared histories with the Elders there. It was found that the horsemen were descended from another band of survivors from the original settlement, who had wandered to the southwest rather than the north. Mutual fear of the Witches and Demons had so inhibited the natives of the two hamlets that they had not seen a sign of each other for a thousand years, yet they lived only twelve miles apart.

The citadel was actually located on the very southwestern edge of the marshes, and was surrounded by small fields and livestock pens and a formidable earthen fosse, with sharpened wooden stakes and traps further protecting the settlement. These men had, in fact, negotiated with the Witches of the marsh, and had found that they were not hostile at all unless the marsh was penetrated more deeply. The Witches were quite willing to tolerate the citadel and its inhabitants in peace, so long as all hunting, foraging and herding led out from the marsh and into the hills to the south.

And so, when the Witches send out a member for their annual parley with the men of the citadel, a further bargain was reached concerning Grita Heath. A cart trail eventually rose between the village and the citadel, and both prospered beneath the very shadow of the Witches.

The Heathmen use the same calendar of months as the Nobility and Scholars here in the City State do: eighteen months of twenty days each, plus five or six days of festivals at year's end. The fact that they use this calendar, and not the commoners' calendar of twelve months, hints that Garman or one of his followers was educated in one of the City States, or may even have descended from Nobility.

The arrival of Sengralli, which was the day of the spring equinox (the first day of the fifth month), is celebrated as a holiday. The encounter with the horsemen, on the tenth day of the sixth month, is also a holiday. All Hallows' Eve, on which the evil ones send their emissary and then hold their awful Court, is on the last day of the fifteenth month. The year's end festivals are a celebration of the bounties of the year's harvests, and include several intricate ceremonies of the religion.

The many battles of the Plateau of Bendigroth have often had little effect upon Grita Heath and the citadel, other than ensuring that they continued in blissful isolation. Thus, they do not enter often into this discussion.

The men of the citadel and their families came to know the religion of Sengralli before he died, and the Cleric's son became the leader of the village and Chief Elder in the relations with the citadel. Intermarriage between the settlements occurred and still occurs with some regularity, yet the number of men at the citadel remains forty while the village slowly grows in size. In 2000 GY (2462 BCCC), the citadel was named for Garman, the legendary hero of both settlements, and the title of Yirnen ("leader") was passed from father to eldest son of the line of Sengralli. A temple was raised in the village, and a room in the citadel was converted into a small chapel. Eventually, Garman Citadel was only an extension of the village and the will of the Yirnen.

The intermarriages eventually became part of the year's end ceremonies, with an extensive and well-guarded procession going from Garman to Grita Heath. The natives, by the whim of their awful neighbors, are safe in their ignorance, and any potential outside enemies are warded away by the legend of the Witches.

The Battle of Havocia in 2355 GY (2817 BCCC) had some effect upon Grita Heath and Garman, since the Nomads of the north crushed the greater part of the World Emperor's armies. The horde wandered through the lands of the Emperor almost unhindered, burning, killing and plundering. The City State of the World Emperor never again achieved its former greatness, having been greatly weakened by this disaster; many formerly faithful tributary villages, having had their protector fail them, no longer paid tribute or supplied recruits. Without recruits to rebuild a sufficient army to go out and beat them into submission, or money to equip recruits or hire mercenaries, the World Emperor had lost the greater portion of his power base. Thus, the Emperor and his successors to the Imperial Throne, though immediately surrounded in great splendor and convinced of worldwide power, does not exert much influence even as far away as Grita Heath. The City State of the Invin-

cible Overlord still pay tribute, but repeatedly "tests" the power of the armies of the Emperor; rumors claim that he plans one day to overthrow the Emperor.

Ever since the Battle of Havocia, life has been a bit more precarious for the natives of Grita Heath. Raids by nomads wore down the village's population for several years thereafter, and occasional attacks by those who had not heard of the Witches have occurred throughout the centuries, preventing the village from growing into a city. Yet, ever since the Garman Earthwork system was adopted by the village, it has not been overrun completely, even during the horrible Gnoll Times of the late forty-second century BCCC.

Two "testings" of Imperial power by the Overlord deserve mention here. The first, the Bloodless Battle of Barrad in 3788 BCCC, in which three Overlord Vasthosts and the entire population of the nearby village of Barrad dropped dead from unknown causes, created some hysteria in Grita Heath; the villagers felt that, due to their continued defiance of Imperial sovereignty, they would meet the same fate as Barrad. The second, the Battle of Blackhart Crag (sometimes called "The Blackhart Crag Reminder"), in which an Equithrong of Imperial Horse Archers decimated an Overlord Vasthost, the survivors of the Vasthost passed through Grita Heath on the way back to their City State and looted the village, burning several buildings and killing a number of inhabitants.

During the Gnoll Times, Grita Heath suffered far less than many neighboring villages. Legend and scripture state that a vast army of Gnolls was approaching Grita Heath and encamped within three miles of the village, preparatory to a long day of mayhem. But it happened to be All Hallows' Eve, and the following day, when no attack came, the hunting party that barely escaped them to bring word of the Gnolls was doubted -- until the hunters brought the village Elders and the Yirnen to the camp of the Gnolls. The tents and equipment still stood, but the camp was empty of all life; the army had vanished without a trace. Wandering packs of Hyenas and small bands of Gnolls would harass the village and its herdsman and hunters from time to time, but word of the vanished army somehow spread, and no Gnoll Chieftain would even consider travelling in that direction.

In recent years, the periodic raids by the Northern Horsemen have continued and, since the main hordes do not wander in this direction, Grita Heath has survived. In 3881 GY (4343 BCCC, ninety years ago), the Imperial armies came through the village once again to impress over a hundred men into a Vastthrong; the Greater Demons of Yagh Khosha were marauding far and wide, and the Green Emperor had decided to put a stop to it. The awesome Battle of Pohtega, in which seven Imperial Vasthosts destroyed the Greater Demons after heavy losses, was one of the largest battles in recorded history with over 100,000 combatants of various races participating and over 70,000 killed as a result of the battle. Of the men from Grita Heath, only forty returned.

Following the battle, there were not enough men to tend the fields; famine in the winter became an annual occurrence. Finally, in 3908 GY (4370 BCCC, sixty-three years ago), a veteran of the great battle, Vedren One-Hand, wished aloud for a way to keep his family from starving. On the whim of his god, this wish was granted, and he was provided with a bushel of strange seeds. These proved to be the Thirnya Spice of Grita Heath, now famed and sought far and wide for preserving dried meat for iron rations. Small quantities, since they will cure large amounts of meat, demand a high price, and therefore transporting Thirnya by caravan is worth the risks involved. A Merchant from Targno Port struck a deal with the Elders of Grita Heath; he would send annual wagon caravans to Grita Heath loaded with grain if they returned loaded with Thirnya. The annual caravan usually arrives just before the year's end festivals, and is guarded by four Imperial Equithrongs which collect taxes and recruits. The spice is now Grita Heath's main crop, and does not seem to grow anywhere else; the seeds will not sprout in strange soil. Yet it has proved to be a curse as well as a boon, for the revenue from the spice, while saving the village from starvation, drew the strength of the Emperor so that Grita Heath once more pays tribute.

Grita Heath: Way of Life

The foundation of Grita Heath and its nearby citadel, Garman, is agriculture with some hunting, herding and foraging. The men of Garman breed and raise horses and draft animals, and grow enough grain to supplement their meat; Grita Heath subsists upon grain, much of which is supplied by caravan in return for their Thirnya Spice, and some limited herding, hunting, and the sale of some crafted goods (such as harnesses, rope, carts and tools) to the men of the citadel and passing travellers (few and far between). The Heathmen raise, as a major portion of their crops, Thirnya Spice, which is highly portable and highly valuable. It is exported through the City State of the World Emperor. One man, raising Thirnya and trading it to the Merchants for grain, would get as much grain as two men who planted wheat; this is what has freed many members of Grita Heath's population from the chore of getting food, leaving them to concentrate on other trades.

The lives of the Heathmen revolve around their religion. The Yirnen or leader of the village is a LVL: 072, LGX Cleric, Iskarban; his title is hereditary. He leads services every seventh day in a temple which dominates the village, and all ceremonies on holidays and festivals. Despite his influence, most of the Heathmen are CGX and a few are even NXX in alignment.

There is one Inn in the village, and it is seldom used except at year's end. Its proprietor farms as his main source of income, in the near absence of travellers, and is the leader of the small Elven community in the village. In addition, there are various craftsmen who produce such things as plows, harnesses and other leatherworks, lamps, carts and tools. Between the citadel and the village, each has a Blacksmith and a Miller.

50% of the population makes a living from agriculture: Wheat, Rye, Oats, Yams, and Potatoes are the main crops aside from Thirnya. 30% make their living from herding Dairy Cattle, Beef Cattle, Llamas, Goats and Sheep. 10% hunt and forage, giving a supply of Furs, Sweet Fruits, Berries, and other commodities. Of the remainder, most are craftsmen such as the Miller, the Smith, the Toolmaker, the Fletcher and the Carter, or are Clergymen at the temple. At Garman, 30% are farmers, 30% are herdsman and 30% hunters and foragers.

In times of danger, the entire adult male populations of both settlements will mobilize into loosely organized peasant militia. The Heathmen are 100% Light Infantry and the men of the citadel are 50% Light Infantry and 50% Light Cavalry. Their Cavalry carry Horsebows and Javelins; the Garman Infantry are armed with Shortbows and Light Melee Weapons (assorted Hand Axes, Maces, Daggers, Clubs and a few Swords), while the Heathmen are divided as follows: 60% armed with Spear and Light Melee Weapon, 30% with Shortbow and Light Melee Weapon, and 10% with Light Melee Weapon only. The defense of Grita Heath against any foe includes volunteer sentries posted at the gates and along the Earthworks. Should the alarm be raised, the peasants would arm and mobilize, gathering at the temple. They would attempt to thwart the attackers by breaking them up into small groups, then baiting or forcing them into traps and ambushes. Once the enemy is in disorder, he is finished; small bands are isolated by concentrations of Heathmen and destroyed.

All tending of fields and most foraging is done in broad daylight, with those performing it returning to the village at night. Therefore, this is limited to the hex which the village lies in. Most hunting parties and all herdsman, however, make use of the "waypens" which have been set up along the trails at five-mile intervals. Each waypen is enclosed by a wooden stockade with the six-pointed Star of Sengralli on its gate; this is a symbol which, by agreement with the Witches and their allies, protects those inside. Some experienced travellers know of this agreement and make use of them. On All Hallows' Eve, however, no native can be found in a waypen; they are all huddling in the two settlements.

Any visitor to Grita Heath or Garman Citadel is warned, in one manner or another, of the following facts. First, the forces of "mana" are very strong in this area, and many things are not what they appear to be, so extra caution is advised. Second, any lone traveller may be a Witch in disguise. Third, a mounted party is warned of the many Griffens who nest somewhere in the east.

Grita Heath: Shops and Taverns

1 The Innkeeper: Lindoras (MAL - ELF)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	041	020	003	052	174	113	133	163	143	133	143	133	133	133	113	IHA

Farlawen (FEM - ELF)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	041	029	003	053	143	143	174	153	143	185	153	143	183	174	143	WQS

Lindoras and Farlawen are the leaders of the tiny but well-respected Elven community in the village. His parents slain by a Demon, Lindoras is heir to the village Inn (which is so old and so seldom used that even its name has been forgotten). He wandered the earth for many years as an adventurer until he met Farlawen and brought her here. During his travels he came into the habit of using twin Throwing Axes, hurling one just before melee-contact to distract or wound his opponent, then employing the other in hand combat. Farlawen leads the Elves in their worship, which is tolerated (with some suspicion) by the village Elders. The Inn itself is well-maintained, and of late has been visited more and more, especially at year's end, by Imperial Merchants and Soldiers. Rooms: 25 CP per person; Meals: 5 - 30 CP per person; Till: 45 SP, 150 CP.

Rumor: Seven Human Skulls were found on poles in a neat row on the east edge of town a week ago.

2 The Blacksmith: Valani Smith (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	041	033	003	049	185	062	072	153	143	051	153	113	082	072	062	IBL

Six and a half feet tall and weighing nearly four hundred pounds, Valani has been known to beat an uncooperative animal into submission with one mighty, bare-handed blow (he wields his weapon in one hand). Such a valuable recruit could not be ignored by the World Emperor's impressment squads, so Valani is a veteran of ten years rather uneventful service; he gained his experience, more often than not, in brawls when off-duty. He really means no one any harm, but has been known to play some rather damaging practical jokes. He is devoutly religious, stern to a fault, but also generous to those who need help. Horses are shod for 11 - 16 GP per hoof, depending on size of animal; Mules and Donkeys, 10 SP per hoof; lost nails, etc. repaired for a proportionate fraction. Any travellers who stay at the Inn can leave their animals here; there are 12 stalls for travellers' mounts, each with hay, some oats, water and a rub-down for 15 SP per night. Till (hidden in haystack): 51 SP, 40 CP.

Rumor: A lone wanderer led a string of 12 jet-black horses here a month ago, insisting that they be fed meat; a few snorted and gave forth goutts of flame; he left the next morning, leading them south.

3 The Tanner: Timid Jon (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXX	021	007	002	022	041	103	143	030	174	062	030	173	062	143	103	IDG

Jon is a weak-kneed, whining coward who is very hard to respect; he gained his meager experience picking pockets and slaying an occasional Giant Rat or other relatively unassuming beast on his rare hunting and foraging expeditions. He will prepare a suit of Cuirboilli Leather Armor, if given a week's notice, for three-fourths the normal rate; he also has leather backpacks and water/wine skins and such, but usually he makes boots and shoes. Most types of leather equipment are available here for three-fourths the normal cost. Till (in a small wooden box buried in a corner of the dirt floor): 33 SP, 91 CP.

4 The Toolmaker: Warno Armstrong (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	071	033	003	059	184	153	153	153	143	163	153	143	163	153	153	DTS

Another obvious pick for the recruiters, Warno was assigned to a more active Vastthrong than Valani; after his release from the service he was the leader of a wandering mercenary/adventuring band for several years before returning home, his fame preceding him. Still in the prime of health and power at fifty, Warno is the obvious choice for leading the villagers into battle, should the occasion arise. He can forge almost any metal item up to the size of a plow blade or breastplate; but his first duty is to his friends and neighbors, making and repairing their tools and hunting weapons. It is very hard to convince him to spare the time to make a weapon suitable for warfare, and almost impossible to coax him to fabricate armor. If he is paid 150% of the normal price for a weapon or piece of armor, he may do it. He will gladly repair damaged items, however, charging from 20 - 120% of purchase price. Lamps, small hammers, iron stakes, etc can be had for three-fourths normal price and are usually on hand. Till (at bottom of his tool bag): 5 GP, 37 SP, 40 CP.

Rumor: A wandering Ranger brought, in great secrecy, a broken Broadsword to be mended; once heated and held together, the shards of the blade almost flowed together of their own will. . . .

5 Cart Builder: Brockman Carter (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	041	022	003	045	153	093	113	072	162	072	072	143	103	132	143	DBS

Brockman was in the Imperial Army as well, having been sent on many uneventful patrols through the Emperor's farmlands. He can build anything from small handcarts to great caravan-wagons, and spends the year's end holidays in his shop, repairing any of the Merchants' wagons that were damaged on the way from Targnot Port. He is quite handy with his tools, and due to the diversity of woodworking chores inherent in wagon-building, he can repair almost anything made of wood. His usual fee is a meal at the Inn plus a small amount of coin, since he has no family. To build a wagon, he must be paid in advance; the cost of a wagon is its weight plus one-half its carrying capacity, expressed in CP. His current project is a heavy caravan-wagon for the Merchants; it will weigh 10,000 EP and carry up to 15,000 EP, and therefore cost 22,500 CP (225 GP). (No wagon can carry more than twice its own weight, without special engineering or magic). Till (hidden under a pile of sawdust): 66 GP, 50 SP, 119 CP. He has three Apprentices:

Irsaf (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	011	024	003	031	123	093	082	072	143	163	072	143	163	082	093	IHA

Profal (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	011	015	003	031	092	133	133	052	123	103	052	123	103	133	133	IHA

Merdak (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	011	020	003	031	082	093	093	052	072	041	052	072	041	093	093	IHA

Rumor: A Merchant told of great danger from brigands in the hills west of Grita Heath.

6 Cleric of the Temple of the One God: Yirnen Iskarban (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	072	023	003	099	153	123	153	082	153	147	082	153	143	153	123	VFM

Does one extra Point of Damage against normal opponents (3 extra Points of Damage against Demons)

There are seven other Clerics in attendance at the Temple:

Krandell (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	031	022	002	043	153	062	174	072	113	093	072	113	133	174	062	IFM

Narsag (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	031	023	002	043	123	072	133	112	113	133	112	113	103	133	072	IFM

Podunt (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	021	021	002	043	133	072	123	082	072	103	082	072	113	123	072	IFM

Leklo (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	011	021	002	043	143	143	123	072	123	113	072	123	143	123	143	IFM

Arndal (MAL)

CLS	ALN	LVL	HTK	ARM	PSI	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	011	021	002	043	133	082	113	082	153	143	082	153	093	113	082	IFM

Nedart (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	021	014	002	043	072	143	113	072	153	093	072	153	093	113	143	IFM

Actane (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	021	022	002	043	113	093	143	113	123	103	113	123	103	143	093	IFM

On the last day of each seven-day week, a sacrifice of a lamb is made at the altar with the entire Human population (except sentries) in attendance; this is followed by the reading of scriptures written by Sengralli on lambskins. Other ceremonies and prayers are held as part of the worship. During the week, the Clerics wander the village; any door they pass is opened to them with offers of a meal. Iskarban remains in the Temple, adding gradually to the centuries of accumulations of lambskin theologies. The robes are woven as gifts from the people, and so they want for nothing. Beneath the altar is a secret passageway which only Iskarban knows of and which can only be opened by the recitation of a secret phrase. It leads to a great vault underground. The walls are lined with shelves containing the old scriptures; there is a desk and stool, with oil lamp, quill and inkwell, and the scripture Iskarban is currently working on. At the rear of the vault is a gold coffin which, if opened without the proper incantation, will trigger several stored spells at once. A Mass Shape Change will turn the entire party into Half-Orcs, a Quest spoken by a Magic Message in the wall will command the party to retrieve the Magical Chariot of Mywnoadan (Hex 1810, Campaign Map 13; see *Wilderlands of the Magic Realm Guidebook*, page 6), and a Teleportation spell will take the coffin and all its treasure to a vault enclosed by solid rock, 1500 feet straight down. In seven days Iskarban can summon it to return, with a third incantation, and this defense is renewed in full force. It will be triggered upon any attempt to move the coffin from its dais. (By the way, the Yirnen has always been divinely protected so that he is completely immune to Psionic attacks, Bewitch, Read Mind, and all other forms of mind control.) The coffin is solid gold, weighing over 15,000 EP, inlaid with fifty rubies worth 200 GP each; it is so old and such a work of art that it is easily worth 50,000 GP on its own merits, if sold intact to the right people. In it are seven sacks with 1000 GP in each, seven Rings of Shielding, seven Iron Broadswords which do one point of extra damage, and a Helm of Brightness with a six-pointed star on the visor. Legend has it that seven prophets will come one day, arm themselves with these items, and lead an army into the marshes on All Hallows' Eve to destroy the evil there.

7 The Miller: Yirmaiah Miller (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	062	031	040	124	142	102	091	081	081	051	102	121	091	173	072	IBS

Yirmaiah is yet another veteran of the Imperial armies, having been assigned to a Vastthrong that spent much time in the Brotbuckle Briars, warring with the evil giants there. He will mill wheat into flour for 50 CP per 50 pound sack. This makes the milling of lesser quantities easy to price. Till (hidden under a loose floorboard next to the donkey-powered millstones): 10 SP, 244 CP.

Rumor: The wheat he has ground for the past few months has had a reddish cast to it.

Grita Heath: Events & Encounters

At any given time there will be 3 - 18 people (during the day) or 1 - 6 people (at night) on the street within sight of any party passing through. These farmers, herdsman, hunters, craftsmen, children and wives are for the most part amiable people. All natives of the village know each other on sight, and will often stop to kill a little time by talking. They are very wary of strangers, however, particularly those who travel alone, and will demonstrate a fearful respect and courtesy.

The villagers will shout an alarm should the peace be broken or a passer-by, particularly a lone traveller or fellow villager, be attacked or accosted. Within shouting distance, there will be 4 - 24 assorted Goodmen of the village (CLS: FTR; ALN: CGX; LVL: 011 - 031; HTK: 001 - 018; ARM: 003; AGL: 123 - 174; WPN: 60% ISP, 40% WSB + IDG), who will attempt to break up the disturbance and capture the instigators. Iskarban, the village's Yirnen or theocratic leader, will pass swift judgment, and the usual sentence is death by stoning; the accused is thrown into a stoning pit behind the Temple and most of the male villagers participate in beating him to death with thrown rocks.

If an encounter on the streets of the village is called for, roll a D20 and consult the table below:

- 1 Party leader approached by beggar and asked for coins. If more than 10 CP (or the equivalent) are given to him, he will offer a tale of a Minor Demon he spotted while foraging on the edge of the marshes; he hid in the undergrowth as the Demon passed.
- 2 Party surprised at close quarters by four runaway horses; each must roll under their DEX on a D20 to be able to jump out of the way and avoid 3D6 points of damage under their pounding hooves. For every 200 Encumbrance points carried, subtract 1 from DEX for purposes of the save. If the party is not on foot, horses dodge them. Capturing the runaway horses will yield 5 SP reward for each horse.
- 3 Mercenary services offered by a pair of Grita Heath youths: CLS: FTR; ALN: NXX; LVL: 011; HTK: 007, 005; ARM: 040; AGL: 113, 174; WPN: WSB and IHA, Purses: 12 CP, 14 CP.
- 4 Eight men of the Pellic race of eastern nomads confront the party. The Pellics are not of the same race as the fierce white nomads of the north, and so are admitted within the village earthworks. They are: CLS: FTR; ALN: NXX; LVL: 061, 021, 021, 031, 041, 011, 011, 011; HTK: 032, 011, 008, 015, 014, 005, 003, 004; ARM: 020; AGL: 092, 122, 154, 142, 085, 163, 134, 152; WPN: NHB, IJV, DSC. All are mounted on Light Warhorses. The men brandish their Javelins and the leader begins firing questions at the party; they seem to recognize some item the party leader is carrying as having been stolen from them a few months ago.
- 5 A pickpocket attempts to steal something from the rearmost member of the party. Exactly what of the party member's belongings are stolen should be determined randomly. Pickpocket: CLS: THF; ALN: NXX; LVL: 021; HTK: 010; ARM: 030; AGL: 174; WPN: FDG. He has a 25% chance of successfully lifting the item in question.
- 6 One of the Priests from the village Temple approaches the party. If more than 10 CP are given, the Cleric invites the party to religious services held at the Temple, at dawn on the weekly holy day, 1D6 days away. Otherwise, the Cleric gives them a scornful look and says, "May the blessings of the True God be as sparse upon thee as thine are to His servants!" Narsag: CLS: CLR; ALN: LGX; LVL: 031; HTK: 023; ARM: 002; AGL: 113; WPN: IFM; Purse: 44 CP.
- 7 Party leader struck by whip for 1D6 points of damage by driver of heavy wagon: CLS: FTR; ALN: NXX; LVL: 041; HTK: 021; ARM: 003; AGL: 163; WPN: BBA, Purse: 22 SP, 15 CP. Wagon drawn by four oxen, carries twenty 50 pound sacks of wheat and ten 50 pound sacks of corn. He is followed by six other wagons, each drawn by four oxen and carrying a similar load; the drivers are: CLS: FTR; ALN: NXX; LVL: 031, 011, 021, 011, 021, 011; HTK: 016, 005, 011, 004, 009, 003; ARM: 040; AGL: 122, 101, 091, 153, 161, 051; WPN: IBA, Purse: 2D6 CP, Bringing up the rear is the Escort: CLS: FTR; ALN: Leader LEX, Others CEX; LVL: Leader 061, Others 011 - 041; HTK: Leader 031, Others 020 - 029; ARM: Leader 050, Others 040; PSL: Leader 099, Others 043; STR: Leader 163, Others 103 - 153; INT: Leader 153, Others 113; WIX: Leader 163, Others 113 - 143; DEX: Leader 143, Others 113 - 143; CON: Leader 153, Others 103 - 143; CHA: Leader 143, Others 082 - 113; END: Leader 153, Others 103 - 143; AGL: Leader 143, Others 113 - 143; LED: Leader 147, Others 082 - 113; LCK: Leader 163, Others 113 - 143; PSY: Leader 153, Others 113; WPN: WHB, DHL, DSC; Purses: Leader 45 SP, Others 1D6 SP each. Total of 20 Escort Cavalry on Heavy Warhorses. Wagon driver really only wants party to clear the road.
- 8 Party confronted by Shepherd with herd of sheep. Shepherd: CLS: FTR; ALN: LGX; LVL: 071; HTK: 033; ARM: 060; AGL: 163; WPN: DTS (Illusioned as a Wooden Quarterstaff; he will only reveal the illusion if threatened with edged weapons); Purse: 55 SP, 10 CP. The three rams in his flock of 48 sheep will attack anyone threatening the Shepherd. Rams: HIT: 2 + 2; HTK: 014, 012, 009; ARM: 030; AGL: 121, 112, 143; DPA: 1D6; Move: 12". Have fun with this one; the rams like to flank any foe and attack from the rear. The Shepherd only wants passage for his flock.

- 9 A trip-wire springs out of the dust and trips up the leading member of the party. For a mounted party this can be a damaging, or even fatal, experience since the horses may throw their riders to avoid falling. The trip-wire was laid by a band of mischievous youngsters concealed nearby; Judges are left to resolve the results as they see fit.
- 10 A marauding Lion springs from concealment upon the leader of the party. The Lion wouldn't be here except for the fact that he is in the latter stages of hydrophobia (rabies). He is 3 easier to Hit than normal, but if his foaming mouth comes in contact with an open wound or the victim's eyes or mouth, it will eventually mean certain death without a Reverse Affliction spell. Lion: HIT: 5 + 2; HTK: 027; ARM: 050; AGL: 133; DPA: 2 x (1D6), 1 x (1D6); Move: 12".
- 11 A lone woman, leading a pack mule and looking as though she has led it for a long distance, asks the party for food and water. If the party helps her, all its members will have +1 to hit a foe, and all attackers will be -1 to hit them, for two months (40 days on the City State calendar). If she is ignored, the reverse is true for the same period. If greater help or some harm is given by the party, the combat modifiers or length of effect may be increased accordingly as the Judge sees fit. If she is attacked, she will be enveloped in a cloud of dense black smoke for two melee rounds. There will emerge the two travellers in their true colors: a High Order Witch and her familiar, a Lesser Demon.
- 12 A three-legged dog hobbles across the path of the party, delaying its progress. If the dog is spoken harshly to or threatened in any way, it will Shapeshift into a Devil Dog: HIT: 004; HTK: 020; ARM: 060; AGL: 154; DPA: 1D10, Breaths Fire for 4 HTK damage (roll under CON score 3D6 halves damage), Move: 12".
- 13 A boy dressed in rags offers to lead the party to a cave where he saw a dead man in armor. The man was holding a two-handed Sword that glowed in the dark. Of course, this is a trap; the cave is in the north side of a small valley a few miles west of Grita Heath, and has within it a trip-wire that will drop a net over the party. The brave adventurers will then be stripped of their belongings by brigands, and sold into slavery.
- 14 Mutual surprise with a band of Thieves ransacking an unoccupied cottage: ALN: NXX; LVL: 031, 010, 021, 010, 021; HTK: 014, 004, 008, 005, 003; ARM: 030; ALN: 122, 101, 154, 112, 091; WPN: FDG, Purses: Leader 25 SP, Others 2D6 CP each. There are no passers-by this turn.
- 15 Four hunters offer to sell a prepared bearskin to the players for 100 SP. They will barter and negotiate the price. Hunters: CLS: FTR; ALN: LGX; LVL: 031, 011, 011, 021; HTK: 015, 005, 004, 010; ARM: 040; AGL: 121, 132, 101, 091; WPN: WSB and DSS; Purses: 3D6 CP each. The leader is also carrying ten prepared mink pelts, already promised to another buyer.
- 16 Party spots a glowing golden ring in a shadowy gutter of the street. It is cursed; whoever puts it on is drained of one life level and goes insane for 2D6 days. The energy of the drained level dispels all of the magic of the ring and removes its curse, leaving it a plain gold band. It was left by a Witch.
- 17 A warrior, trying not to be noticed by anyone except the party, offers his services as a hireling. He wears Chainmail and some uniform parts from the City State of the World Emperor, but conceals this with a grey cloak. He is a deserter from a Longbow Throng, and carries four Carbelium Arrows (see **City State of the World Emperor**, guidebook to Map 6, page 6), and 23 CP.

Vallorn (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	021	011	006	094	174	113	052	163	174	072	163	174	072	052	113	WLB
																	DSS

- 18 Mutual surprise with a band of nine Brigands: CLS: FTR; ALN: CEX; LVL: 041, 021, 011, 011, 011, 011, 031, 011; HTK: 022, 010, 005, 004, 005, 003, 015, 004; ARM: 030; AGL: 122, 153, 101, 091, 174, 122, 121, 082; WPN: Leader MBA, next three WSB and WCL, next have DSC; Purses: Leader 44 SP, Others 2D6 CP each.
- 19 A brick falls out of a wall next to the party and hits a random member of the party for 1D6 points of damage.
- 20 A Bard plays an odd stringed instrument for the party, with a hat prominently placed on the ground for coins. If any coins are dropped into the hat, he will nod and smile for the players; if 5 SP or more are dropped in, he will continue playing but ask, "You are, of course, seeking information?" He can provide the locations of the various monsters from the "Lurid Lairs" section, the general information at the end of the "Way of Life" section, and various legends (Judge's discretion) about what goes on at the Witches' Court -- all for a price. Bard: ALN: NXX; LVL: 011; HTK: 004; ARM: 030; AGL: 142; WPN: WQS; Hat: 7 CP; Move: 13".

Encounters (D20)

1 Wandering Merchant	11 Trading Caravan
2 Village Attacked By Nomads	12 Slavers' Caravan
3 Mounted Messenger From Emperor	13 Rattlesnake
4 Wizard Hiring Mercenaries	14 Harpy (Form Changed Paladin)
5 Spice Caravan	15 Hunting Party Returns: Many Kills
6 Herdsmen Driving Cattle	16 Band of Deserters from Emperor: 2 - 12
7 Wolf Trainer With Pack	17 Fishmonger (Witch)
8 Lizard Trapper	18 Band of "Vigilante" Watchmen: 2 - 12
9 Travelling Apothecary	19 Band of Mercenaries: 3 - 18
10 Rope Vendor	20 Nomad Chieftain (In Disguise -- Spying)

Garman Citadel

The Citadel itself is a 100' tall tower that is 50' square, broadening to 70' square two-thirds of the way up. The walls are five feet of close-fitted masonry. Attached to its base on the north and south sides are two blockhouses of the same make, 80' long and 50' wide with three floors. The peaked roofs of the blockhouses are made of fireproof tile, supported by heavy timbers; the roof of the tower is flat, made of wood covered with thin shale and with a crenellated wall around it for archers. Many legends have arisen as to exactly how such an impressive edifice came to be held by such a small and backward community; the most popular concerns a Witch who conjured it for her lover. Most likely, the original owners were stricken by some catastrophe, and the survivors from the original settlement of Grita Heath came upon it and found it uninhabited.

The central figures of Garman are its Warlord, its Cleric (who attempts to keep the people faithful to the One God of Sengralli), its Smith, its Miller, and its Horse Breeder. They are listed below in the order of their listing above.

The forty men of the Citadel and their 133 dependents live on the upper floors of the blockhouses and on the middle floors of the tower. The first floor of the tower and one blockhouse form a stable; the first floor of the other blockhouse is made up of "common rooms" for preparing and eating meals and other activities. One floor of the tower forms a chapel; the upper floors contain emergency rations for a siege, quantities of arrows and weapons, plus other commodities for repelling a foe (oil, prepared torches, bags of stones, etc.).

The Citadel is on an island; from the east and west sides of the tower there are two bridges to the banks of the creek. The frame of the bridge is stone, but its "floorboards" may be taken up by the men of the Citadel if attack is imminent. Across the creek are conical brick bins for the storage of grain; the slope of the sides prevents any attacker from having any cover from archers on the tower. The Miller has a small stone building a few hundred feet upstream from the Citadel.

This is not impregnable and can be taken by a determined assault, but it is so designed that the defenders would be able to put up a strong fight for each floor. There are only arrow slits on the third floor of the blockhouses and on the top four floors of the tower; aside from the reinforced gates of the tower, there are no other openings in the stone. The capture of this Citadel would really not be worth the losses inherent in such an attack; there is very little value in the Citadel (total: 330 GP, 970 SP, 4456 CP and some Jewelry) since most trade is done by barter.

Arahall (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	051	029	004	043	173	123	133	113	153	143	113	153	143	133	123	WHB HJV

Targull (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	031	016	004	047	163	113	163	092	092	143	092	092	143	163	113	IFM

Baummuth (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	041	021	004	054	184	123	103	103	163	082	103	163	082	103	123	WSB DBS

Karl Swimmer (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	017	004	043	143	092	113	082	143	103	082	143	103	113	092	WSB IHA

Askarran (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	021	011	004	103	133	103	113	092	173	052	103	173	052	113	103	WHB HJV

The Castle of Gauradhrakh

The Castle consists of four 60' circular towers, 20' in diameter, at the corners of a rectangular courtyard enclosed by a curtain wall 50' high. The area enclosed is 300' east-west by 200' north-south. At the center of the south wall is the gatehouse with two 60' x 15' towers, a drawbridge and two sturdy portcullises at front and back of the space between the towers. This space is called the "killing ground", for any attacker coming through the gatehouse must stop here after battering down the first portcullis; while battering down the second, ports above and on both sides, called "murder holes" would vent burning oil and missiles.

At 100' intervals on the other walls are 10' barbettes; there is a total of four of these. Built against the inside of the curtain wall are various wooden and stone structures: stables, living quarters, storehouses, and the shops of the craftsmen. A Great Keep stands in the center of the courtyard, 80' tall and 40' in diameter, with a well and many storerooms for emergency rations.

There are 120 fighting men (Fighters and Clerics) and their 379 cruelly treated dependents living here. They are NXX for the most part, but are being guided into the ways of evil by their Dark Lord, Gauradhrakh, and the Clerics. These leaders follow the LEX religion of Iskallissis, a local deity (and former Anti-Paladin). A richly-decorated chapel in the Great Keep holds services on the nights of the full moon.

The men stand duty on the towers and walls, and service the mangonels (one on top of each corner tower and one on the Great Keep). They are equipped with Chainmail surcoats, Kite Shields, and open-faced Helmets, of fine Byrny make; they are trained to fight mounted or on foot, and each has a Medium Warhorse stabled. They are organized into ten-man "companies", each consisting of a Sergeant (who has the same status as a Knight would in other cultures), his Squire, and eight Men-At-Arms. There are eleven companies of this nature; the last ten men include the Dark Lord, his Squire, the four Clerics, and the four toughest Men-At-Arms, who form the Dark Lord's personal bodyguard. Weaponry of each of the regular companies is fairly uniform: Composite Bow, Long Spear, and some sort of personal light melee weapon (Byrny-made Broadswords predominating). On horseback, the Spear serves as a Lance and the Composite Bow as a "Horsebow". The Dark Lord and his personal retinue are also armed with these weapons, except for the Clerics, who are armed with Maces only.

The island on which the Castle stands is very muddy, but the builders of the works laid a stone flooring, built the walls, Keep and towers with doors ten feet off the ground, then filled the interior with ten feet of hard-packed sand and rubble and laid another flooring. This keeps the Castle safe and dry even during flood seasons, and provides for a "basement" level in all the towers for the storage of iron rations in the event of a siege. The basement of the Keep also includes a dungeon and torture chamber for prisoners, and a small armory.

The chief source of supplies for the Castle is the large number of herdsmen who frequent the area. They provide meat, leather and wool in exchange for crafted items such as tools and weapons. A small area to the south and west of the Castle is cultivated by a number of the men and their families, who retire within the walls at night.

The Dark Lord Gauradhrakh, his Squire, the Abbot (leader of the Clerics), and the four bodyguards dominate the social and cultural life of the Castle. One of the four bodyguards runs the armory in the Keep; another is an engineer who supervises the maintenance and repair of the Castle; a third is a chemical expert who prepares naphtha and Greek Fire; and the fourth is the Blacksmith, who is in charge of supporting the Warhorses and other livestock. These seven men are listed below.

The defenders of the Castle are tightly disciplined, but would probably surrender readily on the deaths of the Dark Lord and the Abbot. Repeated attacks by the Kobolds of Hex 0414, and one by the Gorgons of Hex 0614, has kept them in fighting trim. The men are experts at defending their Castle against any armed force laying siege or trying to storm the walls, and make extensive use of their mangonels (which fire flaming pots of Greek Fire). They also use fire weapons in other ways to a great degree, as well as ropes and grappling hooks, used against ladders or to snatch individual foes off their feet as dangling targets for the archers.

Dark Lord Gauradhrakh (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	081	034	013	095	184	123	103	163	173	163	163	173	163	113	133	WCB
ISP, MBS																	

He has a Ring of Shielding which adds an extra point of Protection. His MBS does 4 extra points to damage, plus adds 4 points to attack score against Paladins.

Squire Harman (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	031	016	013	043	184	041	153	163	153	052	163	153	052	153	052	WCB
ISP, DBS																	

Abbot Belendrow (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LEX	061	023	013	083	163	133	163	072	082	143	072	092	143	163	143	IFM

He has a Ring of Shielding which adds an extra point of Protection.

Kolin Hammerman (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	051	029	013	052	184	123	103	153	153	082	163	153	082	103	123	WCB

ISP, BWH

Tarmak Wallman (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	052	023	013	052	133	163	163	103	153	093	113	153	093	163	163	WCB

ISP, DBS

Rorgha Horsmith (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	041	021	018	055	184	133	153	093	143	113	093	153	123	153	133	WCB

ISP, IBS

His IBS adds one point of damage to his attacks.

Ashnugh Flame-Hand (MAL)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	041	021	013	042	163	143	153	052	133	082	062	133	082	153	143	WCB

ISP, FDG

The Dark Lord is allied closely with Mordridda, the Kanak'raudak Dogorn of the Witches' Court Marshes. Should he be besieged by a powerful foe, Mordridda will come by Ethereal Wall with all ten of her Demon-guards (see "The Lair of Mordridda"), plus her magic items, ready to summon elementals to further aid in the defense. In return for this, the Dark Lord is largely responsible for the spreading of awesome and frightening rumors about the marshes and the great power of their evil. The Dark Lord, the Abbot and their eight-man retinue attend each Witches' Court.

Lurid Lairs

Hill Giants - Hex 0117

The Hill Giants lead a very simple life, hunting Giraffes, Gazelles and an occasional Shepherd in the vicinity of their huge burrow. They are friends of the Witches and attend the Witches' Court each year, being among the very few outsiders who are welcome there. The Giants have been persuaded by the Witches to stay away from the waypens at night; even though there are usually easy pickings there, the combination of magical threats and bribery by the Kanak'raudak Dogorn and her apprentices was most convincing.

Hill Giants: ALN: CEX; HIT: 008; HTK: 047, 032, 040, 037; ARM: 060; AGL: 174, 123, 142, 162; ATK: 2D8; Move: 12". Concealed under the loose dirt at the rear of their burrow is their Treasure: 8000 CP, 9000 SP, 3000 GP, a LGX IBS (adds one to the attack number) in a leather scabbard, a Potion of Health, and a Scroll (Protection from Evil, Sphere of Light, Purify, Heal Minor Wounds, Charm) encircled by a Charm of Invisibility (and therefore invisible). This is in a great, jumbled pile crudely wrapped in canvas; a search of the hole after the treasure is pulled out will yield 421 CP, 319 SP and 227 GP.

Griffens - Hex 0214

The seven mated pairs of Griffens here have also been persuaded by Mordridda to ignore the waypens at night, and to stay away from Grita Heath and Garman Citadel. This leaves them to hunt the Gazelles, Zebras and Giraffes predominant in the area. But the well-known preference of Griffens for horseflesh makes them hunt Zebras more than the other herd animals here; also, they are a hazard for any mounted party travelling through the surrounding wilderness.

The Griffens have formed a sort of hierarchy. One pair (listed as No. 1 below) is a bit larger and stronger than the rest, and these two dominate the roost. Most of the time the Griffens are solitary hunters; one member of a pair will hunt while the other guards the next. But, on occasion, the male leader will organize a mass hunt in which up to 12 of the Griffens will participate. This usually occurs when a herd of Horses have been spotted that are too well guarded for a solitary Griffen to prey upon with much chance of success.

General statistics concerning the Griffens will be listed first; then specific details of each mated pair: HTK of each, male first, then the Eggs and Treasure in the nest. The seven nests lie in a broad circle, 300 feet in diameter.

Griffens: ALN: NXX; HIT: 007; ARM: 070; AGL: 091 - 174; ATK: 2 x (1D6), 1D6, Move: 12"/30".

Pair No. 1: HTK: 042, 026; 2 Eggs; Treasure: 2000 SP, Ring of Restoration

Pair No. 2: HTK: 023, 040; 2 Eggs; Treasure: 1000 CP, 1000 GP, Potion of Health

Pair No. 3: HTK: 021, 030; 1 Egg; Treasure: 3000 SP

Pair No. 4: HTK: 036, 020; 2 Eggs; Treasure: 4000 CP, 1000 SP

Pair No. 5: HTK: 042, 019; 2 Eggs; Treasure: 2000 CP

Pair No. 6: HTK: 038, 023; 1 Egg; Treasure: 3000 CP

Pair No. 7: HTK: 036, 020; 1 Egg; Treasure: 1000 SP

Kobolds - Hex 0414

The 330 Kobolds are not listed as a village in the guidebook to **Wilderlands of High Fantasy** or any other work; like many other concentrations of intelligent beings they have no unity or any one distinct leader. They consist of eight small tribes, each with its own cave-lair and Chieftain. These tribes are continually feuding with each other, forming brief alliances that are quickly betrayed; but the law of survival dictates that, should their lairs be attacked, all will put aside their petty grievances and unite against the common foe.

The most sophisticated weapon that the Kobolds can make themselves is a wooden club spiked with bone (treat as a Morning Star). This type of weapon dominates the armaments of the tribes. The next most common is a simple club with no spikes (treat as a Mace). The Kobolds also fashion and use Javelins. They can make crude wooden and wicker Shields, and the usefulness of these has been proven so many times that almost all of the Kobolds have them. They fashion the equivalent of of Leather Armor with layers of skins (and their own tough hide). Beyond these, they are armed with a motley assortment of captured and stolen weapons.

Also there are 166 females (same statistics, but they are unarmed and noncombative), 33 young (ARM: 010; HTK: 001 each, noncombative, Move: 12"). The 330 male Kobolds are too numerous to list their individual HTK and weapons here, so upon the attack of each Kobold upon the party, his statistics should be rolled up by the Judge (after all, the Kobold probably won't last very long).

Kobolds: ALN: LEX; HIT: 002; ARM: 030; AGL: 091 - 152; Move: 6"

Weapons of the Individual Kobold (roll percentile dice):

- 01 - 30 IMS and WJV
- 31 - 45 IMS
- 46 - 60 IFM and WJV
- 61 - 65 IFM
- 66 - 70 DSC and WJV
- 76 - 80 DBS and WJV
- 81 - 90 IHA and WJV
- 91 - 92 IBA*
- 93 - 94 BWA*
- 95 - 96 FDG and WCB*
- 97 - 98 FDG and WSB*
- 99 FDG and WLB*
- 100 DBS*



Individuals with larger weapons, indicated by an asterisk (*), are always HTK: 003. Of these, the ones with Bastard Swords are Chieftains and the others are bodyguards for them. Each is carrying 1D6 CP, except for bodyguards (2D6 CP) and Chieftains (4D6 CP). Each of the eight cave-lairs has a single 200-pound Gold Bar (2000 GP value) with the Imperial Seal of the World Emperor on it.

The Kobolds subsist entirely through hunting and foraging, and waylaying small parties of travellers and herdsmen. Their hunting parties range over a wide area.

The Kobolds have concluded an agreement with the Witches, including the condition that they stay away from the waypens. These dealings with such a great power as the Kanak'raudak Dogorn, as well as their own natural pride, have given the Kobold Chieftains a very inflated concept of their own importance and power. They occasionally send delegations to Mordrida during the year but never attend the Witches' Court.

About once every two years a powerful leader rises among the Kobolds and unites the tribes. This could lead to the formation of a real community and the end of the internecine rivalries, but this leader chooses, every time, the Castle of Gauradrakh as the common enemy to rally against. The Kobolds march with determination to the castle, lay siege to it, and are decimated. In this battle, if the new leader is not killed by the castle's defenders, he is slain by his own followers for leading them into this mess. Blame for the failure is shifted back and forth between the tribes, and the feuding begins anew before the survivors even return to their caves. All of this, like the march of the lemmings to the sea, serves to check the surplus Kobold population and prevent them from overrunning the entire area.

Optional: One of the tribes has a secret treasure: a magic Mithril, two-Handed Great Sword. It does an additional 3 points of damage and adds 3 to the Attack number. It also does 4 extra points damage and adds 4 to the Attack against Kobolds, Orcs, Goblins and Hobgoblins. The Great Sword is LGX (INT: 123; EGO: 082). This is hidden in a hollow tree near the caves; should any Kobold be captured alive and questioned, there is one chance in 20 that he is of the tribe that has hidden it, and therefore knows of its existence. Even if he does, he may not know exactly where it is hidden; his HTK are the number of chances on a D10 that he knows where it is. The reason that the Kobolds are not using the Great Sword is that they fear its power.

Witchcraft In Fantasy Rolegaming

Witches are a sub-class of Mages. Like Druids, their magic is drawn from the forces of nature, but they concentrate more on non-living natural things (earth, air, light, water, minerals and metals, and fire) than on living things (such as the Druids' trees). The prime requisite for a Witch is Intelligence; a minimum score of 015 is required. A Witch must also have scores of at least 012 in the categories of Constitution and Dexterity. They may only use Daggers as weapons, but may use any magic item that may be used by a Mage. Only Human Females may opt to become Witches.

Witches actually form three separate sects, each with its own spell systems and other attributes. 65% of all Witches are LEX and perform Black Witchcraft; 30% are LGX and perform White Witchcraft; and 5% are CEX and practice Secret Witchcraft. These are called Black Witches, White Witches, and Secret Witches respectively; the adjectives do not refer to skin color or race of the Witches, but to the order of Witchcraft that they practice. Each sect or order will be dealt with separately herein, but first there are certain attributes common to all three sects which must be described.

Levels and Experience Points Necessary to Attain Them

LVL	Experience Points	HIT (D6)	Spells											
			1	2	3	4	5	6	7	8	9			
1	0	1	1											
2	2000	2	2											
3	4000	3	3	1										
4	8000	4	4	2										
5	16000	5	4	2	1									
6	32000	6	4	2	2									
7 (H)	64000	7	4	3	2	1								
8	128000	8	4	3	3	2								
9	250000	9	4	3	3	2	1							
10	500000	10	4	4	3	3	2							
11	750000	10 + 1	4	4	4	3	3							
12	1000000	10 + 2	4	4	4	4	4	1						
13	1250000	10 + 3	5	5	5	4	4	2						
14	1500000	10 + 4	5	5	5	4	4	3	1					
15	1750000	10 + 5	5	5	5	4	4	4	2					
16 (P)	2000000	10 + 6	5	5	5	5	5	5	2	1				
17	2250000	10 + 7	6	6	6	5	5	5	2	2				
18	2500000	10 + 8	6	6	6	6	6	6	2	2	1			
19	2750000	10 + 9	7	7	7	6	6	6	3	2	2			
20 (S)	3000000	10 + 10	7	7	7	7	7	7	3	3	2			
21	3250000	10 + 11	8	8	8	7	7	7	3	3	3			
22	3500000	10 + 12	8	8	8	8	8	8	4	3	3			

Of the Black Witches, there are two Orders: Low Order and High Order. A Black Witch automatically graduates to the High Order upon reaching LVL 071 as indicated by (H).

Upon reaching LVL 071 and higher subsequent levels, a Black Witch must roll a D20 to achieve a number higher than her new level. The first roll must be an 8 or higher; at LVL 121, a 13 or better is required. Upon reaching the LVL 201, failure is automatic and the Witch changes to a CEX Witch of the Secret Order. Failure to achieve the roll at any level seventh to twenty indicates conversion to CEX alignment of the Secret Order. Automatic change to the Secret Order is indicated by (S) on the table above. The change to the Secret Order, and the increased probability of involuntary change, indicates the accrument of the Witch's confidence, pride, eccentricities, and distrust of disciples.

Among White Witches, there are also two Orders: Normal White Witches and Priestess Witches. A White Witch automatically becomes a Priestess Witch at LVL 161, as indicated by (P) above.

All Witches wear robes and headgear of thick leather, over gambesons of quilted cloth, and are therefore ARM: 002; they cannot use Shields.



K. SIEMBIEDA-80

Witchcraft Spells

Spells are marked in the following manner: (M): MAG; (C): CLR; (D): DRD; (*): are Spells automatically reversed by Black and Secret Order Witches; (**): indicates Spells reversed by any Witch at will.

The following creatures are all immune to Witchcraft: Clerics, Djinni, Efreeti, Nagas, Dragons and Druids. Any spell conjured by Witches will not affect them except where noted (such as Banishment). Demons and Demon Princes are also immune to Witchcraft, except for those spells which name Demons specifically.

There are spells which may only be used by a certain Order. Those that are marked (W), (B) or (S) may only be used by White, Black or Secret Orders respectively. Exception: Secret Witches may use (B) spells in addition to their own (S) spells. There are certain other spells common only to Witches, but which may be used by any Order; these are marked (A).

Level One

- 1 Detect Magic Auras (M)
- 2 Read Magic (M)
- 3 Interpret Writings (M)
- 4 Protection From Evil (M) (*)
- 5 Sphere of Light (M) (*)
- 6 Ventriloquism (M)
- 7 Magic Shield (M)
- 8 Heal Minor Wounds (C) (*)
- 9 Cleanse Meat and Drink (C) (*)
- 10 Detection For Evil (C) (*)
- 11 Sphere of Light (C) (*)
- 12 Faerie Flames (D)
- 13 Conjure Fire (A)
- 14 Sonic Blast (A)
- 15 Fire Bath (A)
- 16 Unseen Hand (A)
- 17 Mage Wind (A)
- 18 Object Probe (A)
- 19 Peace (W)
- 20 Greater Hole (B)

Level Two

- 1 See Invisible (M)
- 2 Levitation (M)
- 3 Find Object (M)
- 4 Become Invisible (M)
- 5 Sphere of Permanent Light (M) (*)
- 6 Multiple Image (M)
- 7 Magic Message (M)
- 8 Fireworks (M)
- 9 Missile Shield (M)
- 10 Stop Person (C)
- 11 Sphere of Silence (C)
- 12 Circle of Obscurity (D)
- 13 Conjure Water (D)
- 14 Increase Temperature (D)
- 15 Free Glide (A)
- 16 Air Cushion (A)
- 17 Fire Net (A)
- 18 Shape Shift (A)
- 19 Communicate with Earth (A)
- 20 Reverse Aging (W)
- 21 Size Reduction (B)



Level Three

- 1 Soar (M)
- 2 Negate Magic (M)
- 3 Firebolt (M)
- 4 Lightning Strike (M)
- 5 Protection From Evil (M) (*)
- 6 Major Sphere of Invisibility (M)
- 7 Infra Sight (M)
- 8 Slow Movement (M)
- 9 Hasted Movement (M)
- 10 Gills (M)
- 11 Dispell Curse (C)
- 12 Heal Affliction (C) (*)
- 13 Fire Protection (D)
- 14 Lightning Strike (D)
- 15 Greater Sphere of Invisibility (A)
- 16 Holograph (A)
- 17 Create Hell Weapons (A)
- 18 Mirror Door (A)
- 19 Continual Fire (A)
- 20 Extended Shape Shift (A)
- 21 Shape Shift Others (A)
- 22 Circle of Weakness (A)
- 23 Communicate with Water (A)
- 24 Detection (A)
- 25 Dispersment (W)
- 26 Cube of Fire (B)
- 27 Increase Force (S)
- 28 Weight Increase (S)

Level Four

- 1 Fire Wall (M)
- 2 Ice Wall (M)
- 3 Minor Teleportation (M)
- 4 Ice Attack (M)
- 5 Cure Poison (C)
- 6 Heal Major Wound (C) (*)
- 7 Electrical Shield (D)
- 8 Regulation Temperature (D)
- 9 Flying Broomstick (A)
- 10 Freezing Doom (A)
- 11 Light Rune (A)
- 12 Major Shape Shift (A)
- 13 Transform Others (A)
- 14 Power Pentacle (A)
- 15 Fire Pentacle (A)
- 16 Fortune Telling (A)
- 17 Hold Earth and Wind (A) (**)
- 18 Communicate with Wind (A)
- 19 Cloud Door (A)
- 20 Sleet Storm (A)
- 21 Storm Conjure (A)
- 22 Search (W)
- 23 Circle of Conjuring (B)
- 24 Undead Enslavement (B)
- 25 Greater Cavity (B)
- 26 Hidden Cache (B)
- 27 Magna Melt (S)
- 28 Penetrate (A)

Level Five

- 1 Teleportation (M)
- 2 Stop Monster (M)
- 3 Elemental Creation (M)
- 4 Move Objects (M)
- 5 Change Rock to Mud (M) (**)
- 6 Stone Wall (M)
- 7 Iron Wall (M)
- 8 Control Dead (M)
- 9 Penetrate (M)
- 10 Negate Evil (C) (*)
- 11 Quest (C)
- 12 Conjure Food (C)
- 13 Wind Manipulation (D)
- 14 Extended Shrinkage (B)
- 15 Amulet Constriction (A)
- 16 Children of the Dragon (A)
- 17 Star Fire (A)
- 18 Treasure Bane (A)
- 19 Major Transformation (A)
- 20 Form Change Others (A)
- 21 Rock Passage (A)
- 22 Control Fire and Water (A) (**)
- 23 Increase Fire (A) (**)
- 24 Storm Conjunction (A)
- 25 Sublime Control (W)
- 26 Poison (B)
- 27 Great Curse (B)
- 28 Evaporate (A)

Level Six

- 1 Change Flesh/Stone (M) (**)
- 2 Drain Water Level (M)
- 3 Divide Water (M)
- 4 Shell of Magic Negation (M)
- 5 Death Wish (M)
- 6 Quest (M)
- 7 Annihilation Ray (M)
- 8 Displace Land (M)
- 9 Warp Weather Patterns (M)
- 10 Enliven Object (C)
- 11 Wall of Blades (C)
- 12 Direct Route (C)
- 13 Restore Life (C) (*)
- 14 Protection From Demons (A)
- 15 Call the Elements (D)
- 16 Blind (A)
- 17 Greater Protection From Demon (A)
- 18 Construction (A)
- 19 Major Storm Conjunction (A)
- 20 Banishment (W)
- 21 Voodoo Doll (B)
- 22 Circle of Summoning (B)
- 23 Circle of Energy Absorption (B)
- 24 Circle of Protection (A)
- 25 Images (S)

Level Seven

- 1 Word of Stunning (M)
- 2 Field of Invisibility (M)
- 3 Unseen Servant (C)
- 4 Sign (C)
- 5 Restore Memory (C)
- 6 Inferno (D)
- 7 Change Metal to Rock (D) (**)
- 8 Death Walk (A)
- 9 Nova (A)
- 10 Pentacle of Death (A)
- 11 Greater Transformation (A)
- 12 Ray of Destruction (A)
- 13 Anti-Perception Field (B)
- 14 Withering Hand (S)
- 15 Protection From Foes (A)

Level Eight

- 1 Word of Blinding (M)
- 2 Greater Firebolt (M)
- 3 Wall Walking (M)
- 4 Wind Path (C)
- 5 Exalted Script (C)
- 6 Enliven Rock (D)
- 7 Reinforce Duration (M)
- 8 Labyrinth (M)
- 9 Reshape Objects (M)
- 10 Enprison Life Essence (M)
- 11 Banish Demon (A)
- 12 Demon Pact (B)



Level Nine

- 1 Word of Slaying (M)
- 2 Negate Gravitation (M)
- 3 Meteor Shower (M)
- 4 Temporal Suspension (M)
- 5 Inner Dimensional Plane (M)
- 6 Astral Travel (M)
- 7 Wall of Multi-Color Negation (M)
- 8 Earthquake (C)
- 9 Restore Life Fully (C) (*)
- 10 Greatest Transformation (A)
- 11 Demon Door (S)
- 12 Youthful Appearance (W)

Detection**RNG: 12"****DUR: 1 minute per LVL of Witch**

When this spell is cast, the Witch may detect any one thing of her choice. She merely speaks the name or description of what she wishes to detect, and immediately detects that thing if it is within range of the spell. The spell has a path of detection 1" wide in the direction that the Witch is facing, and she may turn the area covered by pivoting in place, at a rate of 90 degrees per turn. Note that the item or thing to be detected may be as general (evil, magic, water) or as specific (Hylammen the Fighter, a Ring of Major Wishes, Grasshoppers with red legs) as the Witch desires, but only one type of thing can be detected with each casting of the spell.

Communicate With Water**RNG: 0****DUR: 9 minutes**

Through this spell, a Witch may converse telepathically with the magical forces inherent in a body of water. She must be in direct contact with the body of water in order to communicate (i.e. immerse her hand in a stream), and she may only learn of what the water contains or has experienced within a 20' radius of the point of contact. Thus she may learn of any aquatic life or concealed treasure within the 20' radius, or anything which has come in contact with this portion of the water recently. Note that in a running body of water the Witch may find out what is going on upstream, but with a diminished chance of accuracy except in cases of some noteworthy event from the water's point of view (passage of a great sea monster, dumping of poisonous chemicals, etc. -- Judge's discretion).

Dispersement**RNG: 6"****DUR: Instantaneous**

By this enchantment, a Witch may dissolve the magical hands between the molecules of conjured beings or magical devices such as walls, weapons, armor, etc. Note the spell doesn't affect living beings or Demons, only objects of a magical base or nature. The Witch will take one point of damage for LVL of the object or being dispersed.

Cube of Fire**RNG: 6"****DUR: Indefinite**

A hollow 3" x 3" cube used as a prison for the unrepentant foes of the Witches Marsh. Victims are teleported into the cube (they suffer 2D6 damage passing through the cube wall) and drained of 1 point of Strength for every minute spent in the cube. Fire or Cold spells of any type thrown inside the cube will be reflected back full damage on the caster. Only a Negate Magic cast outside the cube will destroy it and free the prisoners (normal size). A single cube may hold up to 3 prisoners at any one time.

Increase Force**RNG: 15"****DUR: 2 minutes**

This spell triples the strength of natural forces: Hail Storms or Ice Storms will increase in their ferocity doing triple the amount of natural damage; Lightning Bolts or Fire will do twice the normal damage allowed, etc. The Forces of Nature must occur normally before this spell is thrown. If the Hail Storm is conjured, the Increase Force spell will not have any effect.

Weight Increase (R)**RNG: 10"****DUR: 3 minutes**

Drawing upon the gravity of the earth force, the Witch can double the weight of any 1 - 3 targets she chooses within a 10" range. The creatures must be within 3 LVLs of her level to be affected, otherwise the spell is useless. If the victim makes a 3D6 roll under his Constitution score, the spell has no effect.

Level Four Spells**Flying Broomstick****RNG: 0****DUR: Permanent**

The Witch enchants a normal broom so that it will fly (at an altitude 20' x the level of the Witch), carrying up to 200 pounds of mass, fly at a speed of 10" normal rate/movement (8" if weight is over 200 pounds). The Broom will come to her if within 24' radius when called (ESP or verbal), otherwise acts and appears as a normal broom. It will not function independent of her will and its enchantment will cease when she dies. Treat it as ARM: 030. It is susceptible to fire, magic weapons and Negate Magic.

Freezing Doom (R)**RNG: 12"****DUR: Until Dispelled**

This spell will freeze all of the water in the victim's body, but the magic is such that upon being dispelled, the victim comes to life again as if from Suspended Animation. Only the equivalent of blast-furnace heat would begin to melt the water and this, of course, would kill the victim. Thus, the only thing which can bring the victim back to life is a Negate Magic or Heal Serious Affliction. This spell will affect 2D8 man-sized creatures; Judges may adjust this at their own discretion for creatures of other sizes. Judges may also opt to either allow victims to be easily transported about while in this frozen state, or rule that they are extremely brittle and will shatter upon the placing of any stress on them, requiring transport by Move Object, etc. Those who roll under the Constitution scores on 3D6 are not frozen, but take 1D6 damage due to sudden lowering of body temperature and are incapacitated for twenty minutes minus their individual Constitution scores. Other effects on those rolling under their Constitution scores or differing effects on fire and cold creatures, are also left up to the discretion of the Judge.

Light Rune**RNG: 2"****DUR: 2 minutes**

The Witch draws a glowing white rune in the air with her right middle finger, as if on an invisible blackboard. It causes an intense light-aura for a twenty-foot radius. All hidden things, including invisible ones and otherwise magically-concealed items, within this area are telepathically revealed to the Witch. In addition, the powerful light illuminates to a radius of 12" (120 game feet) as if under full daylight, and beyond this range to a radius of 24" by steadily diminishing degrees of light; it does not, however, count as direct sunlight towards the destruction of a Vampire or other similar tasks (though the Vampire would experience great discomfort, as would anyone else looking directly at the rune).

Major Shape Shift**RNG: 0****DUR: 8 minutes + LVL of Witch**

Similar to the other Shape Shift spells except that the Witch may opt to become a Giant class creature, though not gaining the fighting abilities of the new form unless she is LVL 101 or higher.

Transform Others**RNG: 6"****DUR: Until Dispelled**

Similar to the Shape Shift Others spell except that the new form must follow the guidelines set forth for Extended Shape Shift; the new form must be of the same general anatomical arrangement and size as the old. Thus, a Red Dragon could be changed into a Gold Dragon, or even a Brontosaurus.

Power Pentacle**RNG: 0****DUR: 6D10 minutes**

The Witch draws a pentacle on the floor and specifies a type of creature as its focus (as with Circle of Weakness). If that type of creature tries to enter or cross the pentacle, he is blocked by an invisible wall of force. One pentacle will block a doorway; two will block a 10' corridor.

Fine Pentacle (R)**RNG: 0****DUR: 6 minutes**

This is similar to Power Pentacle, except that if a creature of the focus type attempts to cross the pentacle he is immolated in hell-fire, doing 2D6 points of damage per minute spent in the pentacle. Undead and cold creatures take 5D6 damage; those rolling under their Constitution scores on a 3D6 take only 1D6 damage.

Circle of Summoning**RNG: 0****DUR: Until Summoning Attempt is Made**

This is a mystic circle drawn around a Pentacle of Summoning (Level Six Black Witchcraft spell). It is composed of many rare and expensive materials, including Silver, a pint of the Witch's blood, powdered Sulfur (brimstone), and various other dusts. It gives the Witch a 15% better chance of summoning any Demon into it and a 5% better chance of controlling the Demon. Because of the material necessary (which cost about a month of game time and 1000 GP to gather), this spell is not often used.

Card Tell

RNG: 0

DUR: 1 minute

Using this spell, the Witch is able to predict the future of one object, creature or place through the use of tarot cards or other mystic means. Only very important occurrences can be foretold. The basic probability of an accurate prediction is 40%, plus 1% per level of the mystic and modified by the amount of time into the future by which the caster chooses to delve:

Amount of Time Into the Future	Bonus or Penalty To Success Probability	Level At Which This Time Range Possible
Up to One Hour	+10%	7
6 Hours	+ 7%	7
12 Hours	+ 5%	7
1 Day	+ 3%	8
2 Days	+ 1%	8
4 Days	----	9
1 Week	----	9
2 Weeks	----	10
4 Weeks	- 1%	11
8 Weeks	- 2%	12
16 Weeks	- 5%	13
32 Weeks	- 7%	14
1 Year	-10%	15
2 Years	-12%	16
4 Years	-15%	17
8 Years	-17%	18
16 Years	-20%	19
32 Years	-25%	20
64 Years	-30%	21
Over 64 Years	-35%	22

Only one item, creature or place's future may be predicted per spell casting. The longer the period of time into the future that the prediction is made, the more vague the information gained will be; the same number of details will be revealed whether an hour or a century of time is predicted. A variety of items may be selected as the medium of prediction by the Witch:

Item	Bonus or Penalty To Success Probability
Tea Leaves	- 5%
Tarot Cards	----
Crystal Ball	+ 5%
Crystal Ball and Tarot Cards	+ 7%
Blessed Tarot Cards (White Witches only)	+10%

Hold Wind and Earth

RNG: 1" (or 24")

DUR: 3 minutes + LVL of Witch

This spell is used to deflect winds, landslides, catapult loads, etc. Up to 500 pounds of earth or stone, or up to 10 MPH wind, per LVL of the Witch may be deflected per turn. If the material deflected can be seen, it will be perceived to curve suddenly in its path as it approaches the 10' radius area of the spell. In a different manifestation, at the option of the Witch, the same amount of loose rock or earth may be "rolled" across the ground for 24" in three turns (changes for sloped ground are left to the discretion of the Judge), or the same velocity of wind may be created down a 1" wide path for a 24" range, the material being moved starting motionless (if it is already moving, it will be accelerated).

Communicate with Wind

RNG: 0

DUR: 12 minutes

Through the use of this spell, the Witch may converse telepathically with the magical forces of the air. The velocity of the wind, expressed in miles rather than miles per hour, is the distance upwind through which events may be learned of by this method. Events pervaded by a strong or otherwise unusual emission of vapors (such as a volcanic disturbance, a campfire or other fire, or the use of a Killer Cloud spell) will be most vividly detailed.

This unusual spell is a very slow form of aerial transportation. Upon casting of the spell, a mist rises from the ground about the Witch for a 30" radius. Anything within 6" of the Witch's choosing, up to a total of 20,000 pounds (including the Witch herself), is lifted by this dense fog; all items that the Witch chooses or is forced to leave behind simply remain on the ground. The fog lifts and becomes a great cloud bank, drifting with the wind. After initiating this magical form of transportation the Witch need not concentrate upon it, but she will be alerted if atmospheric conditions will soon be causing the cloud to precipitate (rain, sleet, snow, etc.). For each turn of precipitation the cloud loses some of its substance, yielding a 5% chance (cumulative) that it will begin its descent with its passengers and cargo; a Hold Fire and Water spell will prevent it from precipitating. At any time, the Witch may command a window to be opened through the middle of the cloud so that she may peer down at the ground and see where she is going; upon the Witch's command or upon the causing of descent by precipitation, the cloud will slowly descend to ground level, deposit its cargo and passengers safely, and blow away. This is a safe method of travel (except for any aerial predators which may attack the passengers on top of the cloud, or the chance of being deposited accidentally in a dangerous spot). Its drawbacks are that it is forced to go in the direction of, and at the speed of, the prevailing winds, though other spells may be cast to control the wind; also, any provisions required for the journey must be carried along as part of the 500 pounds, for it is difficult to hunt or forage for one's supper on a cloud.

Sleet Storm

RNG: 18"

DUR: 1 minute

This spell showers down a dense sleet storm into a 3" x 3" area of the Witch's choice (within the range of the spell). Anyone or anything caught within this area takes 6D6 damage; fire creatures take 10D6 damage.

Storm Conjuring

RNG: 0

DUR: One Half-Hour

This spell summons a gentle spring shower or a dense fog in the following manner: a sudden evaporation of large amounts of ground moisture occurs upwind, the water vapor quickly condenses, and a strong breeze blows the phenomenon towards the Witch, affecting a 12 mile radius around her. This will temporarily lessen the effects of a drought, obscure the vision of armies in battle, cause ships to blunder into reefs, conceal the escape of the Witch and any of her allies, etc.

Search

RNG: 0

DUR: One Half-Hour

Through this spell, a White Witch gains the knowledge of the recent location of any one person. She learns his ALN, occupation and general information about his personal background. She also knows the locale of their present abode. She must have a personal effect of the character sought after, or touch the ground he walked upon within 24 hours for the spell to be effective.

Undead Enslavement

RNG: 0

DUR: 1 to 4 Days

Through this spell the Witch can summon 1 - 4 Undead with HTK: 10 - 40. They must be recently created Undead (within a 24 hour period) and not currently under the control of anyone else. If now controlled, they will turn on her. If placed under her control, they will serve 1 - 4 days, then wander off if she doesn't renew the spell. While they are under her control, she cannot enslave other Undead as this would divide her concentration.

Greater Cavity

RNG: 8"

DUR: 3 minutes

This spell creates a great cavity under its victim, 30' deep by 3' wide. The victim will fall for 2 seconds, take 2D6 points of damage when he/she lands, then roll 3D6 under his Intelligence score as he appraises his situation. If he fails his roll, he will be immobilized by Fear for 1 - 2 minutes. Otherwise, he may start climbing out of the cavity. The spell's duration is only 3 minutes, so the victim had better climb quickly or he will be squashed when the pit closes.

Hidden Cache

RNG: 2"

DUR: 3 minutes (Visible, then it fades to Invisible)

With this spell, a LVL 081 Black Witch creates an inner Special Room for herself, where she can store treasure, potions and personal effects in a 30' by 30' area. Only she can reach or see the room. No other Black Witch may enter the room or even perceive its location. It can function as a prison, a safe or a form of sanctuary since no one can enter or leave the room without her permission. It is located in any one place of her choosing and is immobile and totally masked from physical sense, Location and Detection orientated spells. Negate Magic has no effect on it but the reckless spell caster will take 6D6 points damage from the Protective spells woven around the room. When the Witch dies, the contents of the room become visible and reachable.

Using this spell, the Witch melts down the earth or stone in front of her to raise up and form a nearly impenetrable wall of molten lava, 6' high by 3' wide and 10' long. Any creatures attempting to pass through the wall will take 2D6 points of damage per foot they penetrate. Any foolish enough to fly over the wall will take adjusted damage per foot proximity to the wall (1 foot over: 6D4; 2 feet: 4D4; 3 feet: 3D4; 4 feet: 2D4; 5 - 6 feet: 1D4) and roll 3D6 under their Constitution score to avoid losing consciousness from the heat and stench. If the roll is not successfully made, they are assumed to have passed out and fallen directly on the wall, taking 6D6 points damage per minute on the wall. Fire creatures may penetrate the wall with no damage, but Ice or Water creatures will take double the normal damage whether passing through the wall or within 2' of it. After the spell elapses, the ground will smoke for 2 to 6 minutes and anyone walking over it within 24 hours will take 1D8 damage (even with boots) from the heat. The wall is immobile.

Fifth Level Spells

Extended Shrinkage

RNG: 6"

DUR: 30 minutes

Any creature affected by this spell is shrunk to 1/8 of its original size with similar reductions in armor, spells and weapons as listed in the Size Reduction spell. Normal duration is listed above but it can be extended one minute per every 3 LVLs of the Witch.

Amulet Construction

RNG: 0

DUR: Variable

Witches are masters of the use of Magical Amulets and Necklaces, and are well versed in the identification of these (Judge's option as to how to apply this). Through the use of this spell, a Witch may create a Magical Amulet or Necklace. Each type of Amulet requires certain unique material components for its construction - these are up to the Judge to determine (Eye of Newt, Dragon's Spleen, Wyvern Blood, etc.). Each also requires a certain amount of Mithril or Adamantite (again, Judge's option). The amount of construction time required for each is set, and is listed below; the Witch must also put some of her own life energy into the item, and the number of experience points that each type of Amulet or Necklace would drain from the Witch is also listed; each item also requires a set number of days for construction, during which the Witch cannot do anything else, or be disturbed or interrupted in the least manner, and this time requirement is listed. Finally, each Amulet has a certain level of difficulty, requiring a minimum level of experience from the Witch to even attempt its construction, and a certain chance of failure.

Item	Time Required	Life Energy	Level	% Failure
Medallion of Mind Reading 3" R	15 Weeks	90,000	9	35%
Greater Medallion of Mind Reading 9" R	30 Weeks	180,000	14	55%
Medallion of Mental Projection	28 Weeks	150,000	12	40%
Amulet vs. Crystal Balls & ESP	48 Weeks	260,000	18	70%
Necklace of Gills	25 Weeks	130,000	10	45%
Necklace of Magic Projectiles (5)	25 Weeks	130,000	10	45%
Necklace of Magic Projectiles (7)	35 Weeks	200,000	16	65%
Necklace of Magic Projectiles (9)	45 Weeks	240,000	18	70%
Constriction Necklace	40 Weeks	220,000	17	65%
Amulet of Animal Enslavement	25 Weeks	130,000	10	45%
Amulet of Healing	42 Weeks	230,000	17	60%
Amulet of Shielding +1	25 Weeks	130,000	10	45%
Amulet of Extra Shielding +2	48 Weeks	260,000	18	70%
Amulet of Magic Shielding +3	120 Weeks	500,000	22	75%
Amulet of Fire Protection	45 Weeks	240,000	18	70%
Amulet of Restoration	120 Weeks	500,000	22	75%
Amulet of Object Manipulation	32 Weeks	190,000	15	60%

For every level of the Witch, subtract 1% from the Failure probability. The Witch must cast the spell when all the ingredients are gathered, in a place where she will not be disturbed. At the end of the time period, roll percentile dice for success or failure. If at any time she is interrupted, disturbed, etc. from the great concentration she must maintain, it is treated as an immediate failure. Upon success, subtract the quoted experience from the Witch's total; the components are gone and the item exists. Upon failure, subtract the experience anyway, plus a number of HTK equal to the number of weeks required for construction; materials required are destroyed. The HTK are not permanently gone; they are gone as if by normal damage (to speak with perfect candor, it blew up in her face).

Children of the Dragon**RNG: 0****DUR: 6 minutes (or until killed)**

A spell by which Dragons' teeth may be enchanted. After being enchanted, these may be cast upon the ground, where they will spring to life as Skeletal Fighting Men, armored in Chainmail and Helm and armed with Two-Handed Swords. One spell enchants 3D6 teeth. White Witches may only enchant teeth from LGX Dragons; Black and Secret Witches may only use teeth from CGX Dragons. The Fighting Men created from CGX Dragons teeth have the same strengths and weaknesses as the Dragons from which they came. The maturity of the Dragon from which the teeth came determines the level of the Warriors created (a very young Dragon's tooth creates a LVL 011 Fighter; a young Dragon's tooth creates a LVL 021 Fighter, etc.). These Warriors last until they are killed, or until six minutes pass, at which time they dissolve into the ground. During their existence, they will obey the Witch as if by Undead Enslavement.

Star Fire**RNG: 3"****DUR: Eight Hours**

This spell creates a miniature star in the air, 3" away from the Witch, that gives off light as a Light Rune. It may be moved at a rate of 6" by the Witch, if she concentrates her attention upon it. In all other manners it is like a Light Rune, except that its light has a magical effect upon Undead so that they can be driven off or destroyed if they linger. Anyone or anything touching the star takes 2D8 in damage, no die roll adjustments, from Electrical Shock; this applies to all beings up to HTK 060. Larger beings take 1D6 in damage; inanimate objects such as trees, walls, etc. have 5,000 pounds of their mass reduced to ashes in a uniform radius from the point of contact. However this contact will also douse the star immediately and cause 2D6 point of damage to the Witch who created it.

Treasure Bane**RNG: 0****DUR: Until Spell is Negated**

This spell curses a Witch's treasure, so that anyone stealing it will act as if they wore a Device of Personality Reversed. If they pass on the treasure to someone else, they get rid of the curse but they also pass it on to that person. Dumping the treasure somewhere does not get rid of the curse until something comes along and picks up what was dumped. The curse will affect anyone possessing even the least portion of the treasure, even a single Copper Piece. A Dispell Curse spell, cast upon any treasure or portion thereof that has had a Treasure Bane spell placed upon it, has a 50% chance of working (+1% per level of the spell caster, -1% per level of the Witch).

Major Transformation**RNG: 0****DUR: 10 minutes + LVL of Witch**

Similar to Major Shape Shift except that the Witch may also become an Undead-type monster, gaining all abilities of the new form at LVL 121.

Form Change Others**RNG: 6"****DUR: Until Released**

Identical to the Mage spell Shape Shift Others.

Rock Passage**RNG: 0****DUR: 2D12**

By using this spell, a Witch may pass through solid rock at her normal movement rate. She may move down or up, according to her own whims, but movement is as along a staircase (not straight up or straight down). She may lead one or two other persons or creatures, by gripping them with her hands. If the spell expires before she emerges, she is encased in the rock immediately.

Control Fire and Water**RNG: 1" (or 30")****DUR: 5 minutes + LVL of Witch**

This spell may deflect normal or magical fires, tidal waves, etc., of any force. The flames or water can be parted ten feet away from the Witch, and will curve around this radius as with Hold Earth and Air. In a different usage, at the option of the Witch, a column of flame may shoot from a fire source (or water from a water source) to a range of 30" in the course of five minutes. Damage or other effects are optional, but the primary use of this is to ignite or douse a fire.

Increase Fire**RNG: 6"****DUR: 6 minutes**

This spell simply increases the size and volume of flames of an existing fire. The volume of space occupied by flames is multiplied by the level of the Witch. Thus, a high-level Witch could, among other things, approach a party encircling a campfire and suddenly engulf them in flames. The effects are much the same as a Firebolt, but the duration is for six minutes, and this damage is taken every minute spent in the flames.

Storm Conjunction

RNG: 0

DUR: 1D10 until Effect; Actual DUR: 4 minutes

As Storm Summoning, except that an electrical storm is summoned. In the first minute, each creature within the area of effect, must roll under 00 on 1D100 or be struck by a 10D6 Lightning Bolt. This sounds easy -- now comes the tricky part: if any metal object is carried by the creature (even a Brass Boot Buckle or a Silver Ring), it must roll under 65; if the creature is wearing the equivalent of Chainmail, it must roll under 40; if it is wearing the equivalent of Plate Armor, it must roll under 15. (Bear in mind that this roll must be made every turn in the area affected by the spell. As far as avoiding the Bolts by lying prone or getting indoors, individual cases are left up to the discretion of the Judge.) The storm is accompanied by very high winds and heavy rain.

Sublime Control (R)

RNG: 0

DUR: 60 minutes

The Witch may, through device or conjuration, control the ALN of one character for an hour's duration. She may not change the ALN of the victim or make him do anything against his ALN, but he/she will act within his ALN to aid the Witch in any way possible while under the enchantment. Note that if the victim is controlled by a device and it is broken, the victim will become normal with no memory of the Witch's influence. A roll under INT (3D6) score is allowed to avoid the Witch's spell.

Poison (R)

RNG: 0

DUR: Permanent

The Witch creates a Poison which may paralyze or mildly harm the victim. In the first use, the victim consuming the poison is immobilized for 1 - 8 hours, taking 1D8 damage. If not cured within three days, the victim will pass into a coma and die. In the second case, the victim comes in contact with a mild poison which weakens him for 1 - 8 hours, and he experiences headache, nausea and dizziness. His Constitution score is reduced by 1/4 for a like period of time, and movement will intensify the sickness (or so it seems). A 4D6 roll under the Constitution score is necessary to avoid the poison effects.

Great Curse

RNG: 0

DUR: Until Destroyed

By means of this awful spell, a dying Witch may return from the dead to haunt any one creature within her sight at the time of her death (usually the one who struck the mortal blow). Even horribly mangled or burned, the Witch will, if she knows this spell, remain alive long enough to cast it; even if met with instant death she casts the spell, for it takes effect automatically upon her death if she knows it. Upon her death, the corpse rots in the course of a single minute into a mass of putrefaction (see the last sentence of **The Strange Case of M. Valdemar** by Edgar Allen Poe for an excellent description of this process). This slime is cohesive, however, and binds to the skeleton in the original, living form. 3D6 minutes after this sudden rotting, the corpse animates into a bloody horror: HIT: LVL of Witch at death; ARM: 013; ATK: 2 x (1D12); Move: 12". The two Claw Attacks are special; if scoring 4 points above that necessary to score, or 18, 19, or 20 in any case, the Claw is fastened upon the victim's neck and attacks as a Boa Constrictor. Even if the body is destroyed, an attached Claw will continue to strangle and will require a Negate Magic to be stopped. The entity can only be hit by magical weapons; it can be held at bay by holy items; it automatically moves silently; automatically hides in any available shadow; and has a strength of 184. Anyone looking upon this unutterably loathsome thing will be paralyzed by Fear for 1 - 2 minutes. Upon being destroyed, or upon the death of the creature that had been cursed by this spell, the putrefied horror falls to the ground and dissolves, leaving only the bones. Note that, if the Witch casts the spell while living, it instantly causes her death. The thing that she becomes is immune to Clerical attacks, but in all other ways is of the Undead class. It will relentlessly and unerringly track its prey, attacking the victim or anything which gets in the way.

Evaporate

RNG: 3"

DUR: Permanent

This spell is thrown on any solid object up to 3' in diameter, weighing 500 pounds. The target is literally drained of moisture (which becomes a mist) and the dehydrated mass crumbles. When cast on Humanoid creatures, death becomes instantaneous (no adjustment rolls) leaving a few nitrate deposits and calcium in a small pile. The reverse will drain the victim in an atmosphere of water.

Level Six Spells**Protection From Demons**

RNG: 0

DUR: 6 minutes

This protects the Witch from any and all Demons; neither physical nor magical attacks by Demons may harm her. Each Demon, though, has a certain chance (20%) to break the spell.

Blind (R)

RNG: 18

DUR: Instantaneous

A blinding flash of light issues from the Witch's palms, affecting a cone-shaped area 18" long and 6" in diameter at its base. Anyone within this cone of LVL 041 or less must roll 3D6 under their Constitution score or be permanently blinded. Even then, those successful are temporarily blinded for 1 - 20 minutes if they are not LVL 041 or higher.

Construction**RNG: One Project****DUR: Until Project is Completed or Abandoned**

This spell is similar to Amulet Construction in that it requires the Witch's complete concentration for an extended period of time. By casting this spell, any construction (up to 300,000 GP value) may be performed under the Witch's direction, at half the cost, with half the manpower, in half the normal time. Upon the death of the Witch, the structure (and any others she may have influenced using this spell) will collapse on a roll over the Witch's INT score on a D20. Roll for each structure individually. The collapse will be so complete that not one stone will lie on top of another. If her concentration is broken during the construction, she will take 3D6 damage and what has been raised will collapse completely.

Major Storm Conjunction**RNG: 24"****DUR: 1D10 until Effect; Actual DUR: 6 minutes**

A tornado is summoned by this spell. Its center is 24" away from the Witch, and its area of destruction is 24" in diameter. Even sturdy stone structures will be destroyed when within this area, and varying degrees of wild things can happen when close to this killing zone (roofs and clothes torn off, people and animals picked up and thrown hundreds of feet to their deaths, etc.). The tornado moves in a zigzag path away from the Witch, at a rate of 60" per turn, for the full six minutes, then it will quickly dissipate.

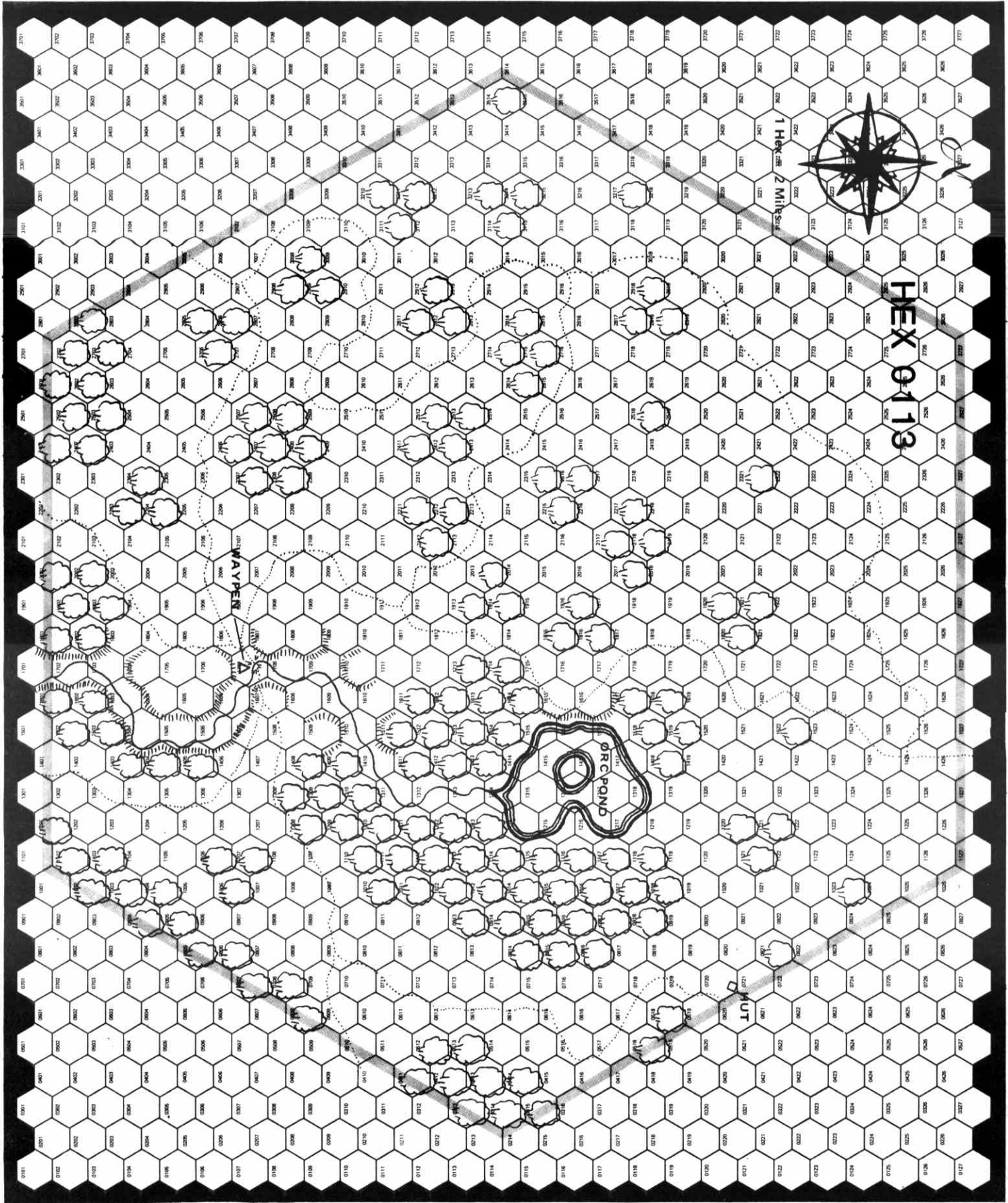
Banishment**RNG: Infinite****DUR: 3 Days**

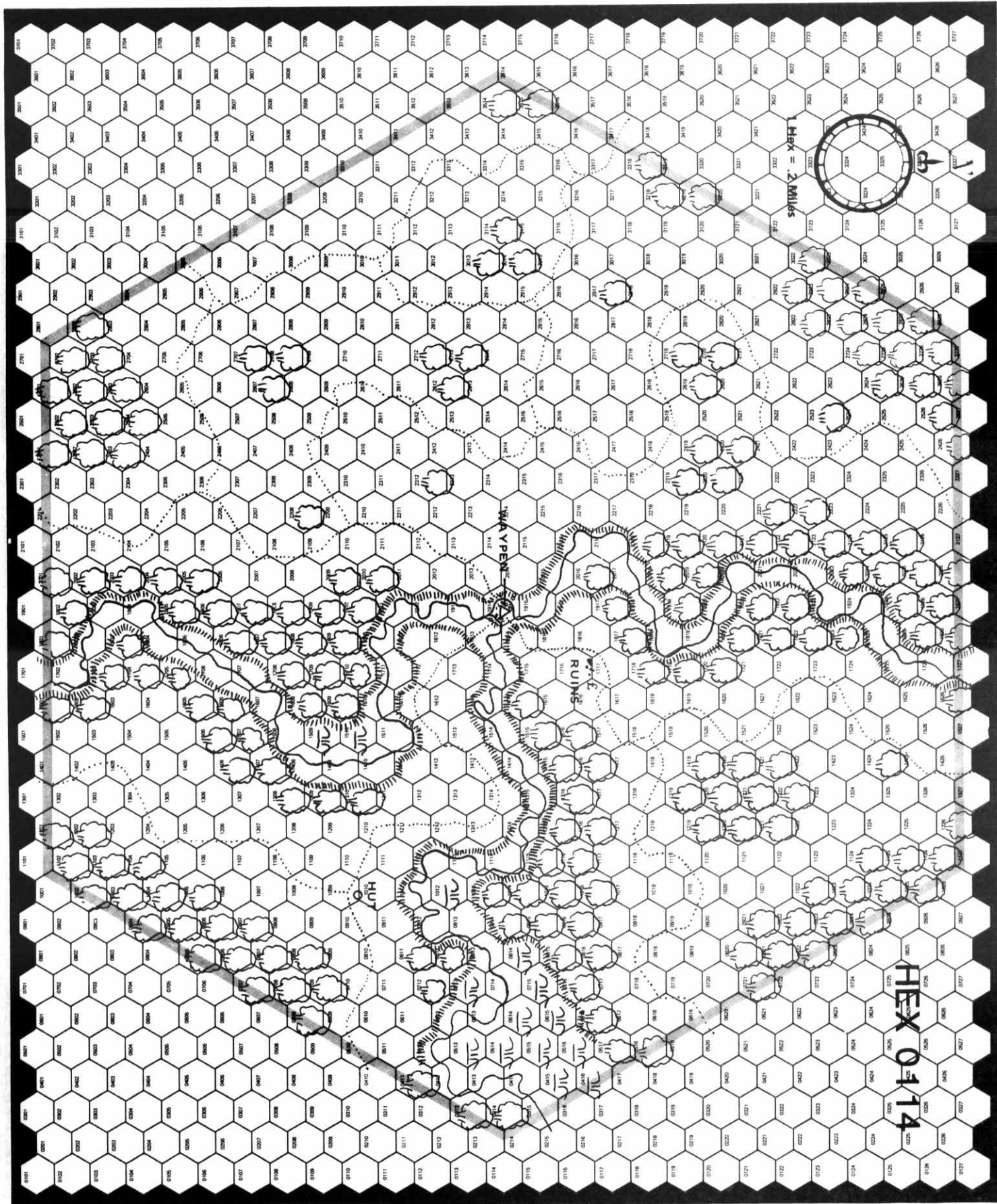
This spell allows the Witch to exchange any offending victim for another creature in Limbo. The unfortunate victim will be sent there with no adjustment rolls for the length of three days. The Witch cannot choose who is freed from Limbo as this is a random selection, and hence she has no control over the released creature who appears in the spot where the victim had occupied. After three days, the victim appears in the locale where he previously vanished.

Magic Doll**RNG: 0****DUR: Until Destroyed**

The Witch fashions a 6" wax likeness of her victim, incorporating some of the victim's locks of hair or nail clippings. After a day's preparation (during which she must maintain total concentration as outlined before), she can activate the spell at midnight. This establishes an astral link between the doll and the victim, such that the victim perceives, through his or her own senses, anything that happens to the doll, though without taking any actual damage. Thus, if the doll is held over an open flame, the victim will feel an intense, searing heat; should a pin be inserted into the wax, the victim will feel a sudden impalement; a string tied firmly about the throat of the doll will produce a sensation of strangulation; immersing the doll in water, or burying it, or wrapping it tightly in cloth will produce a suffocating feeling. Note that, while unable to cause physical damage with this spell, the Witch can easily incapacitate the victim, as well as causing great emotional stress. The doll cannot be destroyed without casting successive Negate Magic, Banish Evil, and Dispell Curse spells upon it, in exactly that order, in 3 minutes. Upon its destruction, the Witch who created it loses 2 points of Strength and the victim takes half of his or her own HTK in damage. The victim must be within 100 miles of the doll to feel any effects except upon destruction, at which time the damage takes effect wherever the victim may be. Note that, once the doll has been created, anyone may cause the stimuli by manipulating the doll.



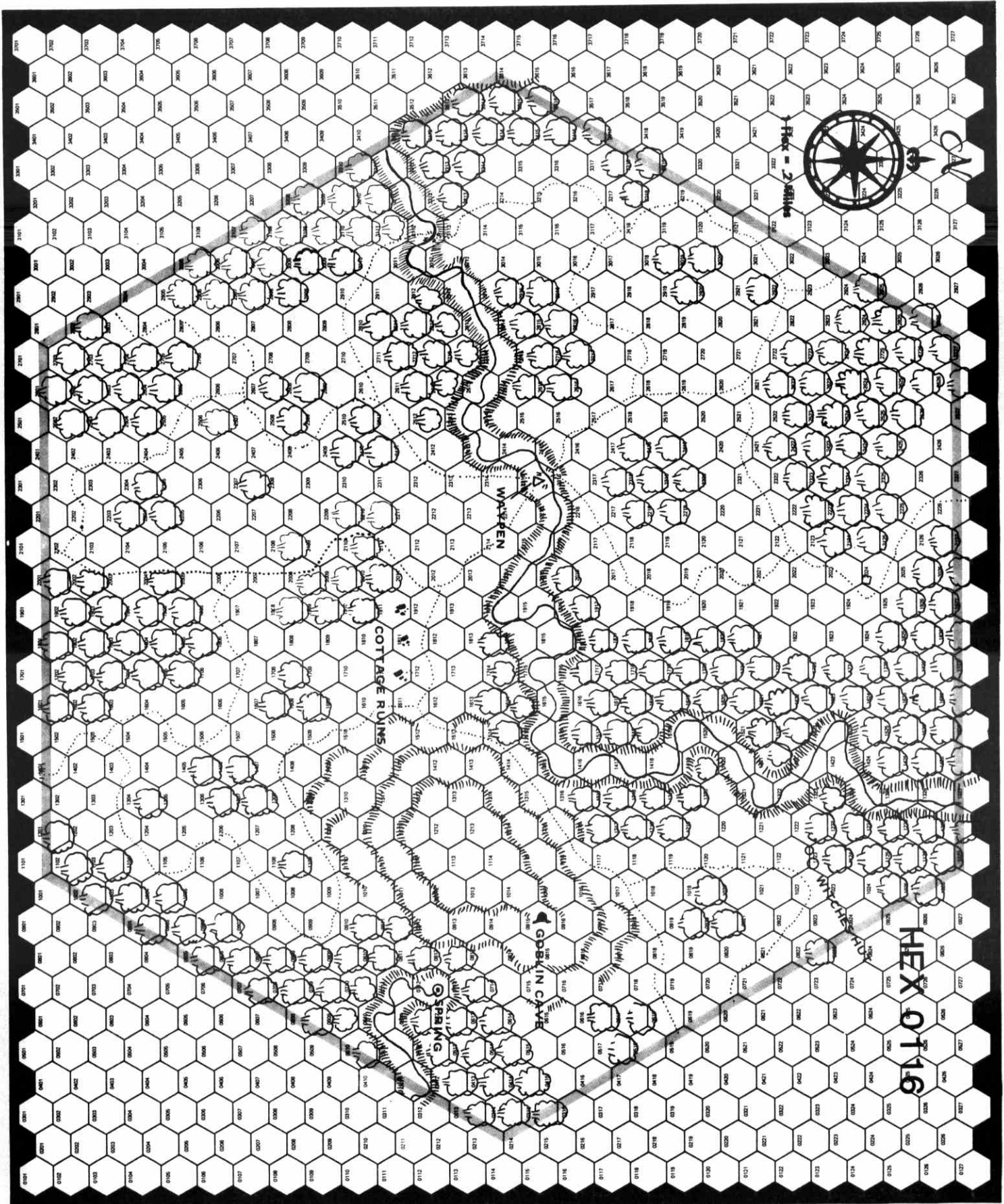


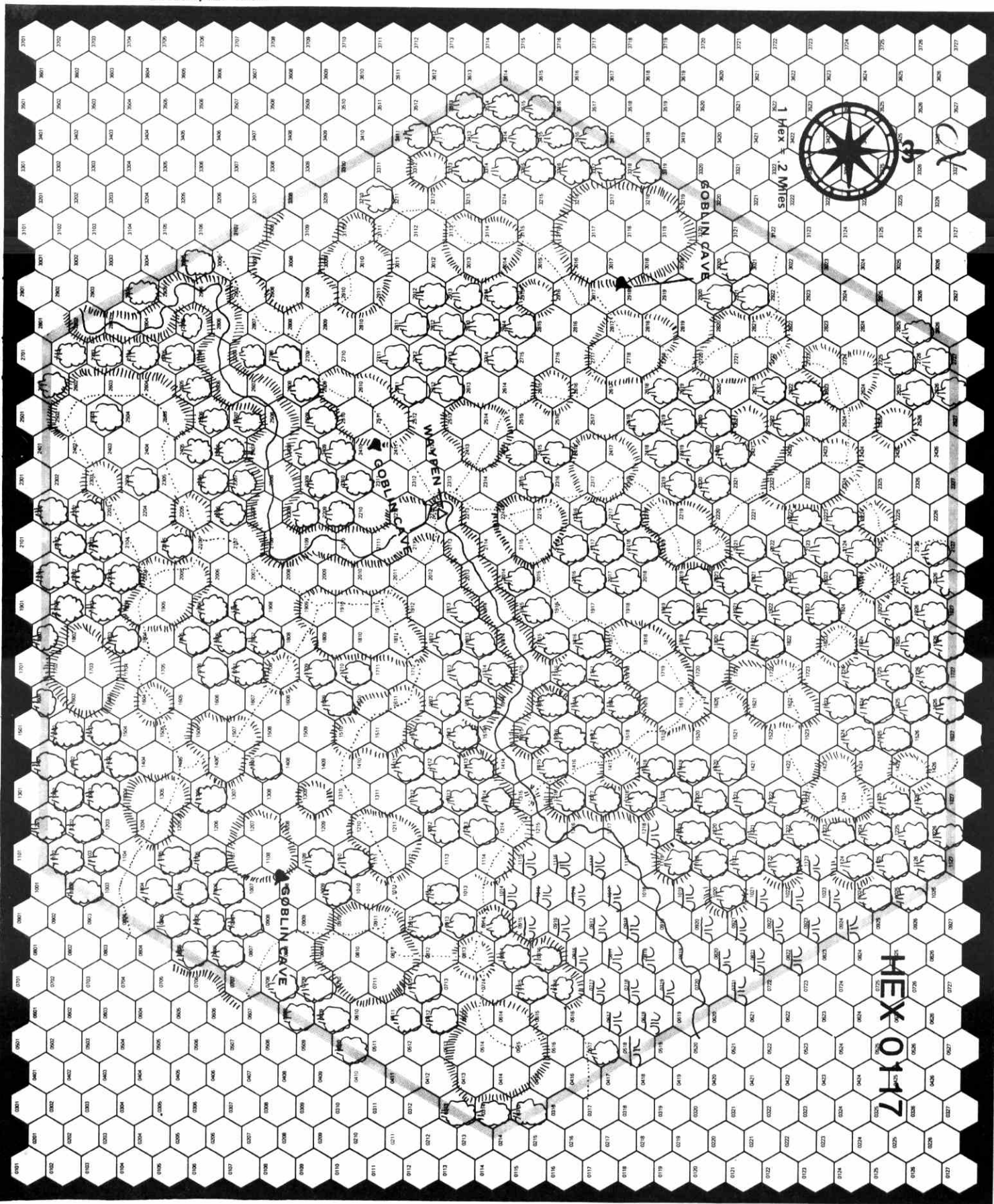


HEX 0-174

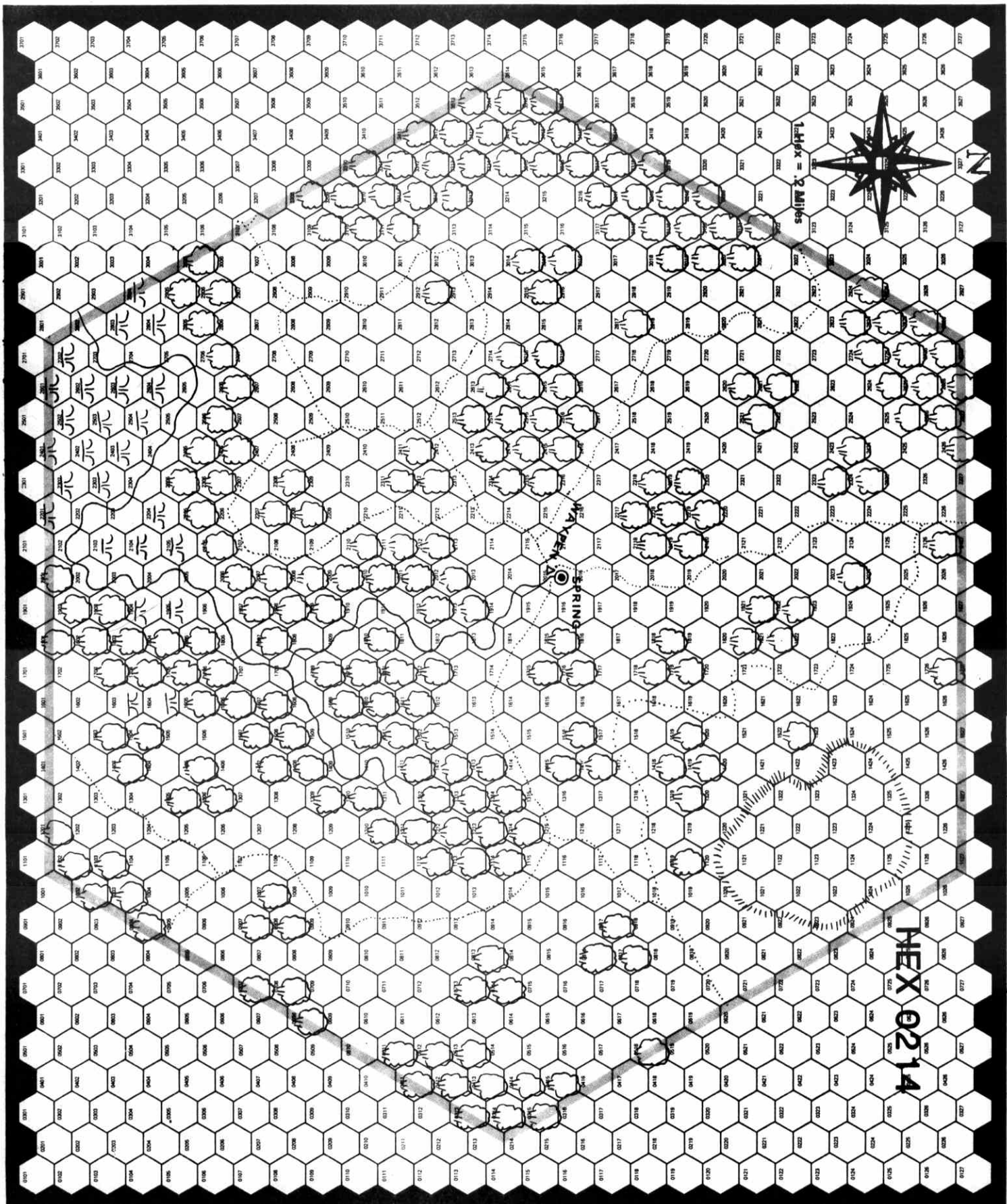


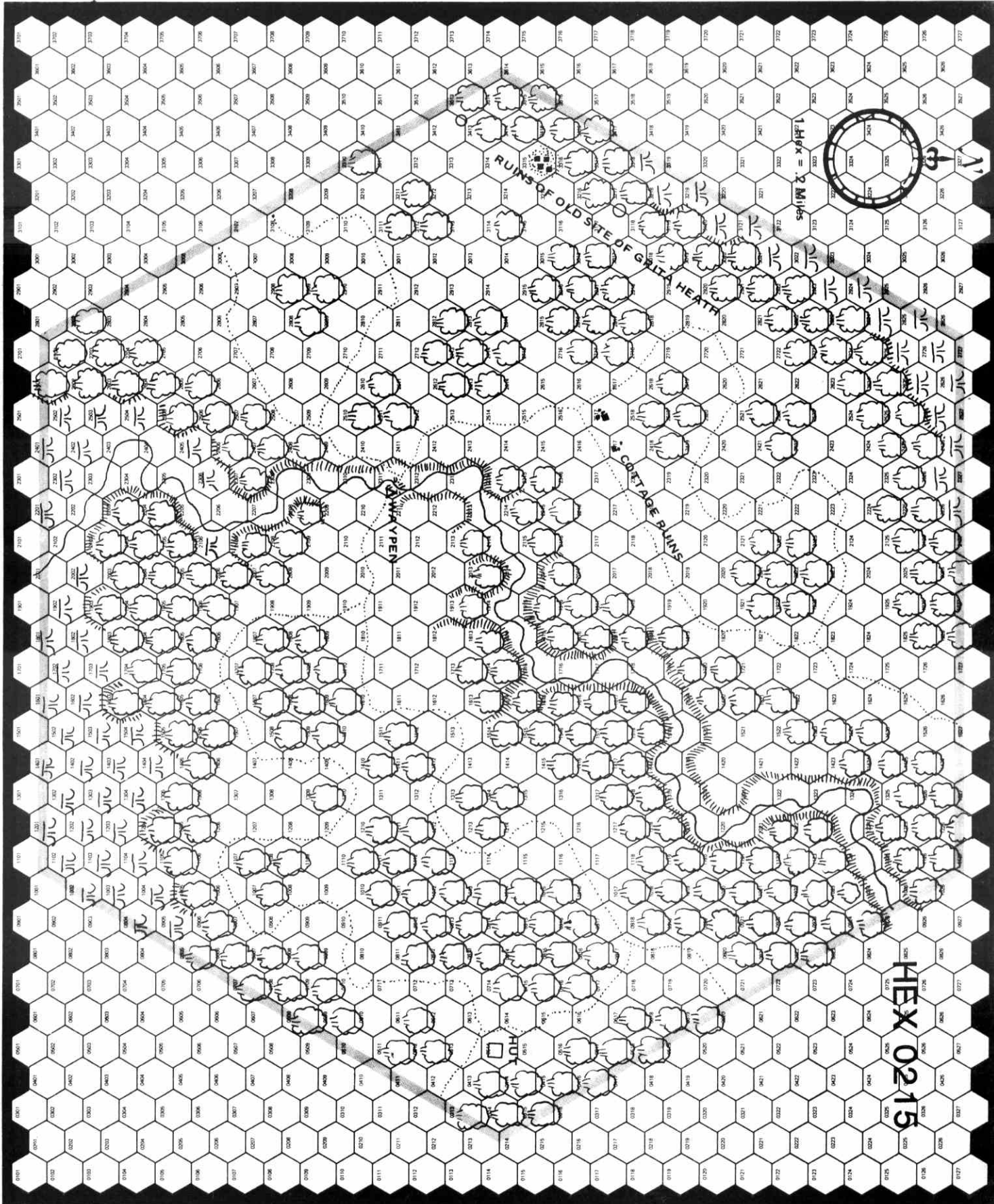
HEX 0415

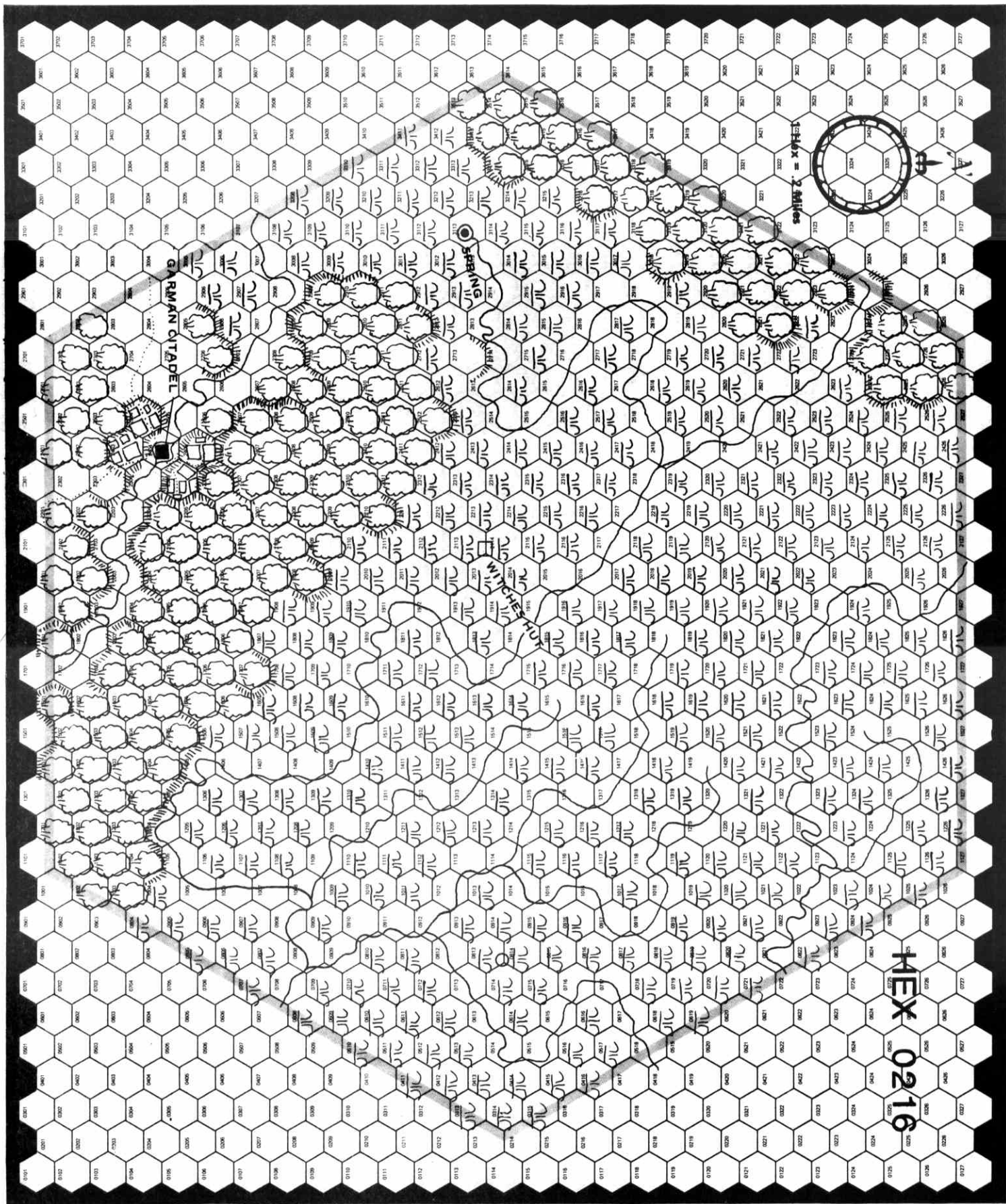


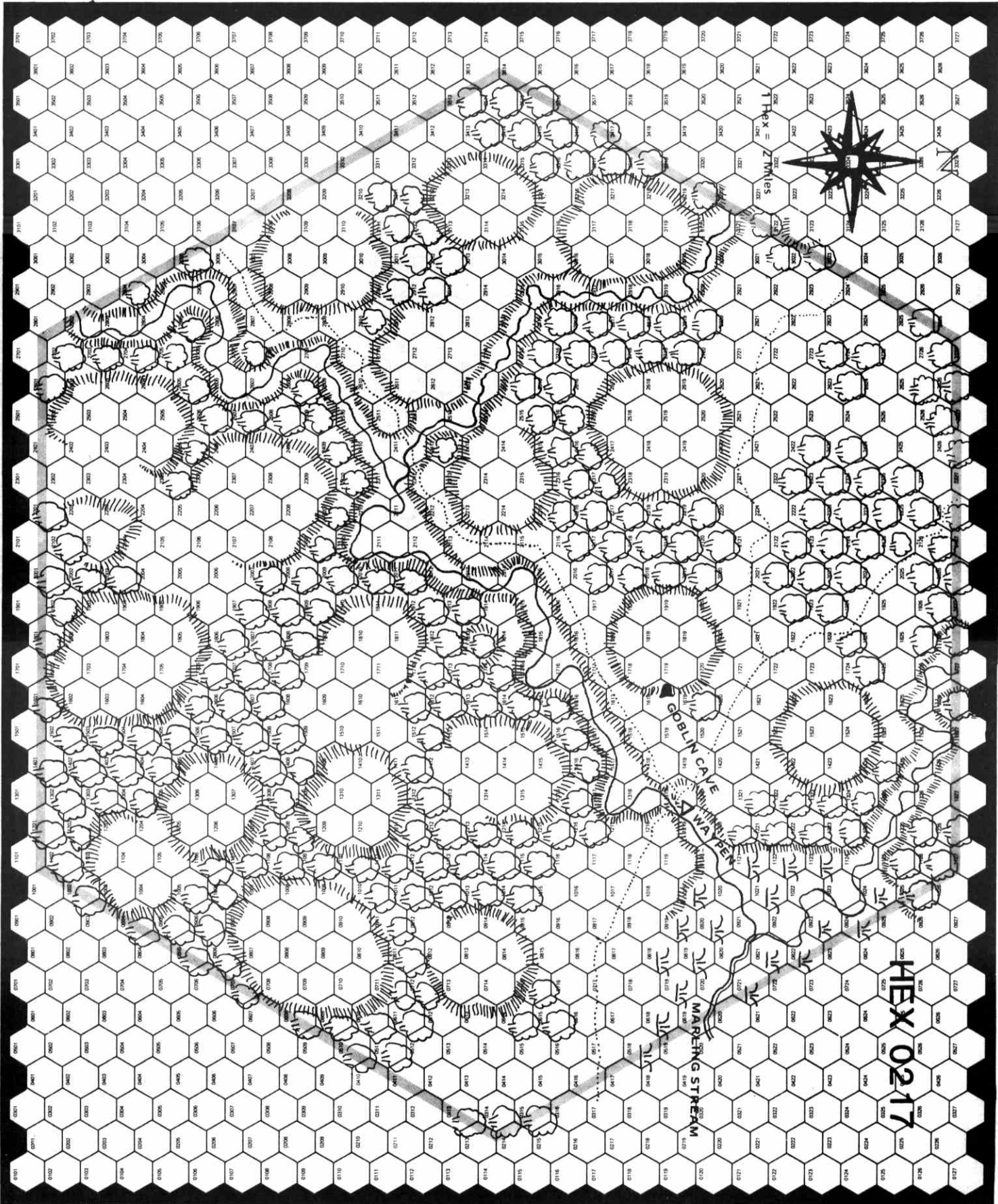


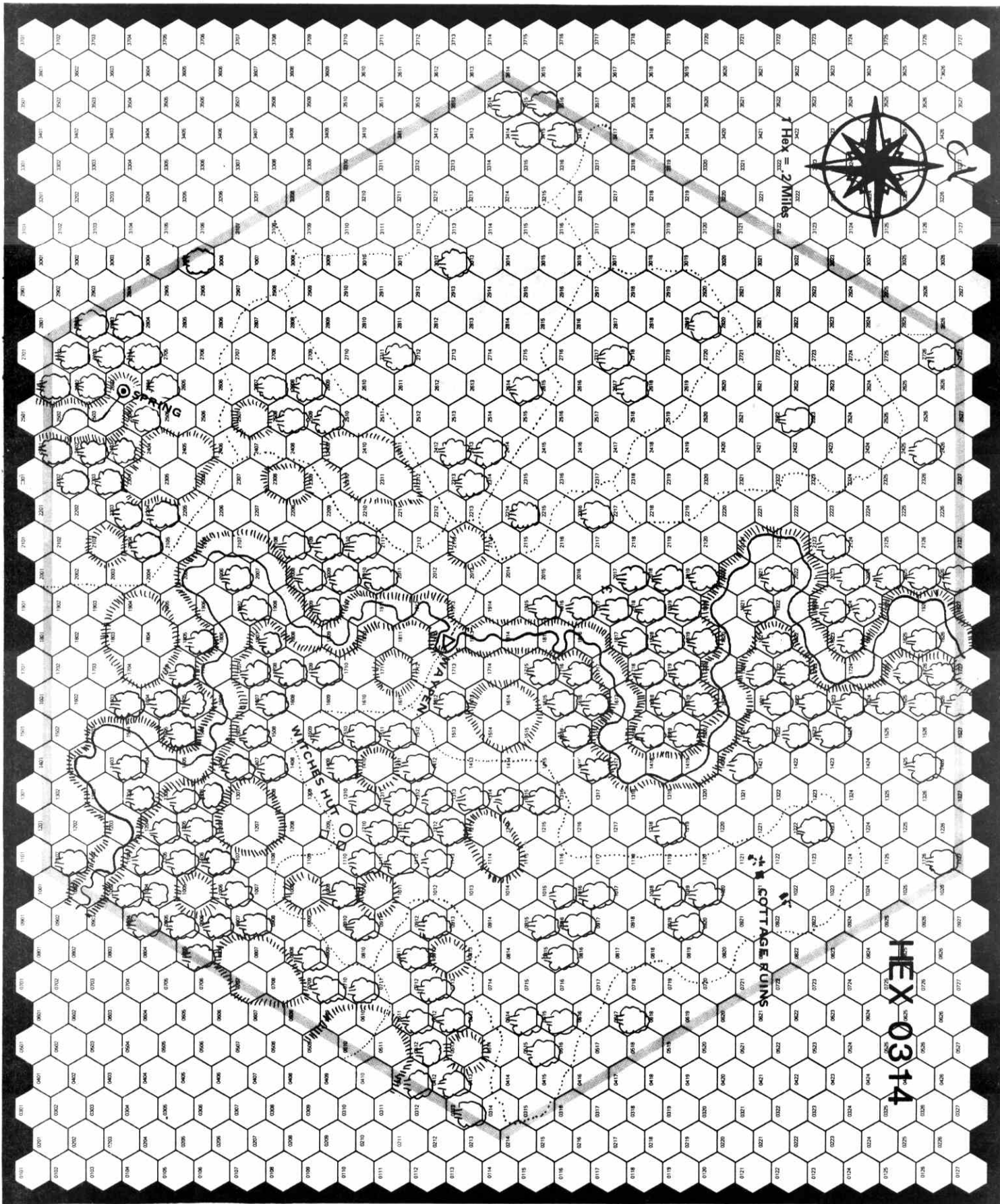


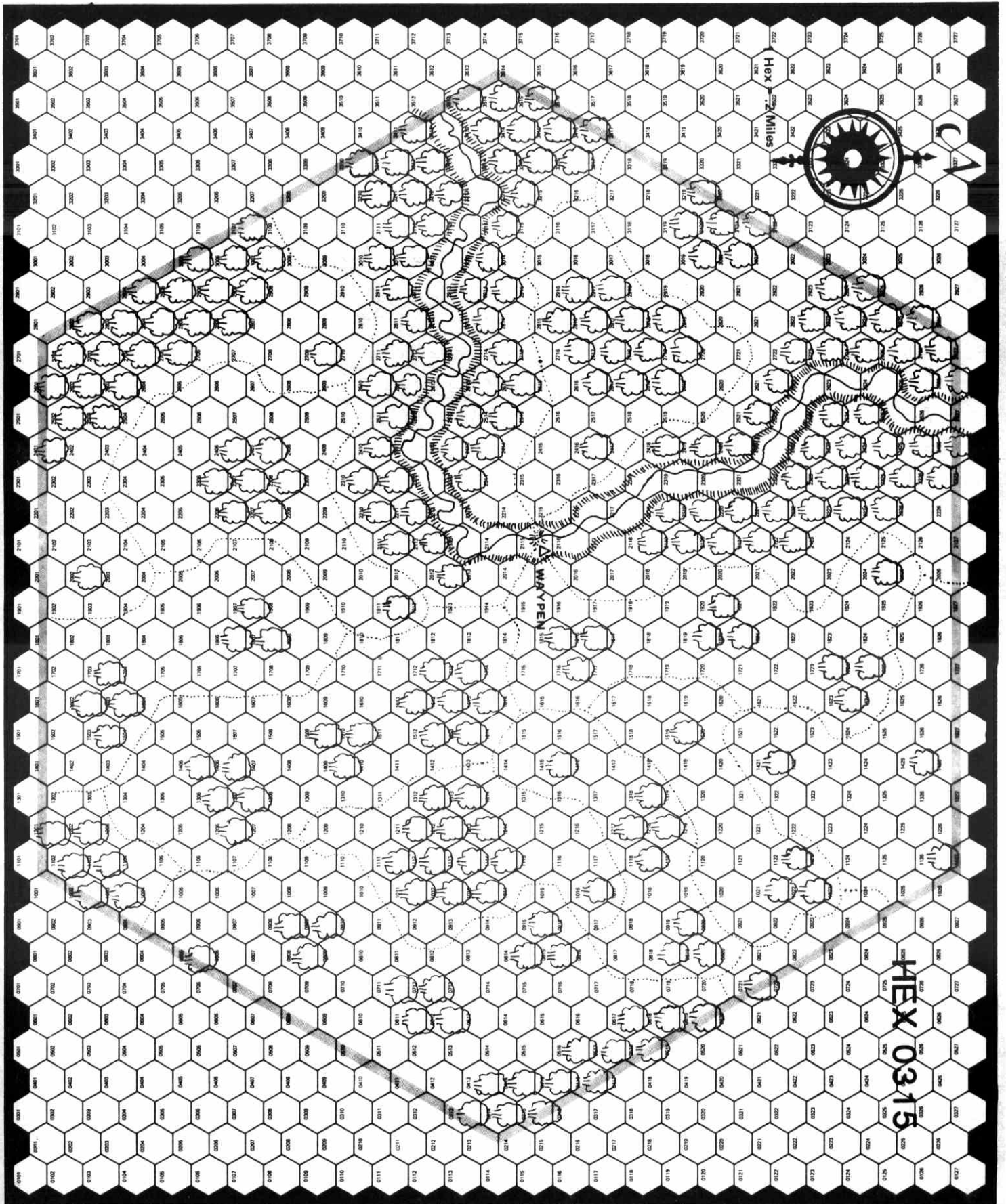


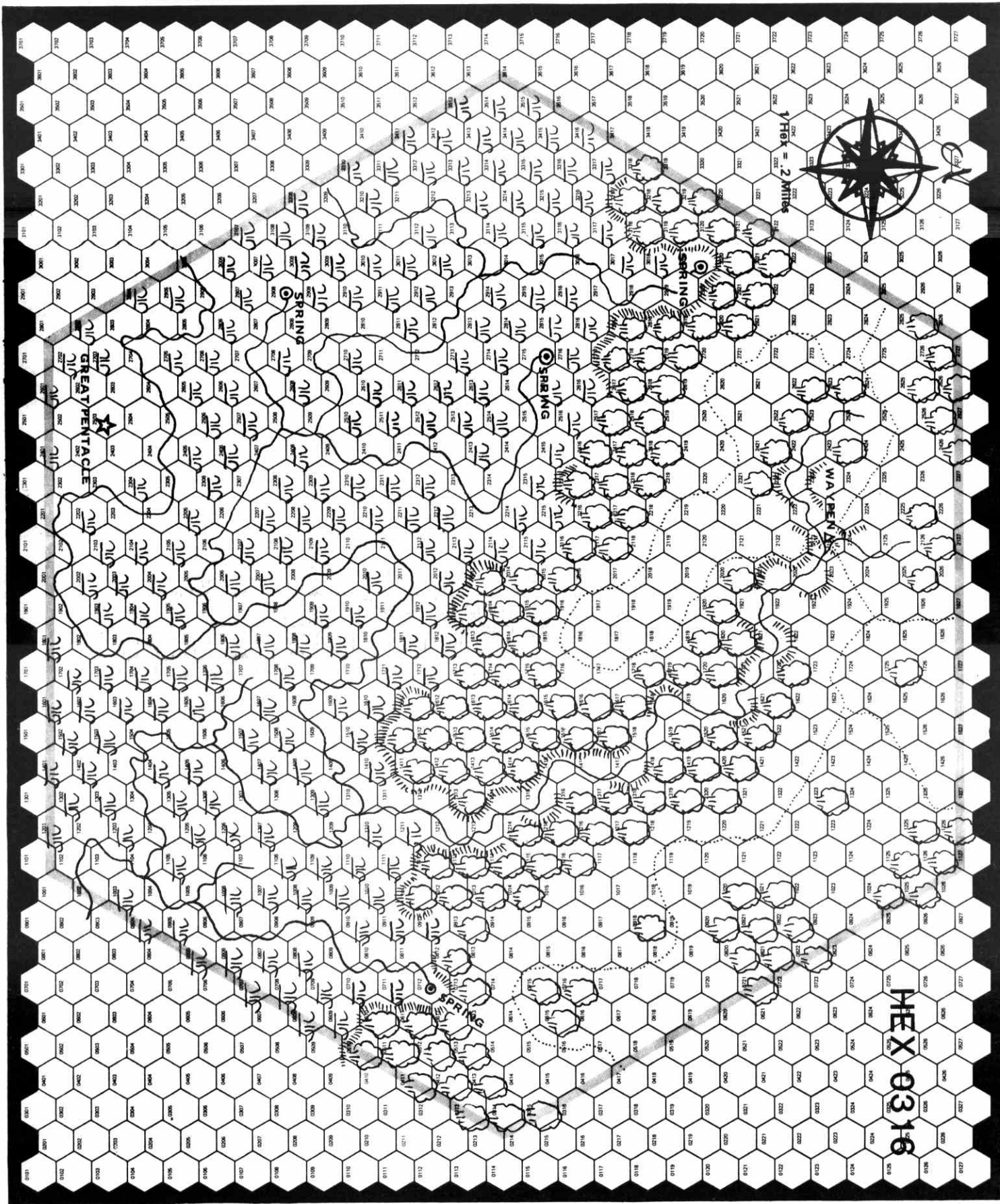




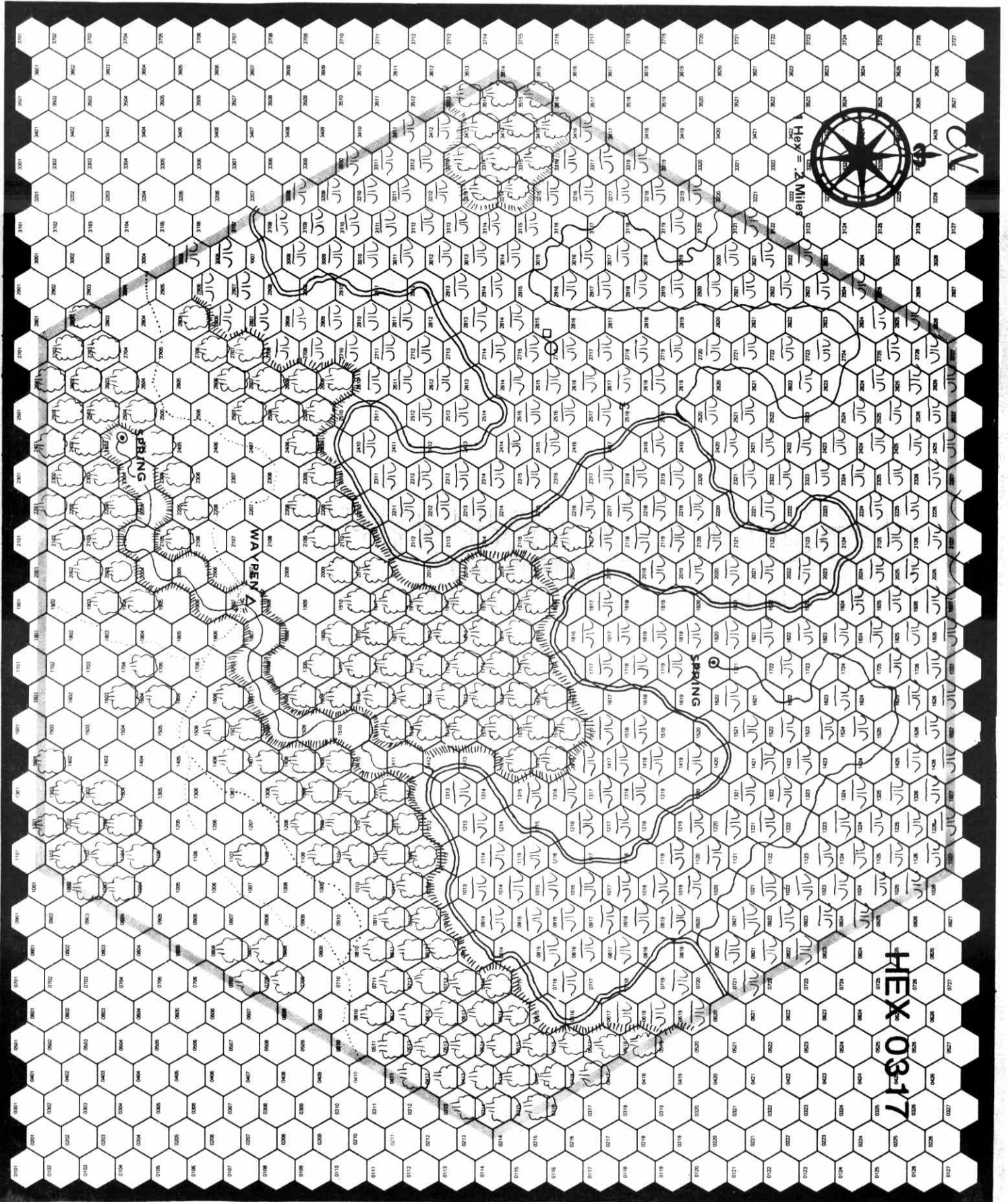


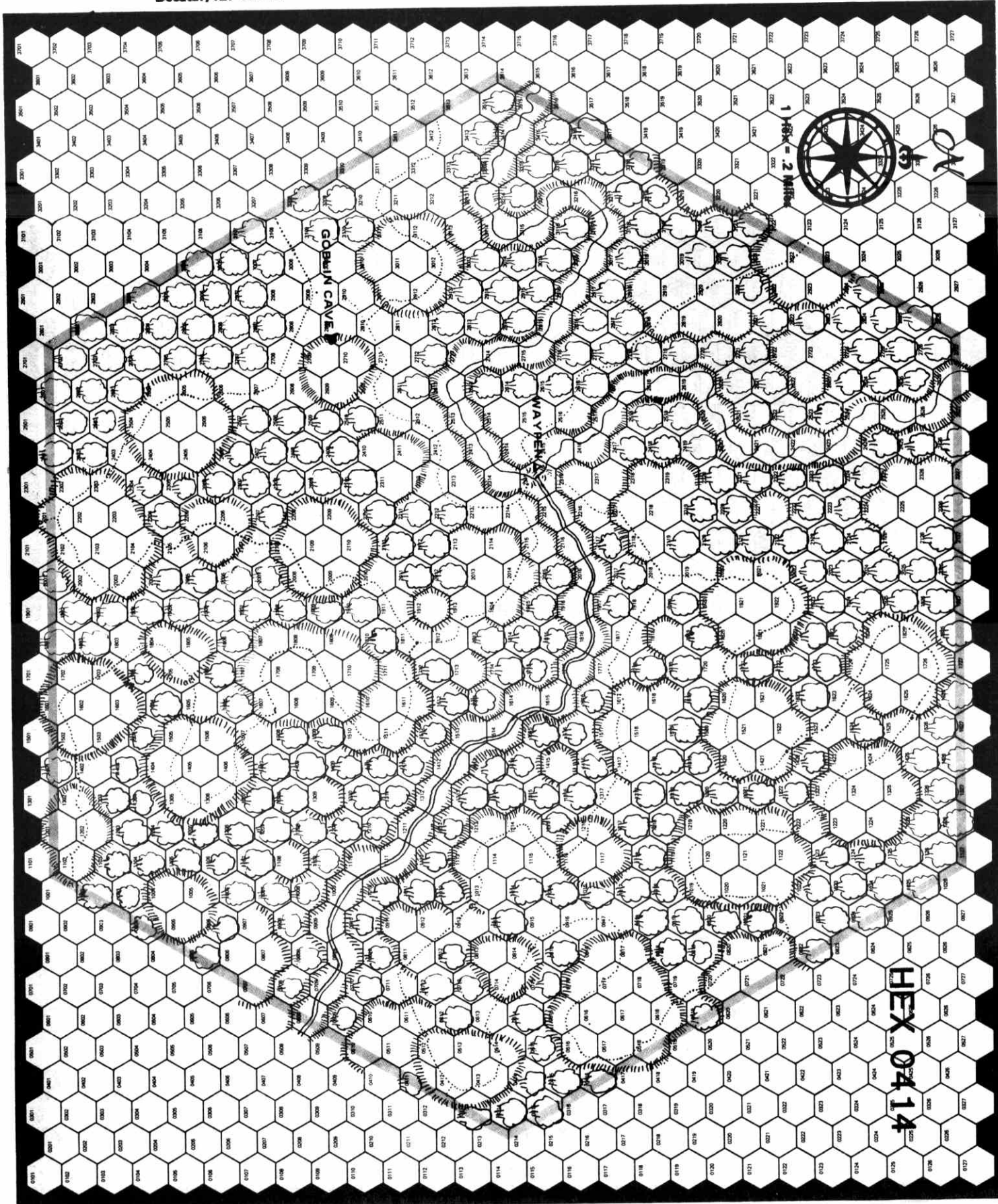


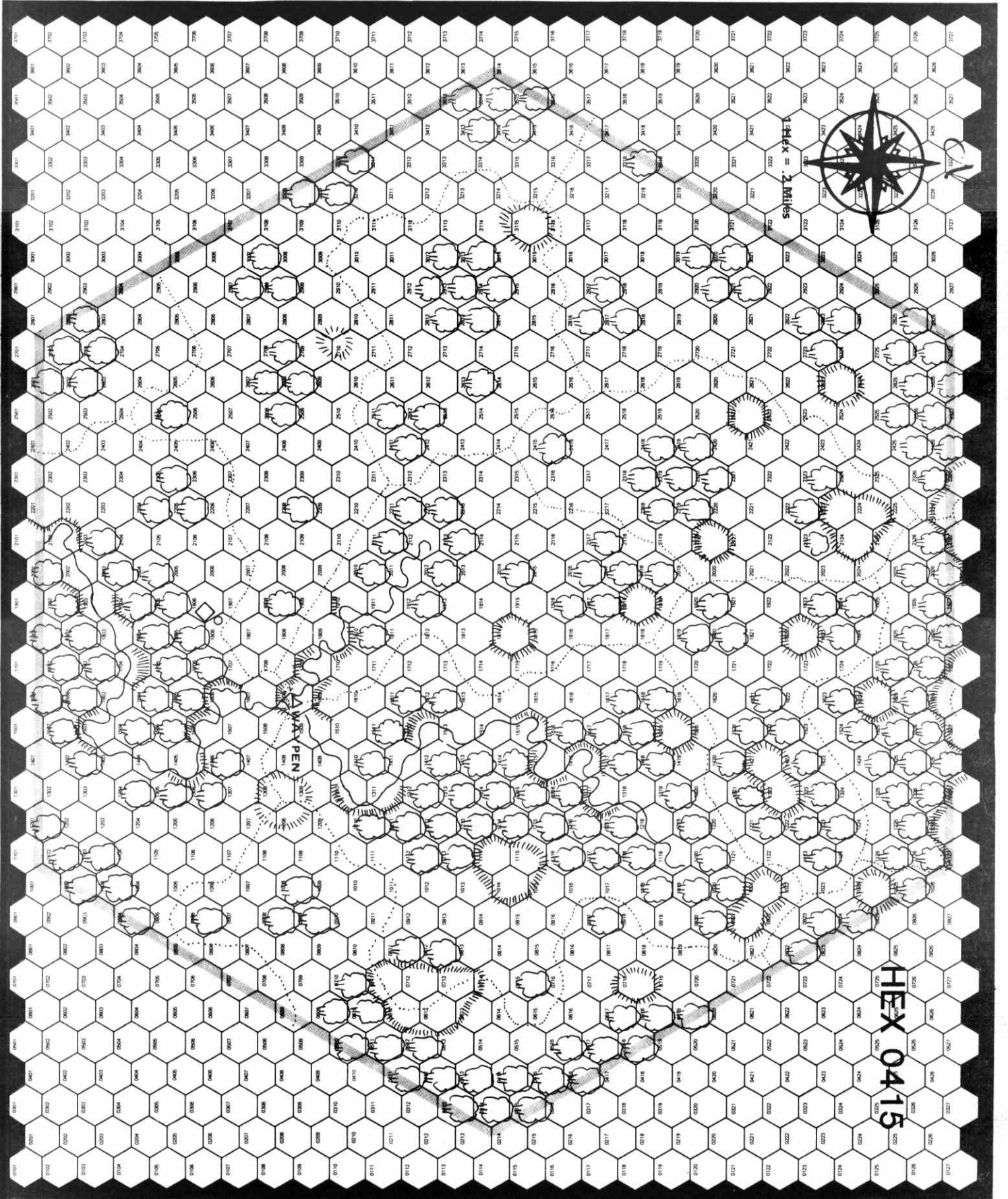


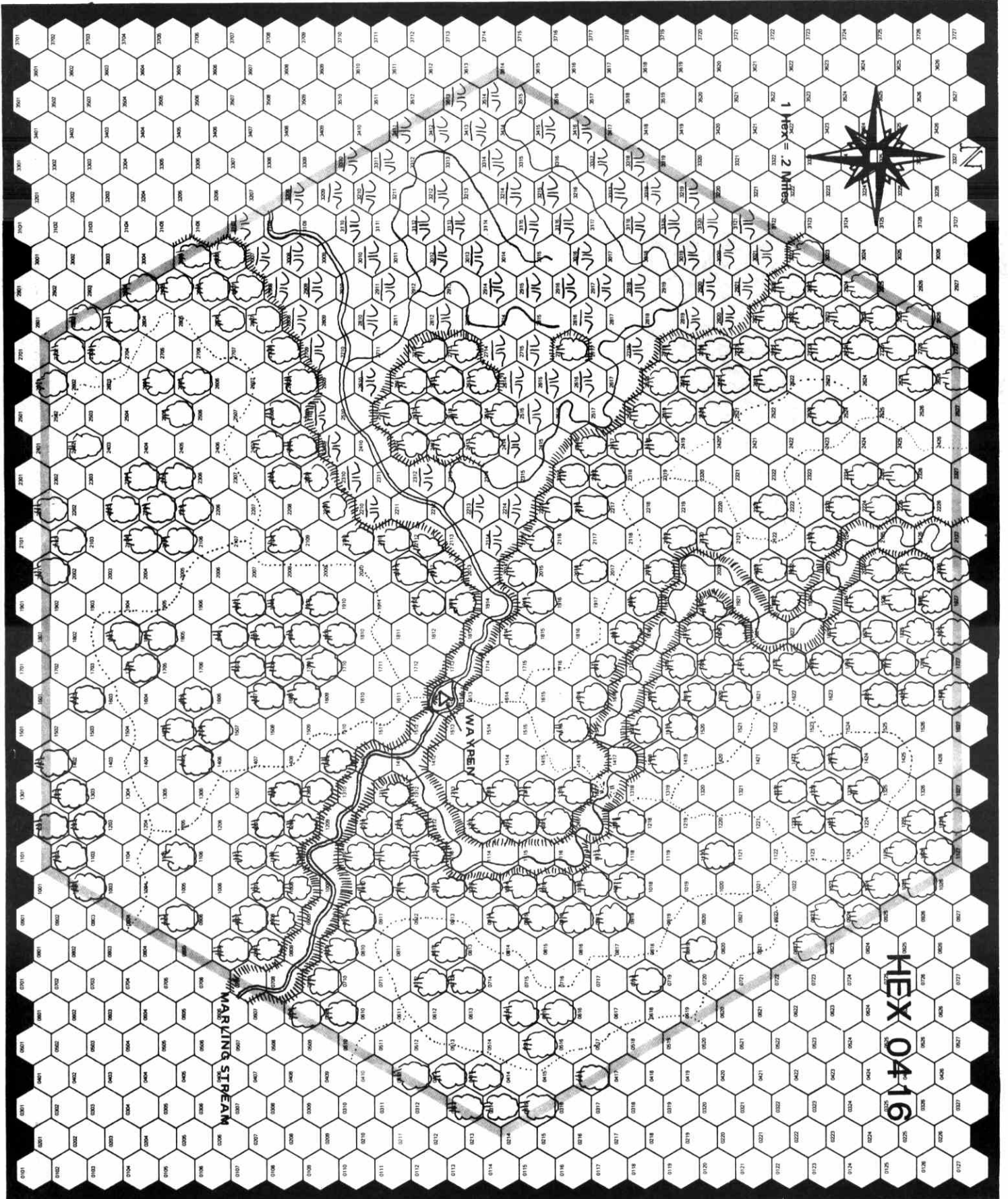


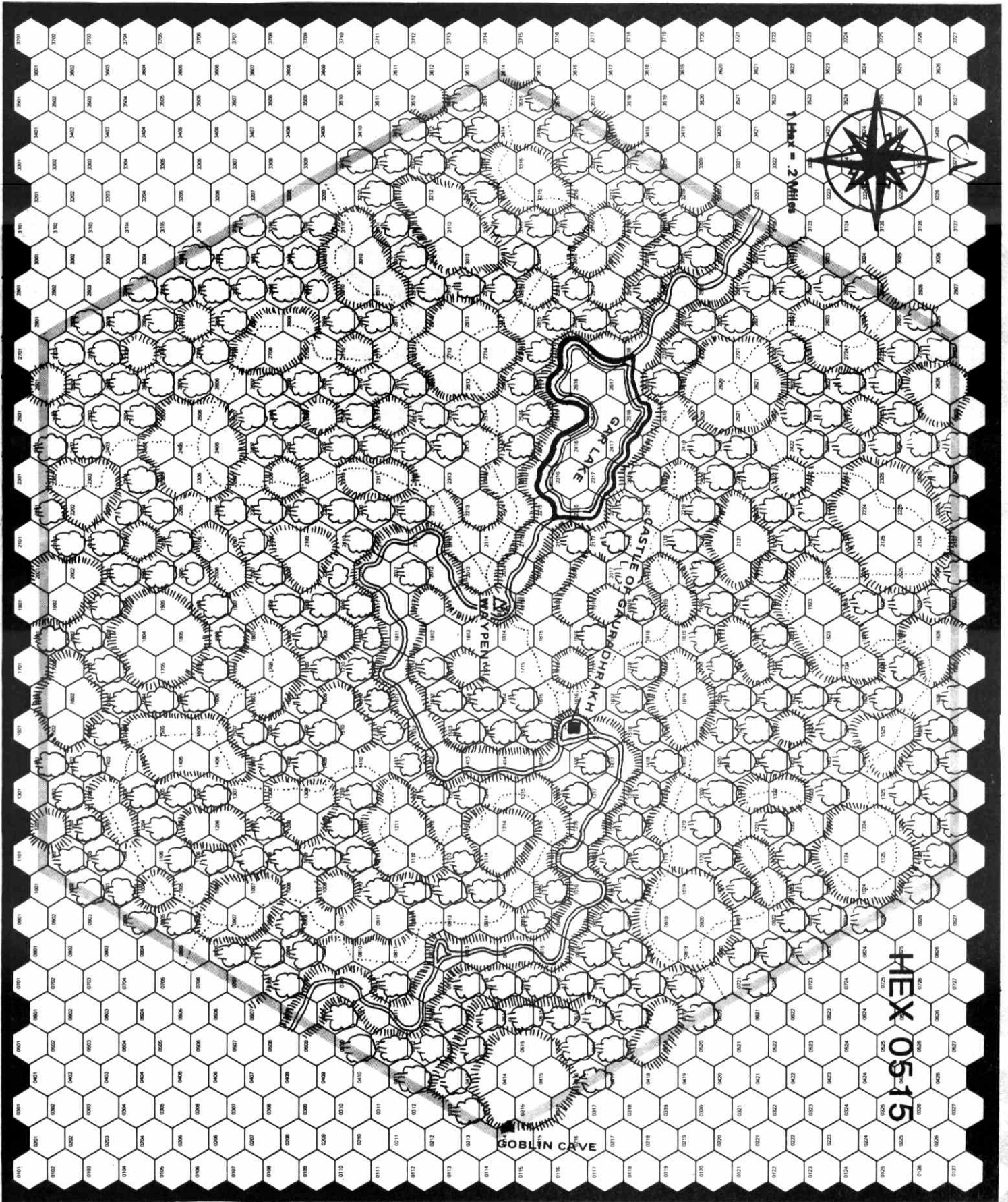
HEX 0316



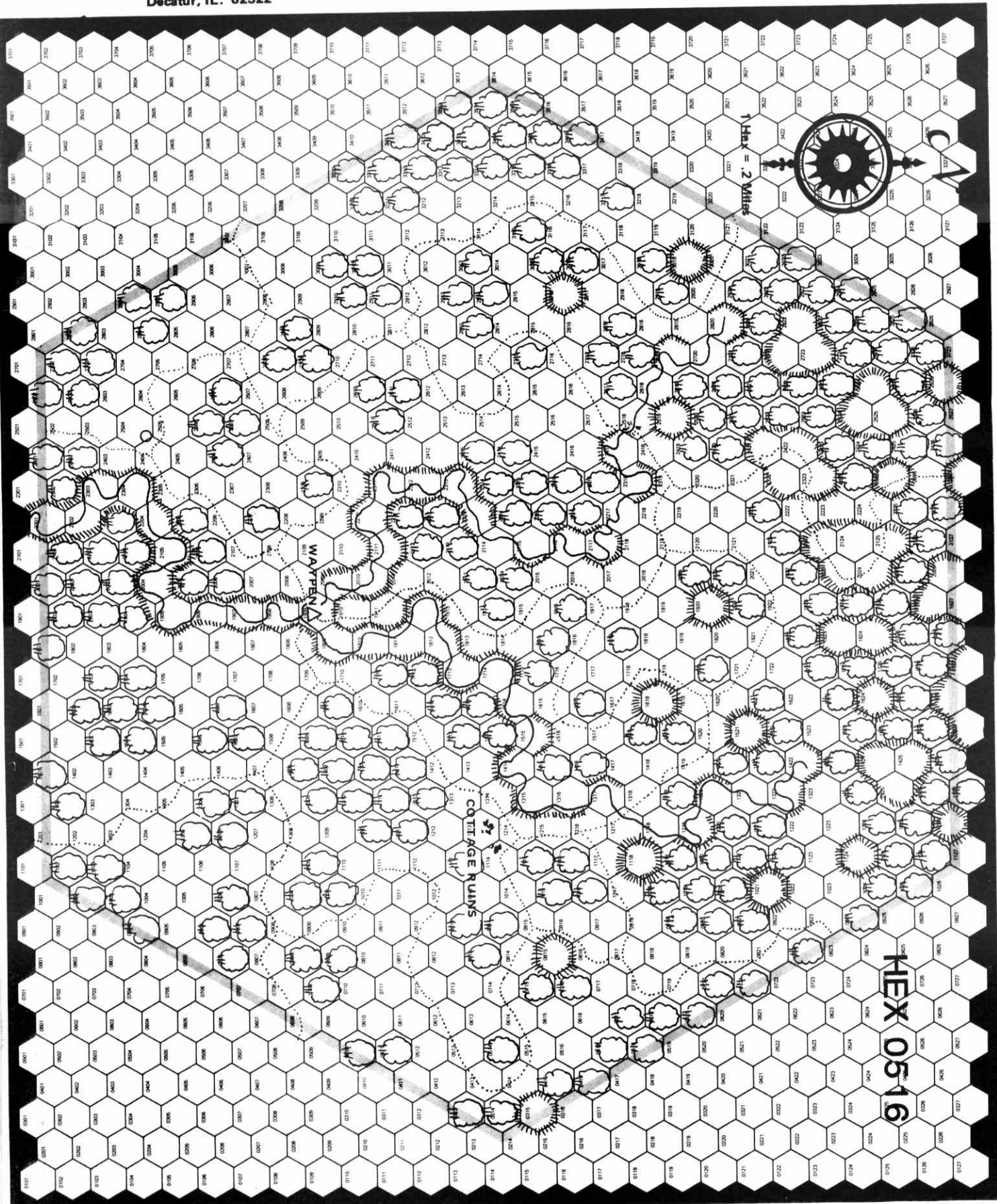


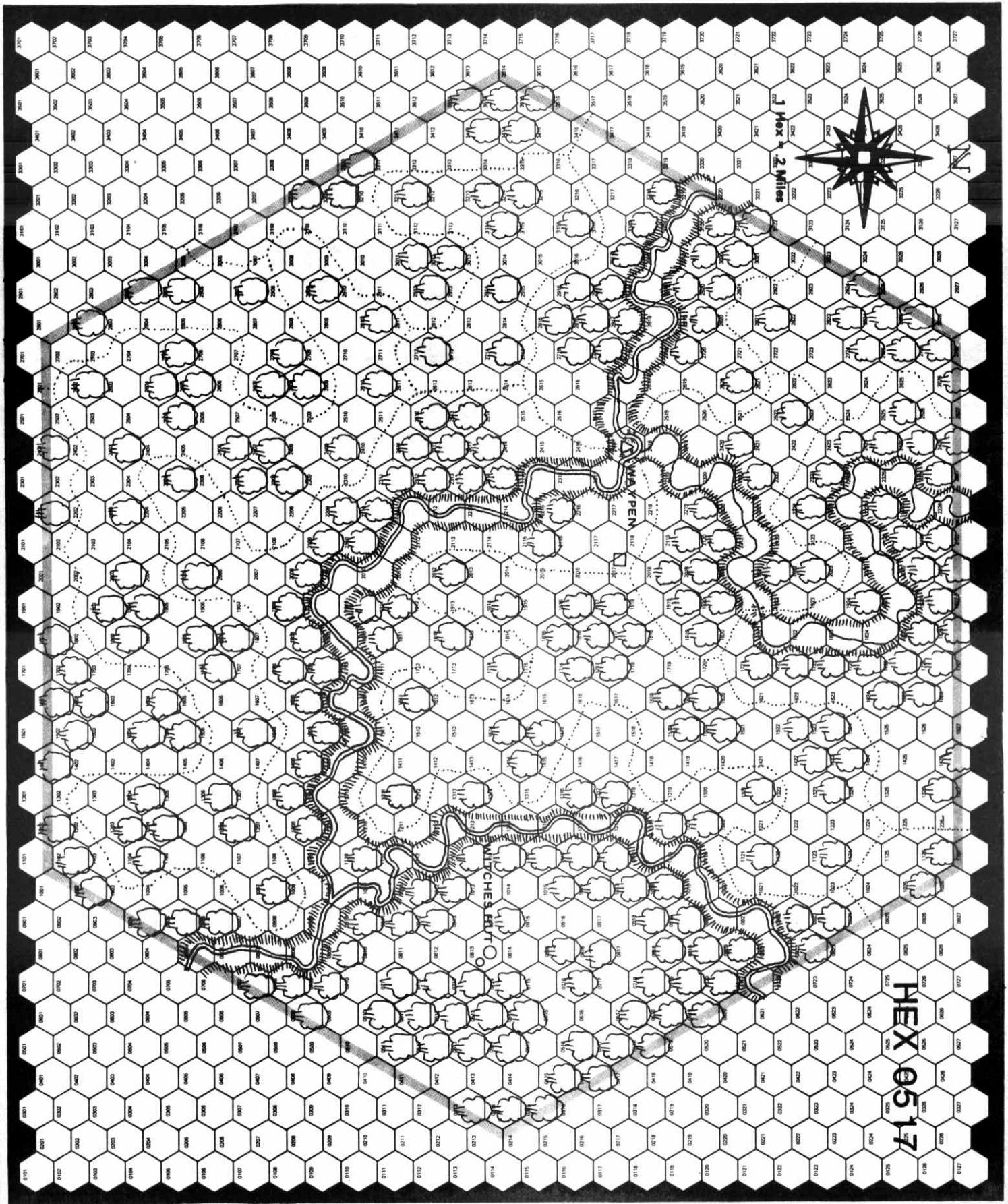


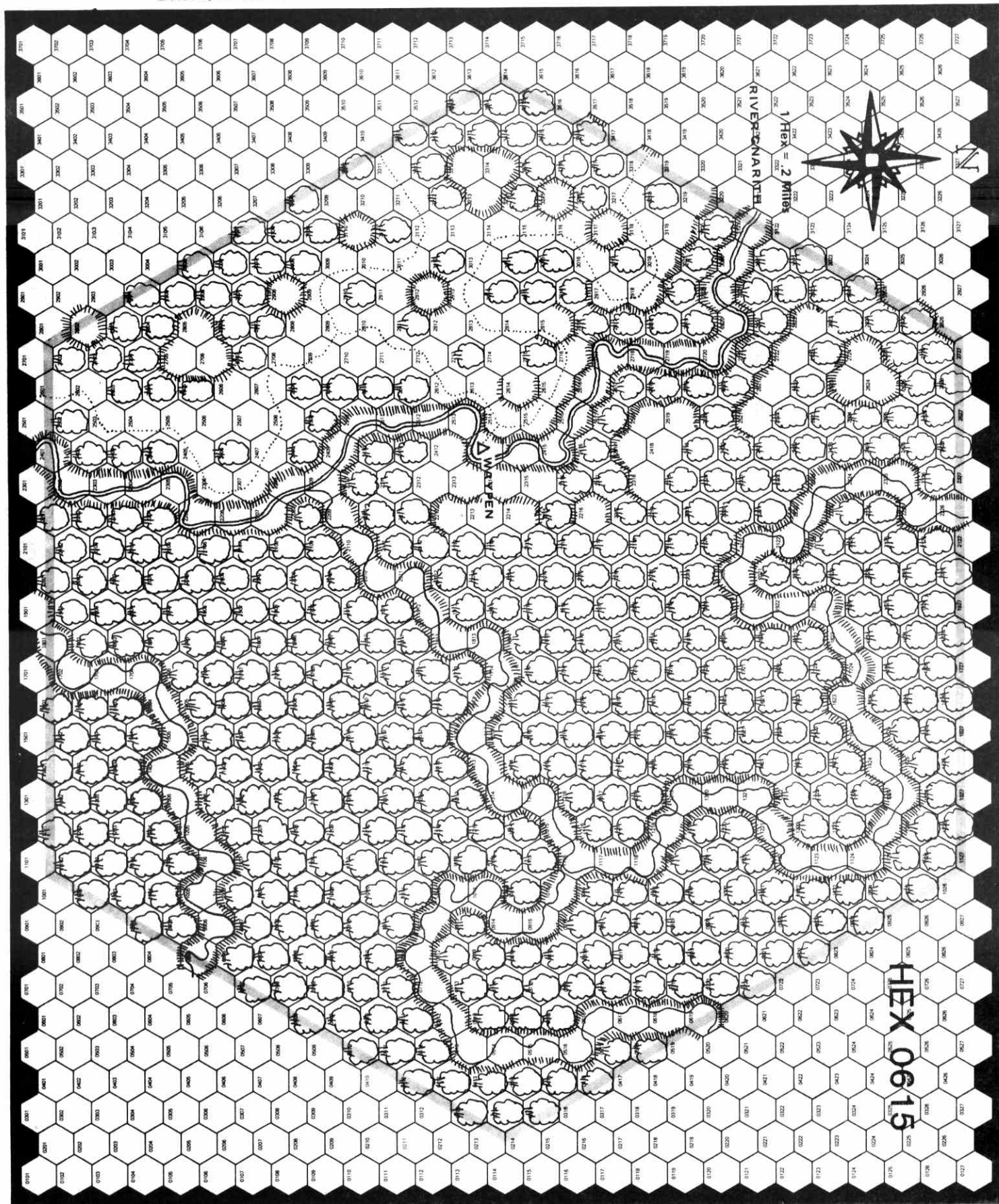




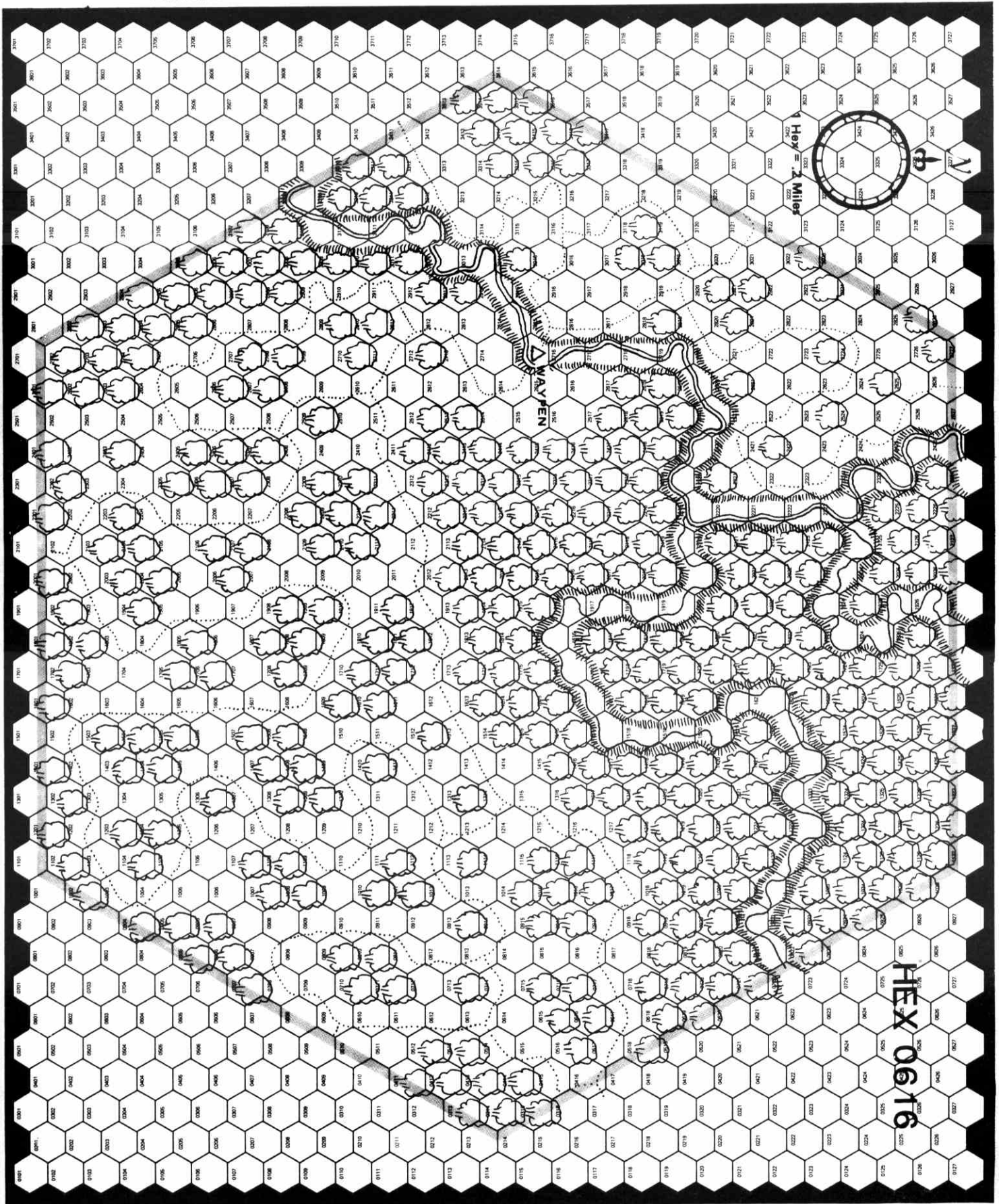
HEX 05-15

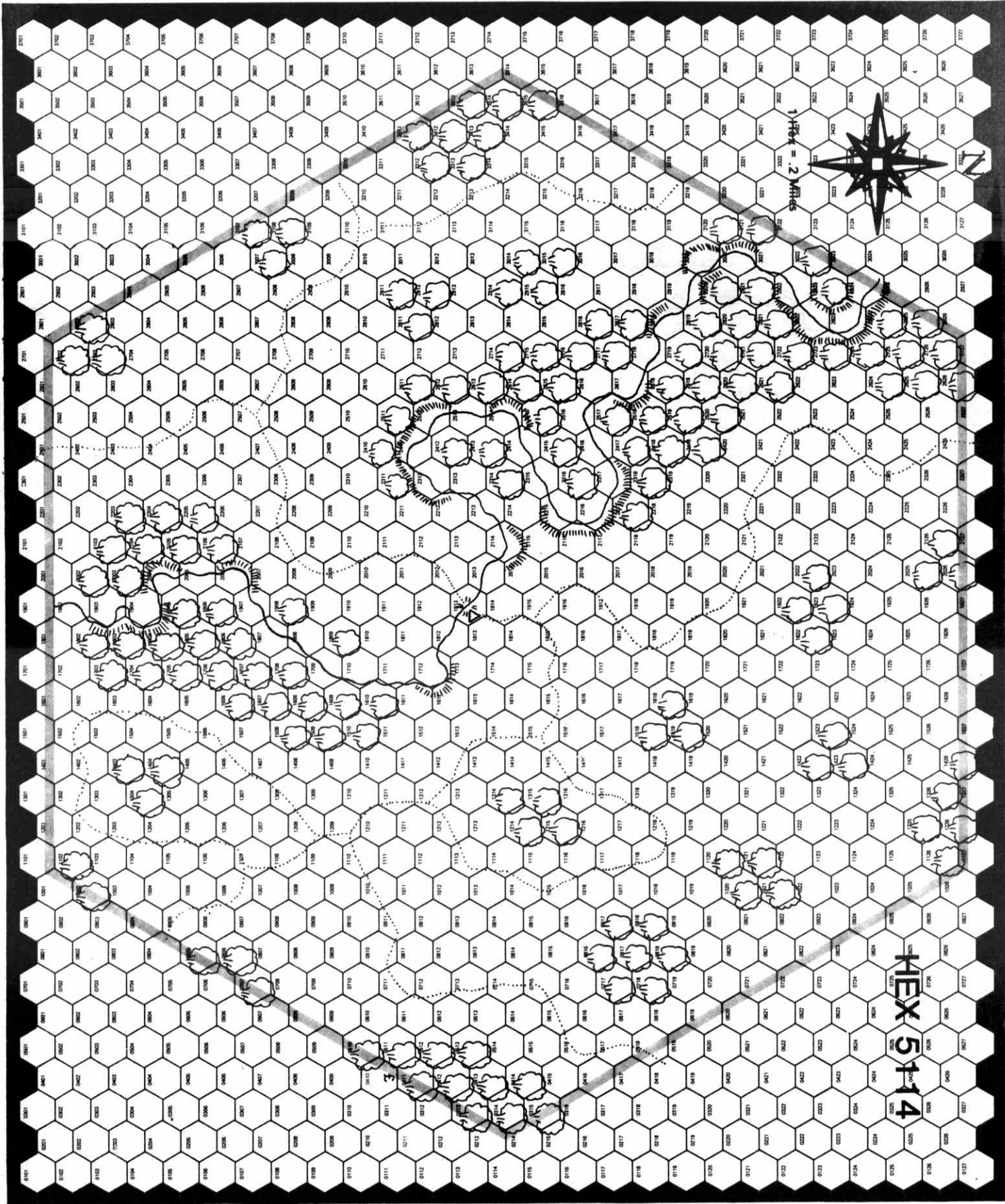




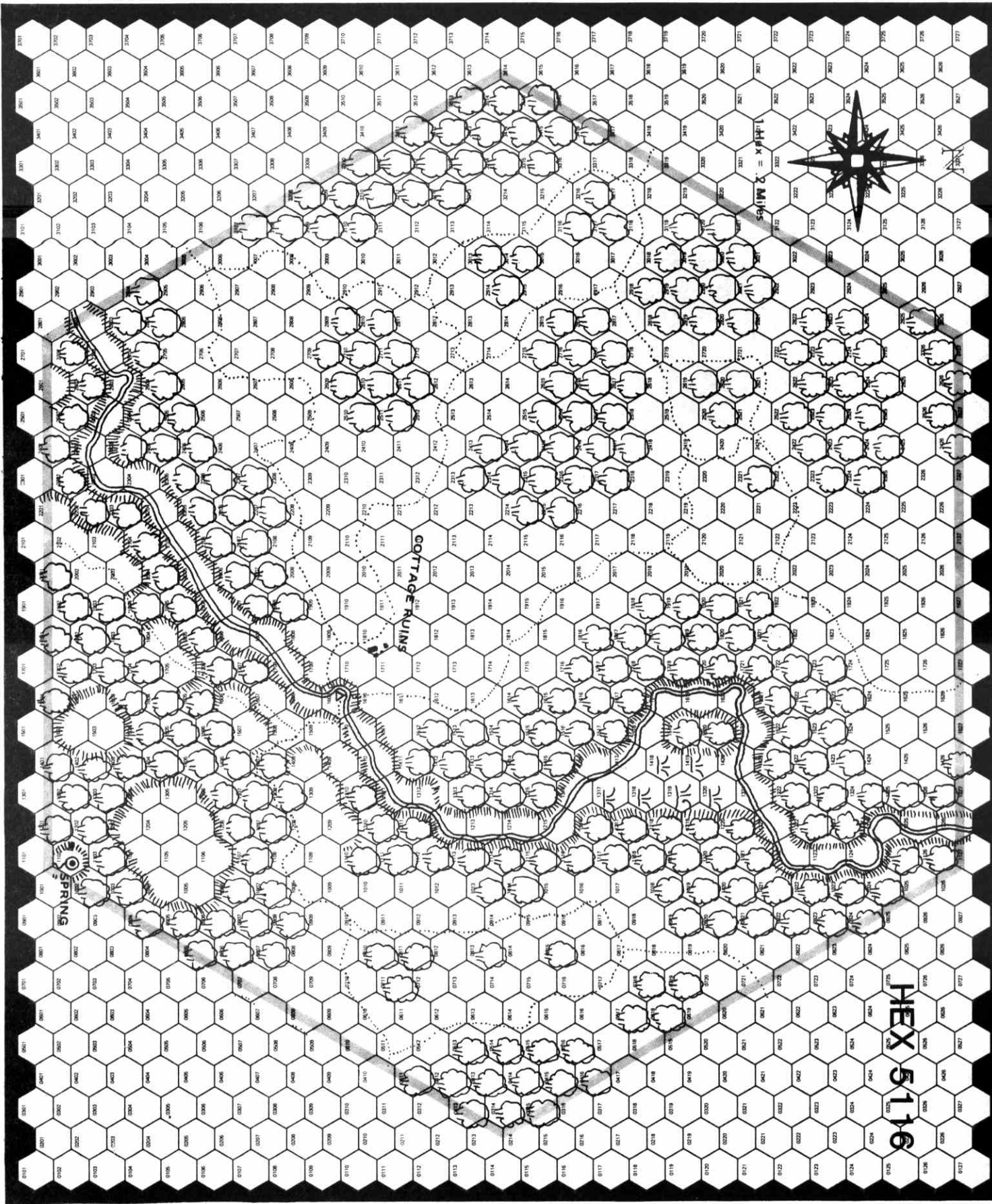


HEX 0615

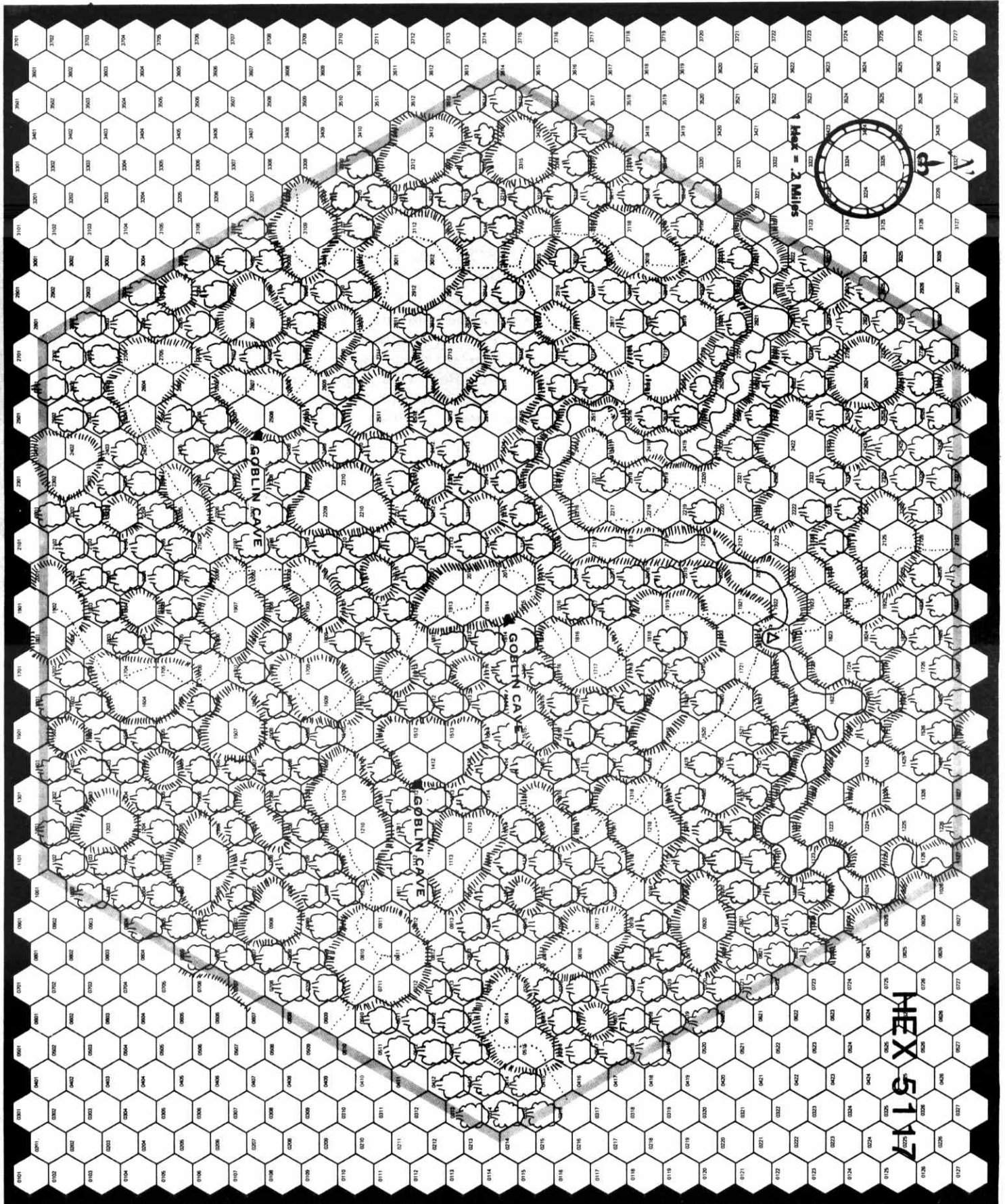








HEX 5116



HEX 5117

Pentacle of Summoning**RNG: 0****DUR: 8D10 minutes**

The Witch draws a pentacle on the floor and specifies a type of creature as its focus as with the other Pentacle spells. The Judge then rolls a D6; the result is the type of Demon bound by that pentacle. Its characteristics may be rolled up upon the entrance of the creature type specified into the pentacle, for at that time, the Demon will appear. The Demon is free-willed and is not controlled by the Witch, but it cannot leave the pentacle, and treats the pentacle as its home ground, killing any creature within it (woe be unto the poor creature that entered the pentacle and triggered the summoning).

Pentacle of Draining**RNG: 0****DUR: 8D10 minutes or until triggered**

As above, but upon entering the pentacle, any one creature of the type specified as focus will be grasped about the ankles by 2D4 Skeletal Hands that reach out of the ground. The victim is drained two points of Strength and Constitution for every minute spent within the pentacle. STR 174 is required to break the grip of the hands; otherwise, they must be destroyed: HTK: 008; ARM: 040. The hands will grip him for 2D4 minutes of draining (unless escaped or destroyed), then dissolve back into the ground, and the spell will be ended.

Pentacle of Protection**RNG: 0****DUR: LVL of Witch**

All creatures standing within the Pentacle of Protection are immune to attack by CEX enchanted creatures if cast by a LGX Witch, or LGX enchanted creatures if cast by a CEX Witch. These enchanted creatures cannot enter the pentacle for any physical attack, nor can they cast spells into the pentacle except those based on the use of light (Permanent Sphere of Light, Mage Death, Gorgon Gaze), or extrasensory mind control (Read Minds), and rolling under Constitution score against even these spells are made with a die modifier of 4 extra points for those within the pentacle. Sound can pass in, but magical effects of the sound are negated. Attacks by non-enchanted monsters are weakened; physical attacks are made at a penalty of minus 2 against the attacker, and modifications against magical attacks are made at a bonus of 2. The beings within the pentacle may attack normally, and may leave it at any time.

Images**RNG: 1"****DUR: 30 minutes**

The Witch creates an exact duplicate of herself (not a reversed image as in a mirror), then vanishes. Any magical or physical attacks will not harm the Witch, only the image, but the attacker will believe he has killed his victim, not perceiving it is delusory. Ten minutes after the image is vanquished, the Witch will appear again. The image will not vanish until the Witch becomes visible. This spell may only be cast once every 30 days.

Seventh Level Spells**Death Walk****RNG: 0****DUR: Special**

The Witch enters a momentary dimensional nexus which will allow only one person to pass before closing again. The nexus leads her down a narrow path through the land of the Dead (again, see our **Inferno** playing aid) and retrieve a dead soul. The soul must be that of someone whom she knew well in life (a close friend, an older Witch under whom she studied, the Elder of a nearby village who asked her help several times) or someone who was related to her **directly** (parents, grandparents, children -- no aunts, uncles, or cousins). If this is so, she will be able to intuitively find the soul. She must have some sort of body to place the soul in when she returns, or be able to cast Mystic Container or a similar spell. While this spell is in effect, she and the soul she retrieves are immune to all the horrors of hell -- to a degree; there is a 25% chance that the Witch will be lost forever in the netherworlds, -1% for every level she has achieved down to a minimum of 5% chance. If she is lost, there is a 20% chance (+1% for every level of the Witch) that the soul she is seeking will still escape. Should there be no body or other containment, the soul will materialize as a Spectre in 3D6 hours. No matter how long she was in hell, in "real time" the Witch returns instantly.

Nova**RNG: 24"****DUR: Instantaneous**

An 18" diameter explosion, centered on the point of impact, of searing light and heat. All caught within the blast radius must make a 3D6 roll under their Endurance score or be completely immolated; even if the roll is successfully made by a creature, 6D6 damage is still taken.

Pentacle of Death (R)**RNG: 0****DUR: 8D6 minutes**

This spell's preparations are similar to those for the other Pentacle spells. The difference is that it is very similar to Death Walk in that, upon the entrance of a creature of the focus type, it will trigger an instantaneous nexus that will send the creature on a one-way trip into the land of the Dead, accompanied by an appropriate burst of flame and clap of thunder.

Greater Transformation**RNG: 0****DUR: 1D6 + 9 minutes + LVL of Witch**

This spell is identical to the Mage spell Shape Shift.

Anti-Perception Field**RNG: 0****DUR: 45 minutes**

This spell effectively masks an area 6' x 6' x 6' around the Witch and her companions. They may travel silently and undetected for 45 minutes. No spells can flow out of the field, nor can anyone perceive them, although spells can pass into the field (usually accidentally). If the Witch is injured by a passing arrow or spell, the field becomes immediately visible, and the spell is ruined.

Withering Hand**RNG: 0****DUR: Permanent**

By this spell, an aging Witch may regain 2 to 5 years of her youth by merely touching the unsuspecting victim and absorbing 2 to 5 points of Strength, Constitution and Endurance respectively. This is a permanent drain on the victim's scores. The victim must roll 3D6 under each of his scores to preserve their original numbers.

Protection From Enemies**RNG: 0****DUR: 6 minutes**

Similar to the spell Protection From Demons, except that it acts upon all creatures and items within a 10' radius of the Witch.

Eighth Level Spells**Banish Demon****RNG: 12"****DUR: Instantaneous**

This banishes any single Demon or Demon Prince to hell for 1D100 years without the benefit of a saving throw. Note that the Demon need not be threatening the Witch. Also note that, at the end of his term in hell, the Demon will return with a seething vengeance.

Demon Pact**RNG: Special****DUR: Special**

This spell requires a larger amount of discretion on the part of the Judge than most spells. In order to be cast, the Witch must be in the presence of a Demon, through summoning or some other means. This spell has a certain charming effect upon the Demon, making him more receptive to the making of a pact. The actual bargaining is up to the Judge, who takes the role of the Demon for the duration of the bargaining. Bear in mind that Demons are very selfishly CEX, and will cheat the Witch at any opportunity for their own gain. Depending upon the scale of the service or item granted by the Demon (all the way up to a Wish), the Demon will ask for one of the following in return: 1) Quest for an evil magical item; 2) someone's Soul, signed over in blood, which the Witch must procure; 3) the Witch's own Soul signed over in blood, payable in 1D10 years.

Level Nine Spells**Demon Door****RNG: 24"****DUR: Until Demon Leaves**

This spell instantaneously summons a Demon of random type; roll a D6: 1 - 5 results in a Demon of the type shown on the die; 6 is Special, roll again: 1 - 3 Greater Demon; 4 - 5 Succubus; 6 Demon Prince. The Demon appears at any point within the range of the spell, at the Witch's choosing, and will either fight for her (if she is facing an obvious combat situation), or perform one service for her. This spell sidesteps the intricate and time-consuming process of summoning a Demon in the normal fashion. However, it is normally used only in desperate circumstances, for after the combat is over or the service is performed, the Demon can name his own price for the Witch to pay for services rendered.

Youthful Appearance**RNG: 0****DUR: Variable**

This is a costly hallucinatory spell. For a price, the Witch will give anyone the appearance of an eternally young robust being. In truth, no amount of age is removed for the willing victim. There is a Constitution drain and Strength drain of one point per six months from these scores until the victim sees the futility of maintaining this image. The appearance will fool mirrors, close friends and the ordinary world in general, but Mages and Clerics with certain enchanted items will pierce the disguise instantly. Elves and Dwarves will intuitively sense an unnaturalness about the victim.

Other Powers of Witchcraft

Witches concentrate their magic around three items: a Crystal Ball, a Cauldron full of Brew, and the Pentacle (a five-pointed star bounded by a pentagon). The Crystal Ball is left up to the discretion of the Judge to a large degree, but the chance that a non-player character Witch will have a Crystal Ball is her level, multiplied by five and stated as a percentage. Therefore, a fifth level Witch will have a 25% chance of having a Crystal Ball. The Witch has a certain empathy with a Crystal Ball and the magical forces which gives it power, to the extent that, if the Witch casts a spell while holding a Crystal Ball in her hand, and the spell is of a sensory nature (*Infrasight*, etc.) or relies upon light or darkness as part of its function, the spell becomes more potent. The exact effects of this increased potency are up to the individual Judge, but it is suggested that 3D6 rolls under the Constitution score be made at a penalty of minus 1, duration is extended by 2 or more minutes, range is increased by 3", damage done is increased by one die, etc.

The Cauldron of Brew must be continually warmed by a fire to be effective, but *Continual Fire* can come in very handy in this regard. The preparation of a functioning Cauldron requires at least 26 weeks of uninterrupted concentration and a sadistically large and diverse plethora of magical and obscure ingredients (root of St. John's wort collected under a full moon, cobra venom, the sap of a weeping willow, powdered silver, a pint of the Witch's blood, etc.). The ingredients list should be very lengthy and difficult to fill; also, it should be different for every order of Witchcraft. The net result is an increased effectiveness of spells cast by the Witch when she is within 10' of the Cauldron. The spells must be of an elemental nature (*Hold Fire and Water*, *Summon Elemental*, *Storm Summoning* in its many manifestations, *Cube of Fire*, *Firebolt*, *Evaporate*, *Cavity*, etc.). The increased effects are, again, left up to the discretion of the Judge.

Finally, the importance of Symbols to Witchcraft is obvious, through the nature of the many Symbol spells. Secret and Black Witches may summon Demons by using a Symbol; encircling the Symbol with a *Circle of Summoning* is helpful.

There are two reasons to summon a Demon using the method described below, but both require control of the Demon. First, the Demon may be forced to answer three questions. Second, the Demon may be forced to perform a mission for the Witch, going any distance, but for no amount of time longer than 24 hours after the summoning.

The Witch's range of control over the Demon starts at a base of 20 miles, plus five miles for every level of the Witch. The use of a Crystal Ball doubles this range. The Witch must maintain complete concentration upon the control of the Demon, for Demons are very strong-willed creatures and will break control at the very first opportunity. The Witch cannot continue to give orders to the Demon while it is on its mission without some sort of long-distance telepathy spell, but she can maintain control.

For purposes of summoning, treat Succubi as Major Demons and Demon Princes as Greater Demons.

Materials for summoning a Demon and controlling him after summoning require 1D4 weeks to gather; -1 for every assistant down to a minimum of 1 week. (Remember that the solitary Secret Witches can have no assistants.) These materials cost 500 GP per "kind" of Demon to be summoned; thus a Lesser Demon requires materials worth 500 GP, a Greater Demon costs 2,000 GP to summon, etc. Should the process of gathering supplies be rushed, there is a -5% to both summoning and controlling chances per week cut off of the time called for. Should the Witch attempt to summon without gathering any supplies at all, the modifier jumps to -25%. The assistants must be trained in the arts of Demonology; therefore, they must be Black Witches as well.

The Witch performing the summoning then draws a *Circle of Summoning*, specifying the exact type of Demon to be summoned rather than a focus type of creature. She may specify Lesser to Greater Demons, Succubi, Dark Prince or Demon Prince.

Finally, the act itself is performed. Base chance of summoning a Lesser Demon is 35%, -5% for every successive type thereafter, down to -5% for Demon Princes. The Witch doing the summoning gains +5% per level she has attained, up to a maximum of 95% before the application of other die modifiers. After this is applied, apply any die modifiers for *Circle of Summoning*, rushed preparations, etc. Every attempt to summon a Demon, regardless of success or failure, costs the Witch points of Strength, Endurance and Constitution, multiplied by the kind of Demon summoned.

After the Demon is summoned, an immediate attempt to control it may be made. The base chance is the same as for summoning, with an additional modification of -5%. Any detrimental effects upon failure to gain control are left up to the delightfully morbid side of the Judge's imagination.

If asking questions of the Demon, consult the following table:

Demon Type	Chance of Knowing Answer	Honesty
Lesser Demon	20%	30%
Lesser Devil	30%	40%
Minor Devil	40%	50%
Minor Demon	50%	60%
Succubi	60%	70%
Major Demon	70%	75%
Major Devil	75%	80% (Dark Prince) 30% (Demon Prince)

Should control be broken, or should the Witch seek to control a Demon that she has not summoned, consult the following Table:

Percentage Chance Per Level of Witch	Demon Type
7%	Lesser Demon
6%	Lesser Devil
5%	Minor Demon
4%	Minor Devil
3%	Succubi
2%	Major Demon
1%	Major Devil

At any time the Witch may seek to send the Demon back from whence he came. The attempt may be made at any time, even through a Crystal Ball, and has the same chance as she would have of controlling it upon first summoning it (chance of summoning -5%).

There is a chance that the Witch may know the name of the Demon she is summoning or attempting to send back. This provides a +5% modifier for attempts to summon and send back, for all Demons except the Demon Princes, whose names are common knowledge. Note that Asmodeus is the Patron of Evil Witchcraft, and will be more tolerant of a Witch than he would of anyone else summoning him and commanding him about. Conversely, due to the great enmity and rivalry between Asmodeus and Beelzebub, the latter treats a summoning by a Witch as the supreme form of insult, and will display a most savage reaction the instant he is out of control.

The Witches Court Marshes

The following are intended only as general guidelines for the Judge; he or she may set up **Witches' Court Marshes** within these guidelines, changing, deleting, or adding as necessary to better fit his or her own campaign. In addition, there is the Lair of Mordrida, the Mystic Mother/Guardian of all Evil Witches and of their meeting place.

On All Hallows' Eve (the last day of the fifteenth month, according to the calendar of the City States), all Low and High Order Witches the world over congregate in a great Witches' Court. Here, from dusk until dawn, they hold many ceremonies. The Witches have here a great pentacle paved with black marble and set with a black marble altar at each point. The radius of the pentacle is 350'; it can easily be seen from a high altitude, since it is 700 feet in diameter (over 1/8 mile) and is surrounded by a wide area bare of any vegetation. A 200' diameter circle at the center of the pentacle forms a nexus point with the Land of the Dead. This makes the Summoning of the Dark Prince and other major Demons a very easy thing, particularly on All Hallows' Eve when the bond between the worlds at this nexus is the strongest. The proximity of the underworld has a strong effect upon many types of magic spells when they are cast within this circle. The spells *Soar*, *Minor Teleportation*, *Teleportation*, *Move Objects*, *Astral Projection*, and *Inner Plane* result in the transportation of the spell-caster (in various forms, according to the individual spell) directly to the Land of the Dead, subject to a Saving Roll of INT or less on 3D6 at a -4 penalty. The spells *Change Rock to Mud*, *Displace Earth*, and *Major Tremors* open the entire 200' area as a great shaft down to Hell, which will close again and return to normal after the normal duration of the spell cast (except for the *Change Rock to Mud* spell which lasts for 3D6 turns rather than 3D6 days). The effects of the spells *Perceive Magic*, *Lock*, *Protection From Evil*, *Detect For Evil*, *Levitation*, *Illusion*, *Improved Lock*, *Read Minds*, *Open*, *Clairvoyance*, *Clairaudience*, *Firebolt*, *Lighting Strike*, *Protection From Enemies*, *Dispel Curse*, *Prayer*, *Charm*, *Charm Creature*, *Multitude Charm*, *Illusory Land*, *Fireworks*, *Firewall*, *Wizard Sight*, *Commune with Higher Plane*, *Image*, *Quest*, *Mythologue*, *Negate Gravity*, *Hidden Cache*, *Time Suspension*, *Commune With Spirits*, *Exalted Word*, *Windpath* and the various *Create Animals* and *Creature Conjuraction* spells bring all sorts of misfires and backfires to mind. For example, *Fireworks* could be amplified to have a *Firebolt* effect. The various mind-control and communications spells might all result in insanity for the spell-caster. The only creatures which could be *Created* or *Conjured* within the nexus region might be Demons, Demon Princes and Princelings, and any other hellish creatures the Judge might be inclined to inflict upon the players.

The first order of business of the Witches' Court is the summoning of Dark Prince, Demon Prince and patron of evil witchcraft. Next, the new members of the Low Order Witchcraft are initiated, new High Order Witches are recognized, funeral services are held for any Witches who died in the past year, and the tasks of wreaking vengeance upon the perpetrators responsible for their deaths are assigned.

The Court then breaks up temporarily, and the Witches engage in revelry with wild abandon, summoning lesser Demons at leisure for various purposes, and relating to each other any particularly dastardly magicks performed in the past year. As dawn approaches, Mordrida calls for the attention of the Court, and a great dance is held in which all 4,000 participants and their summoned Demons encircle the Demon Prince in seven concentric circles. The circles of dancers lock arms, each circle always rotating in the opposite direction from those adjacent to it. During the dance, they unite in mystic chants in the secret tongue of the Witches, raising a hellish voice. At the center, Mordrida supervises the sacrifice of five lambs to the Demon Prince on the five altars and the performance of other rituals and genuflections before his awful presence. The Demon Prince returns whence he came at the first greying of the eastern horizon, and this is the cue for the Witches to do likewise, flying home in a great cloud of fury and scattering to the four winds on their evil missions.

The overwhelming power of the forces of evil at this Court implies certain death for any adventuring party foolish enough to ignore the many warnings against attendance. The minute details of the party's obliteration are left up to the discretion of the Judge.

At other times of the year, the Witches' Court Marshes, rather than being sure death, are only extremely dangerous. Lone Witches and Demons frequent the area on their way to and from audiences with Mordridda; an encounter with one of them within the marshes precludes any kind of parlay, for the evil one will immediately attack. Several Demons spend much of their time in this area, preying upon any travelers who are not encamped in one of the "waypens." These should be kept in mind when preparing an encounter for the players.

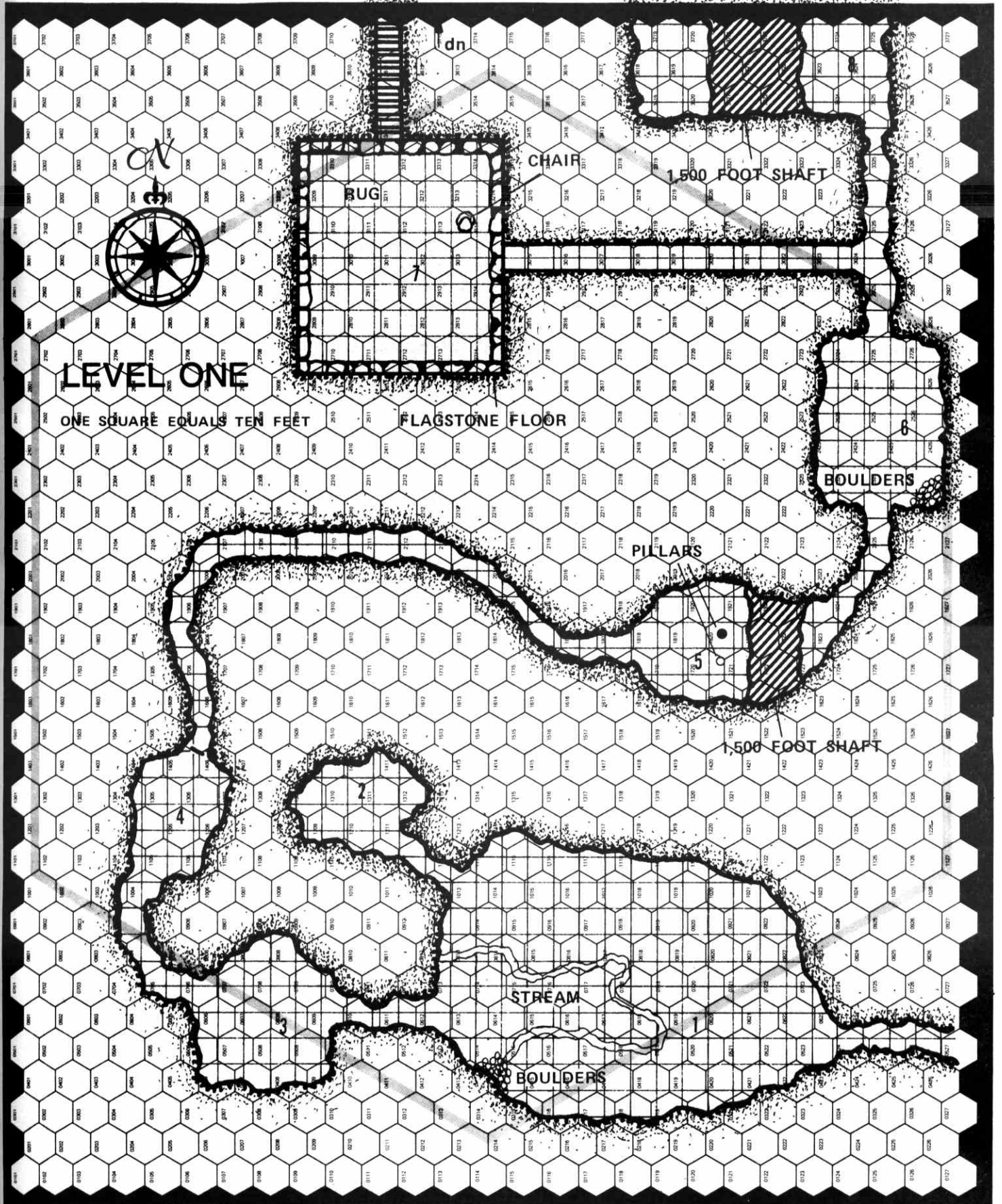
Dungeon: The Lair of Mordridda

Warning: This is an extremely tough dungeon. A party whose average level is below fourteenth would probably be wiped out, or at least driven back from the main treasure vault with heavy losses. Even a seventeenth level party would only have a fifty-fifty chance of successfully looting Mordridda's treasure trove and escaping. Should its difficulty seem too great, the fact that it is the lair of a nineteenth level High Order Witch, who is the leader of a fanatically loyal cult of 4,000 Evil Witches and who has direct connections with a Demon Prince, should be kept in mind.

The Judge is encouraged to play all of the intelligent inhabitants of this dungeon carefully, cleverly and forcefully. The many options of attack open to the monsters encountered herein should be combined to produce the most deadly offense against the players; they provide the Judge with an opportunity to get in a little role-playing of his own, trying to figure out the best way for the monsters to handle the party. For example, Mordridda would probably create some elementals and transform herself into something deadly. One or two members of each pack of Demons might concentrate on bringing in more Demons, while the others close in and attack using *Sphere of Darkness* to conceal themselves; the Vampire might bewitch the most powerful spell caster in the party and turn him loose on the others; the Succubus might do the same thing, then *Shape Shift* into an Umber Hulk or something equally powerful, and attack from within a *Sphere of Darkness*. Play these monsters to the hilt; remember that they are fighting for their lives against a band of mortals, who have blasphemed the Witches' Court and invaded their lair.

Level One

- 1 A broad natural cavern, 55' x 100', hung with stalactites. There is a concentration of fractures in the ceiling at the west end, from which a steady stream of icy water trickles down the wall, forming a winding stream down the middle of the cavern. The stream vanishes into a pile of small boulders at the southeast corner. If a player definitely states that he is searching for traps in the area of the boulders, he will notice that the boulders are warm to the touch, that the air in their vicinity is warmer and even more humid than the usual cold, dank air of a cave, and the smell of burning sulfur can be detected. If more than 150 pounds of pressure is on the rockpile at once (for example, an adventurer trying to climb over it to the passage beyond), it will collapse into the shaft beneath it, immediately followed by the source of pressure. The shaft drops vertically for 1,500 feet into a lake of magma. As the water of the stream falls through, it is evaporated by the tremendous heat rising from the magma; hence the increased humidity.
- 2 The dried skeletons of two Halflings lay here, in this 50' x 40' irregularly shaped room, each on top of a pile of 80 CP. Upon spotting the skeletons, any Halfling must roll 3D6 under his CHA at a penalty of minus 2. In the hands of the skeletons are two badly rusted Daggers, their wooden grips long ago rotted to dust, as have their robes and the backpacks that held the coins.
- 3 This 55' x 60' room is the hibernatorium of several thousand little Fruit Bats. They hang from the walls and ceiling by their feet, forming a living carpet over the stone of the lime cavern. Should a light source be brought into the cavern, or any noise louder than a whisper made here, the little Bats will all awake and fly out of the dungeon in a most violent flurry that lasts two full turns. They will pass in hordes very close to the party members, but they will not touch them, nor can they be touched. Basically, this is intended to unnerve the characters, calling for a 3D6 roll under his CHA at a penalty of minus 2; the commotion will also alert all of the inhabitants of the dungeon, precluding any surprise. If the characters pass through without shining lights or making loud noises, each subsequent encounter may be taken as usual, with normal chances for surprise (except where noted).
- 4 There is little of interest in this 50' x 35' limestone chamber except for the west wall. The natural passage has been walled over here with brick, and an 8' x 5' oaken door, bound with iron, set in it; this door is unlocked, but if the party disturbed the Bats in Room 3, they will hear this door slam upon entering this chamber. A Human skeleton is chained by the ankles to the top of the door, its finger-bones dangling on the floor; if the door had been slammed, the skeleton will be swaying to and fro. Any non-player character hireling will interpret this as an evil omen and take another 3D6 roll under the CHA at a penalty of minus 2.



- 5 Upon entering this 75' x 45' irregularly shaped room, the party will notice an intense heat (122 degrees F., or 50 degrees C.) and a strong smell of burning sulfur. It seems to get stronger as they cross to the east side of the room. The reason for this is that the floor in the shaded area is an illusion, concealing another 1,500 foot shaft to the lake of magma below. This chamber is like all those before it, a natural limestone cavern. At the west end of the room (nearer than the shaded area) are two pillars of marble, one red and one white (represented on the map by open and shaded circles, respectively). They are teleportation terminals. Should anything touch the red pillar, it is automatically sent to the Demon Den of Level 3, Room 6. Anything touching the red pillar of Level 3, Room 6 appears at the white pillar there. Touching a white pillar has no effect. All terminal pillars in this dungeon are magically protected such that no magical spell or item may affect it in anyway; magical weapons would strike it as normal weapons. But, this protection has a drawback, in that it is brittle to actual physical, rather than magical force: should a hit be scored upon it that would cause damage to ARM: 150 (with no magical bonuses for magical weapons), the pillar would shatter into thousands of tiny pieces, as would its opposite number at the other end of the line (for example, should the red pillar here be destroyed, the white pillar of Level 3, Room 6 would also shatter).
- 6 This 50' x 65' cavern is the lair of four Lesser Devils: ALN: CEX; HIT: 009; HTK: 031, 043, 050, 038; ARM: 013; AGL: 174, 153, 122, 111; ATK: 2 x (1D3), 1 x (4D6); Move: 6"; Magic Resistance: 55%. They may perform any of the following at will: *Sphere of Darkness*, *See Invisible Objects*, *Levitation*, *Move Object* up to 300 pounds, *Inspire Fear*, *Inner Plane Portal Another Lesser Devil*. The four Devils have just finished picking clean the bones of a man, and are in the act of quartering a dead pack horse as the party approaches. They are the sentries of Mordrida, posted to welcome any legitimate visitor and destroy anything else attempting to pass. Witches travel alone and in disguise, so if a lone party member enters, the Devils will not immediately attack; instead, they will gather around closely, with a threatening demeanor, hissing, "Change! Change!" in the Common tongue. If the individual does not change into the form of a Low Order or High Order Witch within a turn, they will attack anyway. This chamber also has a high temperature and sulfur stink (due to the proximity of the shaft in Room 5). In the northeast corner, under a pile of boulders remarkably similar to the one in Room 1, is a pit containing the treasure of the Devils: 7,000 CP, 4,000 SP, a 500 GP value Jade and Gold Necklace, a LGX MBS (which adds 5 points to attack number/5 to damage total) with Jade and Gold Hilt and Handguard which sees invisible objects (the blade quivers when one is within 30') in a Jade and Gold Scabbard worth 1,000 GP, and Bracelets of Shrinking. The coins are divided by denomination in sacks of 1,000; the Bracelets and Necklace, along with a key, are in a Jade and Gold Jewelry Box worth 500 GP. The Necklace, Jewelry Box, Sword Hilt, and Scabbard are intricately worked by the same hand.
- 7 This 80' x 90' room is where the Devils lead visitors to. Unlike all other rooms on this level, this one was quarried out and is perfectly rectilinear. The floor is paved with flagstones and covered by a thick, red woolen carpet to within 5' of each wall; the carpet is worth 500 GP. East and west walls are each covered by a rich, ancient tapestry depicting scenes of the glories of Hell, with the Dark Prince predominant; each of the tapestries is also worth 500 GP. There is a comfortable wooden chair hollowed from a tree trunk, expertly contoured to fit the shape of the average Human anatomy; this is where a visitor would be invited to sit by the Devils, after which a rope hanging from a hole in the ceiling in the southeast corner would be pulled. This rings a loud, low mournful bell from deep below, which will bring Mordrida and her two favorite Apprentices (see Level 2, Room 3) up the stairs in three turns.
- 8 The Devils' Larder: Here there is, again, great heat and the smell of sulfur. Laying across the middle of the 100' x 40' room is the yawning mouth of another 1,500 foot shaft down to the lake of magma, but this one is, for a change, unconcealed. The 20 foot high ceiling is thickly studded with short, knobby stalactites; this fact should only be mentioned upon a player announcing a close examination of the ceiling. The Devils traverse the pit by *Levitation* up to the ceiling and propelling themselves across, using the stalactites as footholds. This provides easy access for the Devils, yet effectively traps anything they place on the far side. By the way, on the far side are two Heavy Warhorses (standing still and extremely nervous), a fair Maiden (chained to the wall and extremely nervous), and a scattering of Leather Cloth (shredded, bloody and useless). The following equipment is neatly stacked in a corner, far out of the Maiden's reach: two Mail Byrnies with Gambesons (one for a man and one which the Maiden will claim), an Iron Broadsword and Leather Scabbard (which she will also claim), two Horsebows and two Quivers of Arrows (she will claim one of each). The Maiden is clad in what one usually wears under a Gambeson: very little. She will give her name as Farla, celibate-squire of Sir Rupert Mak Hallarden, and claim that they, mounted on these Warhorses and leading a Pack Horse, had been travelling from the Village of Caelam to Viridistan when captured by the foul Devils; of the details of her survival since capture, she remembers nothing, including how long ago it happened, but judging from her condition and the surrounding circumstances, it would appear to have been about a week.

Farla

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	029	000	125	143	133	123	153	163	174	153	163	174	133	133	None

Upon spotting any of the Jade and Gold treasure from Room 6, she will claim it to belong to Sir Rupert. The key from the Jewelry Box will unlock her chains.

Level Two

1 Receiving Room of Mordridda: Here, in this 50' x 55' room are two more of the expertly contoured chairs of the type found in Level 1, Room 7. They are on either side of a massive oak table, which is set with a red tablecloth, two candelabras, a stack of blank parchment sheets, two sticks of sealing wax, a quill-pen and a covered inkwell. Next to it is a compartmented table-stand (cabinet) with exquisitely-carved glasses and various exotic liquors. The floor is paved with flagstones and is covered with a carpet identical to the one in Level 1, Room 7; the east wall is covered by another tapestry, made by the same hand as the ones above and showing a similar scene (and worth the same price). Flanking each of the three doors is a pair of candelabras. All of the candelabras in this room are iron, carrying five candles at the points of a pentacle; in the center of the pentacle are the runes (KD for Kanak'raudak Dogorn). The pentacle with these runes is the official seal of the Kanak'raudak Dogorn, and it will appear again herein.

2 Galley (60' x 40'): Here are two Slaves preparing a meal, under the watchful eye of one of Mordridda's Apprentices:

Dorkalla (FEM)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LEX	051	023	003	125	113	123	163	133	123	092	133	133	092	163	123	IDG

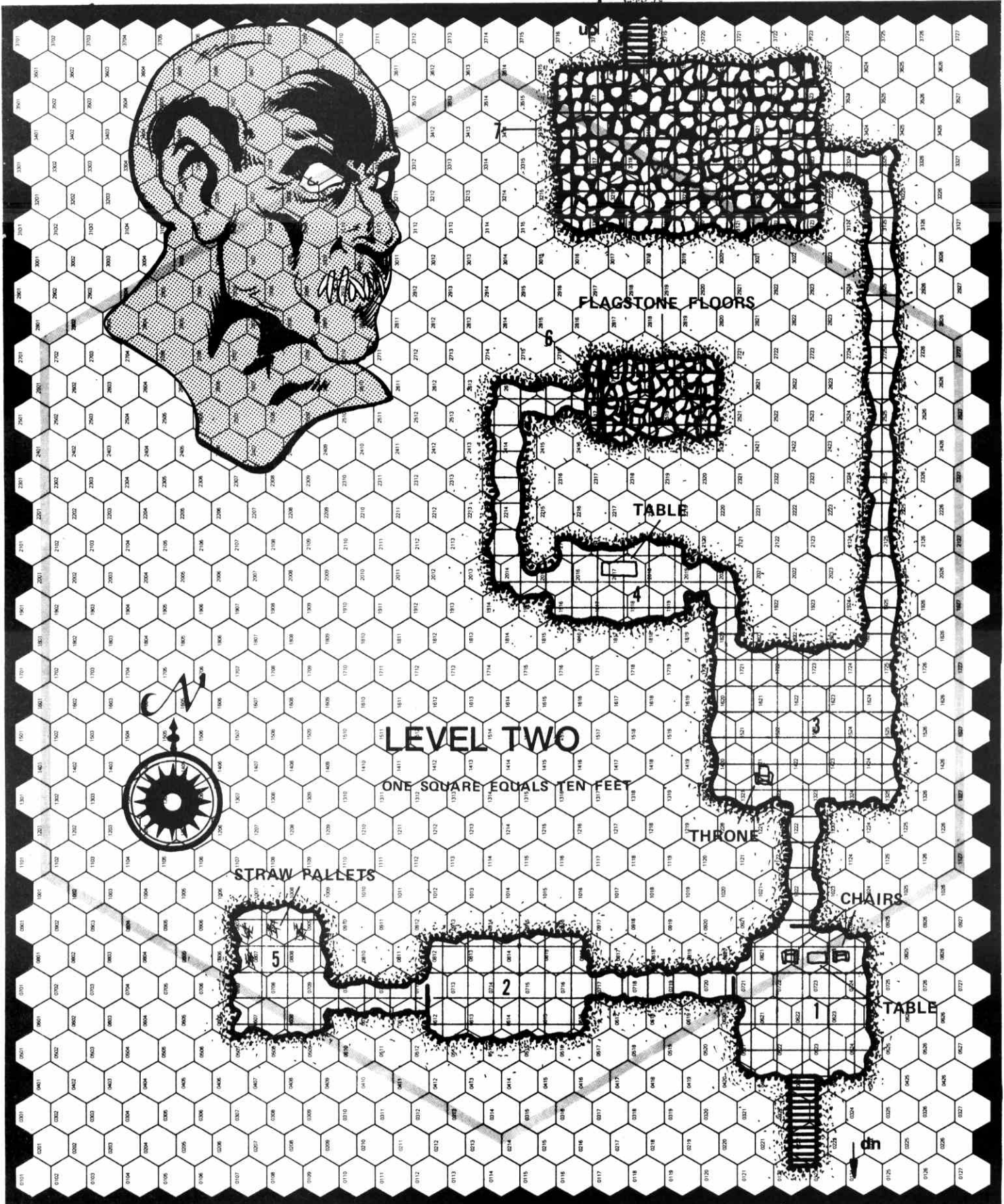
Weapon does an additional point for damage/adds one point on Attack Number

This room is fitted out less regally than Room 1, with bare stone walls and a floor paved with flagstones. The eastern end of the room has a large stone hearth with a narrow hole for smoke leading to the surface. Three small iron pots bubble merrily on it, containing the next meal of the Human inhabitants. On small preparation tables around the walls, and on wall racks, are various utensils and cutlery. At the west end of the room is a large, sturdy oak table with four stools arranged around it and two more candelabras on it; this is where the Apprentices eat, and the Slaves, after they are through.

Slaves (FEM)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXX	011	004	000	053	133	072	092	133	133	082	133	133	072	082	072	None
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXX	011	003	000	053	133	072	092	133	133	082	133	133	072	082	072	None





- 3 Throne Room of Mordrida and her Retinue, her two favorite Apprentices, who accompany her when she greets guests (70' x 60'): Mordrida is seated on the Throne at the south end of the room, on a slightly raised platform; she wears her Hornet Cape, her Skull of Death and a simple black robe, and holds a Witch Wand. Her Apprentices stand at the north end discussing various magical affairs. Should an unwelcome visitor penetrate to this room, the Apprentices would hold him off here while Mordrida held back, summoning various monsters for a more powerful defense.

Mordrida (FEM)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LEX	191	083	013	149	072	143	174	123	143	072	133	153	072	174	143	

Levitation Cape Magic, Wand of Icicles, and Skull of Withering

Mordrida is also wearing a Ring bearing the official seal of the Kanak'raudak Dogorn, for the sealing of letters and documents in Room 1.

Thornessa (FEM)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LEX	041	020	000	143	092	123	163	123	143	153	123	143	153	163	123	DDG

Karallna (FEM)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LEX	061	030	003	143	103	153	174	163	153	163	163	153	163	174	153	DDG

Should Mordrida ever be killed, the next Witch in line to become Kanak'raudak Dogorn will know it, and will use *Hidden Cache* to arrive in Room 1, ready to attack; thus she may appear by surprise behind the party.

Thungra (FEM)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LEX	171	075	013	138	113	123	153	123	133	082	123	133	092	153	123	

Snake Rod and Spell Wierd

The room is paved with an intricate tile mosaic, depicting interlocking pentacles in red, black and silver. The east and west walls are covered by four more of the ancient, 500 GP tapestries depicting hellish scenes. From the north door to the Throne is a three foot wide red carpet, thickly woven of wool; immediately in front of the Throne the official seal is woven into it in silver. Two candelabras flank the north door, and two more flank the Throne. The Throne itself is made of Bronze, inlaid with sixty 100 GP Emeralds and forty 100 GP Rubies in a wierd, but symmetrical pattern; it weighs 1,500 pounds, and has delicately-carved scrollwork carved around the inlaid Gems, making it worth about 12,000 GP intact.

- 4 Library and Laboratory (50' x 30') of Mordrida and her four Apprentices: The fourth Apprentice is here, and the sounds of strange voices or battle out in the Throne Room (or ringing of the bell in Level 1, Room 7) will alert her, precluding any surprise. All four walls are filled with shelves containing scrolls and potions, books and chemicals, and other arcane items. Each turn that a person searches the shelves he has a 50% chance of finding one of the following items: Potion of Enlargement, Potion of Shrinking, Potion of Mind Reading, Potion of Longlife, Potion of Fire Protection, Book of Good Health, Book of Creating Golems, Book of Eternal Damnation, Book of Unspeakable Acts, Librum of Clarity, and a scroll (*Wind Path, Damnable Curse*). If a character finds nothing in a turn, there is a 20% chance that he found something that had a *Poison* spell cast upon it. The finding of magic items will hold true for any number of characters, for any number of turns, until all of them have been found; the chance of finding a *Poison Touch* item will hold true permanently.

A long table running down the center of the room is covered with the apparatus of some complicated arcane chemical workings, plus scattered notes and a quill and inkwell. Any Witch required by some means to read the notes for the party will find some way to mislead them; the notes are in the secret language of the Witches and require a *Interpret Writing* spell. Any attempt to proceed with the experiment or tamper with it in any way, without proper use of the notes, will result in a backfire. Even with the notes, there is a 40% chance minus the experimenter's level that it will backfire, and in any case it simply will not work. (Mordrida was on the wrong track.) Backfire results in a tremendous explosion, similar in effects to a 10D6 Firebolt.

Zarbell (FEM)

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LEX	061	029	001	134	052	123	153	123	133	113	123	133	113	153	123	None

- 5 Slaves Quarters (35' x 50'): Four straw pallets lay on the floor, and two Slaves sit on stools mending robes.

Slaves

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXX	011	008	000	113	041	153	153	041	174	123	052	173	092	153	153	None
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXX	011	007	000	113	041	153	153	041	174	123	052	173	092	153	153	None

- 6 Quarters of the four Apprentices (50' x 30'): Along the north and south walls are four feather beds framed in oak, of sturdy and handsome make. Along the west wall are four small cabinets, and in the northwest corner is a gigantic hearth with four Apprentices' Cauldrons in it. The room is paved with flagstones, and contains the treasures (and familiars) of the Apprentices. The first cabinet belongs to Dorkalla, and contains (aside from mundane personal effects) a Mithril Dagger (which adds 3 points to her Attack) in a Bronze Sheath and her familiar, a Viper: ALN: NXX; HIT: 001; HTK: 006; ARM: 004; AGL: 121; ATK: 1D3 + Poison (victim must roll 3D6 under his CON score or be paralyzed); Move: 3". The second cabinet, Thornessa's, contains a small Leather Pouch with 11 GP in it. A second Leather Pouch contains her familiar, a Stirge: ALN: NXX; HIT: 002; HTK: 009; ARM: 002; AGL: 153; ATK: 1D3; Move: 18"; the Stirge automatically gains surprise unless the character opening the pouch states that he has a weapon ready for anything coming out. The third cabinet, Karallna's, has a statuette of a Giant Spider on it that will animate suddenly and attack upon the cabinet being touched: ALN: NXX; HIT: 002; HTK: 011; ARM: 004; AGL: 122; DPA: 1D3 + Poison (victim must roll 3D6 under his CON or take 1D6 points of damage every minute there after until poison is neutralized); Move: 12". Inside the cabinet is a scroll case containing a scroll (*Create Minor Wounds, Permanent Sphere of Darkness, Sphere of Invisibility, Slumber, Infrsight, Negate Magic, Bewitch*), bound by a Ring of Personality Reversal. The fourth cabinet is ZARBELL's familiar, a *Shape Shifted* Gargoyle: ALN: NXX; HIT: 004; HTK: 022; ARM: 005; AGL: 103; ATK: 2 x (1D3), 1D6, 1D4; Move: 9"/15". Touching it will dispell the transformation. In the Gargoyle's belly is a large leather sack containing ZARBELL's personal effects and a small wooden box with a locked lid. The lock is trapped with a poison needle (roll 3D6 under CON score to survive); inside are 23 GP and a 100 GP Diamond Ring with poison covering it.
- 7 The lair of six Lesser Demons (100' x 65'): These are Mordridda's personal Bodyguards and accompany her on her few excursions from the actual site of the Witches' Court. Demons: ALN: CEX; HIT: 010; HTK: 032, 025, 022, 035, 050, 044; ARM: 013; AGL: 121; ATK: 4D6, 2D6, 1D6; Move: 6". They may perform the following at will: *Sphere of Extended Darkness, Fireworks, Shape Shift, Levitation* (as a tenth level Mage), *Create Fear, Move Objects* up to 4,000 pounds, or bring in another Lesser Demon. The floor is paved with flagstones; in the southeast corner some flagstones are loose, covering a wooden door set in the floor, with no lock. Under it is a compartment with the Demons' treasure: 2,000 CP, 5,000 SP, 6,000 GP, all segregated by coin denomination and sacked in bags of 1,000; a Gold and Diamond Necklace worth 1,000 GP and an intricately worked Gold Armband worth 100 GP, both in a small leather pouch; and a Snake Staff and an Iron Broadsword, +1 on attack, in a simple leather Scabbard. Beneath the treasure is another door set in the new floor, behind which is a staircase leading down. Opening the second door releases the stench of something long dead; all those in the room (besides the Demons) must roll below their CON on a D20 or become violently ill for 1D3 minutes, requiring the next three minutes to recover and get up from the floor.

Level Three

- 1 This is a great, yawning chasm, sixty feet wide, caused by a fissure in this stratum of bedrock. It stretches up for 200 feet from the players' level until it is stopped by another, more solid stratum; but it drops for 1,400 feet into the many times aforementioned lake of magma. At the north side of the chasm is an adventurer, crucified some three or four weeks ago. The corpse is getting pretty ripe, and is the cause of the sudden stench at the head of the stairs. Across the chest of the corpse is a sign, nailed into the flesh while it still lived. On it is written in blood in the Common tongue, "Thus always to trespassers". Upon spotting this for the first time, all must again make a roll on a D20 under their CON or have the same effects as the previous nauseating stimulus. Upon making the Constitution roll or recovering from a fit of retching, each character must make a 3D6 roll under his CHA score or retreat from the room. There is a three foot wide stone bridge across the chasm, without handrail or curbing. Of course, this section is bathed in heat and the stink of burning sulfur.
- 2 Six Stone Golems line this 50' x 80' passage, three on either side. They will animate and attack anything which passes except the Kanak'raudak Dogorn and anyone or anything accompanying her. Golems: ALN: NXX; HTK: 060; ARM: 005; AGL: 132; Move: 6". They are only affected by magic weapons, spells which affect rock, and fire (which slows movement by 50%). Reversed *Change Rock to Mud* spell restores damage. They can each place a *Slow Movement* spell on one opponent per every 10 minutes.

- 3 The south wall of this 60' x 50' room is made up of a pure white flame that gives off an abundance of light, but no heat. Upon the entrance of anyone who is not of the Alignments CEX, LEX, or NXX, or anyone who is a living male, a row of ten Skeletons will emerge from the wall of flame and advance upon and attack the nearest person (they will ignore any natives of the mini-dungeon who may be present). More rows of Skeletons will continue to emerge, one row per turn, as long as the conditions which caused their entrance are no longer met (i.e., the party leaves or all its male members and LGX and CGX members are dead). Should the party leave with LGX or CGX members still alive, any Skeletons still functioning will pursue, but not past Room 5. The north wall is a dimensional nexus point; what would happen to any player foolish enough to walk into it is up to the discretion of the Judge, but it is suggested that it be something particularly nasty.

Optional: Should the Judge so choose, he may make the Skeletons immune to Clerical manipulation. This would force the characters to fight them, either with spells or in melee. Upon being destroyed, they disintegrate. Skeletons: ALN: NXX; HIT: 001; HTK: 004; ARM: 030; AGL: 132; ATK: 1D6; Move: 12".

- 4 At the east end of this 80' x 40' chamber are eight Skeletons of the same type found in Room 3. They will attack immediately, regardless of the gender or Alignment of the opponent (except for dungeon natives, of course). At the west end of the room, their controller, a Vampire, makes ready to do battle: ALN: CEX; HIT: 009; HTK: 050; ARM: 013; AGL: 123; ATK: 1D10 + Strength Drain (2 points per attack); Move: 12"/18". He can only be hit by magical weapons. He can assume a misty appearance, travelling at flying movement rate as a cloud of gas but unable to attack. He may also *Shape Shift* at will into a large Bat, with the same results on movement and attack. By gazing into a person's eyes, he can enslave at will. The victim must roll 3D6 under INT score with a minus 2 penalty. He can summon 10D10 Bats or Rats to obscure opponents' vision and confuse them. Holy water splashed upon him causes 1D6 points of damage per vial. If slain by melee, normal spells and/or holy water, the Vampire is not actually destroyed but forced to assume a misty appearance, from which he may return with full strength (and a vendetta) in eight hours; a new corporeal body forms in his coffin during this time. To be irrevocably destroyed, he must be exposed to direct sunlight, immersed in running water, or impaled through the heart with a wooden stake. Garlic, the face of a mirror, or a cross may be interposed to prevent the Vampire from approaching. Behind a thick, red velvet curtain in the northeast corner is his coffin, raised on a stone dais that has been expertly sculpted in the form of the seal of the Kanak'raudak Dogorn. It is eight feet in diameter and requires a total strength of 482 to move it. Beneath it are more of the stones that the rest of the floor is paved with, but these are loose; they cover a very heavy iron door that has only one recessed handle. The handle has a small lever which lifts the latch of the door, recessed so that no rope or other mechanical means may be applied to it. Pulling the lever and raising the door thus can only be done by one character, and each task requires a STR score of 184. The door, since it had to support the weight of the Vampire, his coffin, and the stone dais, is laid across iron-reinforced oak beams, beneath which is a pit containing the treasure of the Vampire: 8,000 GP, a sack of eight Sapphires worth 50 GP each, a LGX Iron Broadsword (which adds 4 points of damage to the attack) a Ring of Air, a Wand of Identifying Metals, Potion of Undead Enslavement, and a Scroll (*Poison Food and Water, Sphere of Darkness, Detect Good, Protection From Good, Damnable Curse*). The Ring is used to bind the scroll, as elsewhere in the dungeon.

Optional: If the Judge opted to make the Skeletons in this room and in Room 8 immune to Clerical influence, the cause of their immunity is hanging around the Vampire's neck. It is a special Amulet of Undead Enslavement, powerless if more than 180' from the interdimensional nexus point in Room 8. It detects living males and living beings of LGX and CGX Alignment, and automatically begins *Innerplaning* the Skeletons from the interdimensional void. It controls the Skeletons so closely that no Cleric may interfere, but its magical power is such that, upon the destruction of a Skeleton under its control, the bones that formed the Skeleton disintegrate completely. The wearer is also immune to any form of Clerical or other action other than physical attack (melee) -- he is still vulnerable to spells cast by a Mage, however. Note that the Amulet will refuse to function, in any of its capabilities, if removed from a 180' radius of Room 3.

- 5 This is the blowhole of a geyser. The entire 70' diameter room is dome-shaped, with the floor forming a very shallow funnel down to the blowhole in the center. As the years passed, the pressure of the geyser's water eroded this chamber in perfect symmetry. When the geyser blows, it fills the chamber with high-pressure water that is furiously boiling and is, in fact, far past the boiling point. It lasts for one minute, the water drains back down through the hole, and anyone inside it at the time may be found flattened against the wall, as well-steamed as a lobster tail and very dead. Intervals between the blows follow a cycle: twelve minutes, seven minutes, three minutes, five minutes. With four one minute blows between the intervals. They form a thirty minute cycle. During the minute just before an eruption in each interval, a steady rumbling and ground-shaking can be perceived that slowly grows in intensity; this is the only warning.

The party could pass through during the intervals safely, except for one detail, a special *Slow Movement* spell is permanently in effect in the entire chamber, reducing all movement to 1/3 of normal. Thus, it would take a fully encumbered man a full minute to go ten feet. If someone in the party is encumbered, he can cross the 110 foot chamber during the twelve minute interval with one minute to spare. Naturally, the chamber is very hot and running with water. If anyone enters the ten foot square on the map that contains the blowhole, he must roll with a 60% chance of slipping. If he slips, he has to roll under his DEX on a D20 to avoid falling into the blowhole (which would mean a long drop into a pressure cooker). Even if he doesn't fall in, he has slipped and cannot move during the next minute. So the "one to spare" may come in very handy.

MAGICAL POOL OF CONCEALMENT

LEVEL THREE

ONE SQUARE EQUALS TEN FEET



PILLAR

VAMPIRE BAT

COFFIN

PURE WHITE FLAME

FLAGSTONE FLOOR

STONE GOLEMS

POST

COFFIN

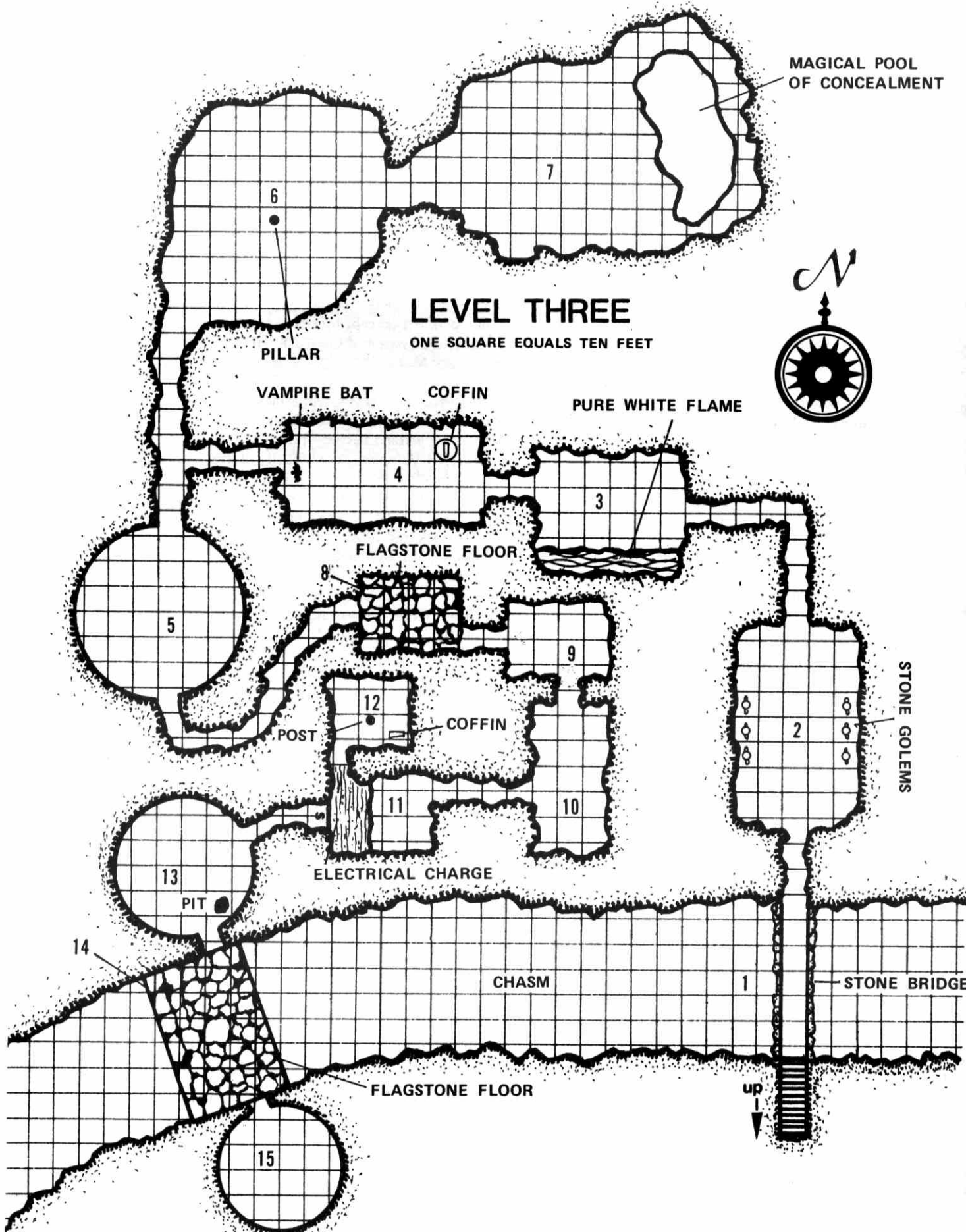
ELECTRICAL CHARGE

CHASM

STONE BRIDGE

FLAGSTONE FLOOR

up



- 6 Here is a white marble pillar that is the point at which a person transporting from Level 1, Room 5 will end up touching. It stands in the center of the 85' x 85' room. If the party disturbed the little Bats in Level 1, Room 3, teleportation is the only way to surprise the six Minor Demons living here: HIT: 9D6; HTK: 054, 044, 047, 032, 039, 043; ARM: 070; AGL: 153, 174, 163, 122, 113, 154; DPA: 2D6, 1D6; Move: 9"/12". They may perform the following at will, one per minute: *Create an Illusion*, *Create Fear*, *Detect Magic Auras*, *Negate Magic*, *Interpret Writings*, *Shape Shift*, *Multiple Image*, *Levitation* (as a twelfth level Mage), *Move Objects* up to 500 pounds, or bring in another Demon of Types 1 - 4.
- 7 This is the Pantry and Treasure Vault of the Demons in Room 6 (135' x 95'). There are seven half-starved and jittery Zebras in the room, obviously crowding away from a pool of water at the west end of the room. Any visual or magical examination of the pool shows it to have vertical sides, going down so deep that the bottom cannot be found. It is a Magical Pool of Concealment, however, for tactile examination reveals that it is only about two feet deep, with a foot of treasure at the bottom: 12,000 SP, 8,000 GP, segregated by denomination in sacks of 1,000; a Gold and Emerald Collar worth 2,000 GP, exquisitely worked; a matching pair of Bracelets worth 500 GP each, showing the same fine craftsmanship. In addition to concealing treasure, the pool prevents any corrosion or other deterioration of anything placed in it, with the equivalent of a permanent *Temporal Suspension* spell.
- 8 This is one of Mordridda's private chambers (40' x 30'). The floor is paved with flagstones and covered by a rich, intricately designed rug depicting the Dark Prince harvesting the inhabitants of Viridistan (the **City State of the World Emperor**) with a scythe. This carpet is worth 1,000 GP. A handsome wrought-iron lounge with red velvet cushions stands next to a small table with another of the candelabras designed around the official seal. A great chandelier, merely an enlargement of the candelabra design, hangs from the ceiling. Along the north and east walls are tall shelves of books written in many strange tongues, CEX and the Secret Tongue of the Witches predominating. The books cover many subjects: the complete history of the Lands of the City States (as seen through the eyes of City State scholars, Mystic Mother/Guardians of ages past, and many others who provide different viewpoints), the views of many Evil Religions and Sects on how the earth was created and how it will end, and many texts (most erroneous) springing from a medieval knowledge of Chemistry and Physics. (Optional: Included among these is a book that is the oldest of the collection, a 4,500 year old text, made of marvelously durable materials, that is the equivalent of a 1980 AD American high school chemistry textbook, with full periodic table and all the associated data. Linguistic problems and the effects it may have on magical research and other pursuits are up to the discretion of the Judge.) On the table, next to the candelabra, is a Ring under a glass bell-cover, *Identify Magical Properties* will yield positive results. This is not due to any inherent magical properties of the Ring (it has none), but to the fact that a *Poison* spell is upon it.
- 9 This is the second private (40' x 30') chamber of Mordridda: a Torture Chamber with a rack, an iron maiden, a small fireplace for heating branding irons and preparing hot coals; a neatly-arrayed series of Knives and other instruments lay on a table, with strangely curved and serrated blades (their exact function is left up to the more morbid side of one's imagination); a small iron mallet with sharpened strips of bamboo; a table with straps for binding the limbs and a contoured vise for the head, above which is a deep bowl with a tiny hole in the bottom (for the "Chinese Water Cure"); and the usual assortment of manacles, whips and other items. There are two candelabras at each door, mounted on the wall on either side; hanging from the left candelabra of the south door is a key on a chain; anyone touching this key who is not LEX in Alignment takes 6D6 damage, but can then handle it safely. It will unlock the south door.
- 10 This 30' x 60' hallway has, in every 10' section of the east and west walls, a corpse chained to the wall. These are in various stages of decomposition, but are all far past the stage in which they would give off a really powerful odor; most are nearly skeletal. They are captured adventurers from previous expeditions: Human, Elven, Dwarven and Half-ling are all represented here. In the floor next to the center of the west wall is a small metal plate, mounted in the floor itself among the flagstones. In the center of the plate is a keyhole. Should the key from Room 11 be inserted here and turned 360 degrees clockwise, the center 10' section of the west wall will change from solid stone to illusionary stone, concealing a 10' wide passage; turning the key back and removing it reverses the process, making it solid stone again. While walking through the passage, the characters perceive the passage around them with illusionary stone at the ends. The key may be safely left in the keyhole to leave the passage open.

- 11 This is the bedchamber of Mordridda (40' x 30'): By now, it should be obvious that it is very well-protected. Perched on a richly-carved bureau of drawers is a Red Mini-Dragon: ALN: LEX; HIT: 001; HTK: 010; ARM: 013; AGL: 173; DPA: 2D6, 1D6, 1 Cone of Flame 1' x 1'; Move: 18". In a hole in the north wall near the ceiling is its lair, which it will immediately fly to and defend. In it are 21 CP, 93 SP, 55 GP, twelve assorted Gems (three each: Emeralds, Rubies, Sapphires and Amethysts), worth 100 GP each, and two Mini-Dragon Eggs. In the three drawers of the bureau are dozens of interesting-looking little vials, jars and bottles, all sealed but visibly full of assorted liquids. The top and bottom drawers have inert chemicals in them, but each individual flask has a 40% chance of having a *Poison Touch* spell cast upon it. The middle drawer's bottles are relatively safe: an assortment of various liquors, with no poison film on them. The west end of the room (shaded section) is concealed by Mordridda's *Hidden Cache* and includes an elegant four-poster bed whose intricate carvings bespeak great evil. It has a magical defense: Anyone entering the rectangle enclosed by the bedposts of LGX or CGX Alignment, or anyone (of any Alignment) attempting to move the bed by any means (physical or magical), is cast into the west end of the room by a 6D6 *Electrical Charge*. Detection of these two Alignments within the rectangle, or detection of lateral pressure upon the bed, will trigger the defense. The bed stands against the southern portion of the west wall; in the wall, over the bed, is a secret compartment, behind a ceramic door resembling a portion of the brick wall. Anyone except Mordridda reaching inside with any portion of the anatomy will be struck dead (no die roll modifiers). Its contents, a key, must be removed using a pole, *Move Object*, or other indirect means to avoid this magical trap. Next to the bed, against the northern half of the east wall, is an oak wardrobe bearing the same strange carvings as the bed; the carvings signify nothing in this case, for climbing inside of the wardrobe or moving it has no adverse effects. Behind the wardrobe is a secret door which may be detected and opened by normal means.
- 12 A radiantly beautiful and charismatic woman is bound to a post in the center of this 30' x 30' room. (Judges are welcome to elaborate thereon in order to fan the flames of lust in the adventurers' hearts; this author must maintain a PG rating.) She will tell a tale of great tragedy concerning her capture. (Judges are also invited to detail this at will, to best appeal to the adventurers' generosity and pity.) She will seem of very easy virtue, for she is a *Shape Shifted Succubus* and her kiss drains 3 - 18 STR points. Upon *Shape Shifting* to her true form or some other form, the Succubus' bindings will break and fall away; she tied them herself using *Move Object*. Succubus: ALN: CEX; HIT: 009; HTK: 051; ARM: 010; AGL: 153; DPA: 1D6; Move: 12"/18". The Succubus can only be hit by magic weaponry, and she can do any of the following at will: *Become Ethereal*, *Charm*, *Read Minds*, *Clairaudience*, *Suggestion*, *Shape Shift* (only into something similar in size and of Humanoid form, however), *Permanent Sphere of Darkness*, *Innerplane Portal* (40% chance of success) *Another Demon*. The type of Demon brought in must be rolled for on a D20: 1 - 14 Minor Demon, 15 - 19 Major Demon, 20 Dark Prince. This Succubus is here as a liaison between the Kanak'raudak Dogorn and the Dark Prince, as a permanent messenger. This is her lair; in a coffin against the south wall is her treasure. The lid is trapped so that, when pressure is applied anywhere on the lid, a broad panel on the lid slides back to reveal a *Sphere of Life Absorption*. It is big enough to force anyone standing nearby to roll under their INT score or have his life essence sucked into the sphere. Anyone participating in the attempt to open it has a penalty of 3 added to the roll. Inside are 8,000 GP, twenty Emeralds worth 50 GP each, and a matched set of Jewelry, made of Gold and inlaid with Rubies: a pair of Armbands worth 500 GP, a Necklace worth 700 GP, a larger Necklace worth 900 GP, and an eight foot length of fine chain worth 2,000 GP. The chain is worn by wrapping it around the waist and hips. All the Jewelry is worn by the Succubus at the Witches' Court and other official functions.
- 13 This is the 55' diameter lair of a Greater Demon: ALN: CEX; HIT: 012; HTK: 064; ARM: 013; ATK: 2D6; Move: 10". The Greater Demon has these spells: *Bewitch*, *Create Monster*, *Ray of Destruction*, *Slumber*, *Move Objects*, *Change Flesh to Stone*, *Create Major Wounds*, *Slow Movement*, *Ray of Magic Negation*, *Create Fear*. Behind the Greater Demon are five piles of Jewels, each consisting of one type of Gem: Diamonds (twenty, each worth 150 GP), Amethysts (thirty, each worth 50 GP), Emeralds (twenty, each worth 100 GP), Rubies (twenty-five, each worth 100 GP), and Sapphires (thirty, each worth 50 GP). These Gems belong to Mordridda. In a pit in the southeast corner is the Greater Demon's treasure: 1,000 SP, 3,000 GP, twelve 100 GP Gems (six Emeralds, six Rubies), all in a locked chest; Boots of Silence, Clinging Rope, Wand of Ice Missiles (2 - 12 points damage per missile, 4 missiles inside), Poisoned Potion, and a Scroll (*Protection From Were Creatures*), in a second locked chest. The key from the secret compartment in Room 11 will unlock these chests.
- 14 This room (40' x 60') is paved with flagstones, and has the familiar fire-and-brimstone odor attendant to an approach to the omnipresent lake of magma. The chinks between the flagstones have no mortar, only black space. If a character presses an eye to one of the chinks, he will be able to discern a dim red glow coming from beneath the flagstones; this glow is uniform across the entire floor. The stones are very warm, and the odor rises from the chinks. In the east wall is a massive iron door with the words, "Thy touch is death" engraved on it in the Common tongue. If the key from Room 11 is put in the keyhole, turned and pulled, the door will swing open easily; there is no handle or any other feature on the door. If **anything** but the key touches the door, the spell holding the flagstones together will be broken and the floor will collapse, dumping everything in the room into the 1,400 foot shaft down to the magma.

- 15 At last, Mordridda's 50' diameter Treasure Vault : The Gems are kept separately, in the custody of her friend, the Greater Demon. In a rack on the wall are a Staff of Destruction and a Staff of Good Health. On another rack are a Lucern Hammer which does 3 extra points to the attack roll (6" throwing range with return), a Mace of Destruction, a LGX Iron Broadsword which adds 4 points to the attack roll, and a Cursed Spear. On a shelf are two Potions of Communicate with Animals, a Potion of Improved Movement and a Potion of Mind Reading. In chests lining the walls (all locked, the key from Room 11 fits) are 7,000 SP and 7,000 GP. The floor is a tile mosaic with the seal of the Kanak'raudak Dogorn in the center, ten feet in diameter. If anyone steps into the ten foot square containing the seal, the Dark Prince will be summoned into the room for woven into the mosaic is an even larger pentacle; its points touch the walls, and at each point, a candelabra is mounted on the wall.

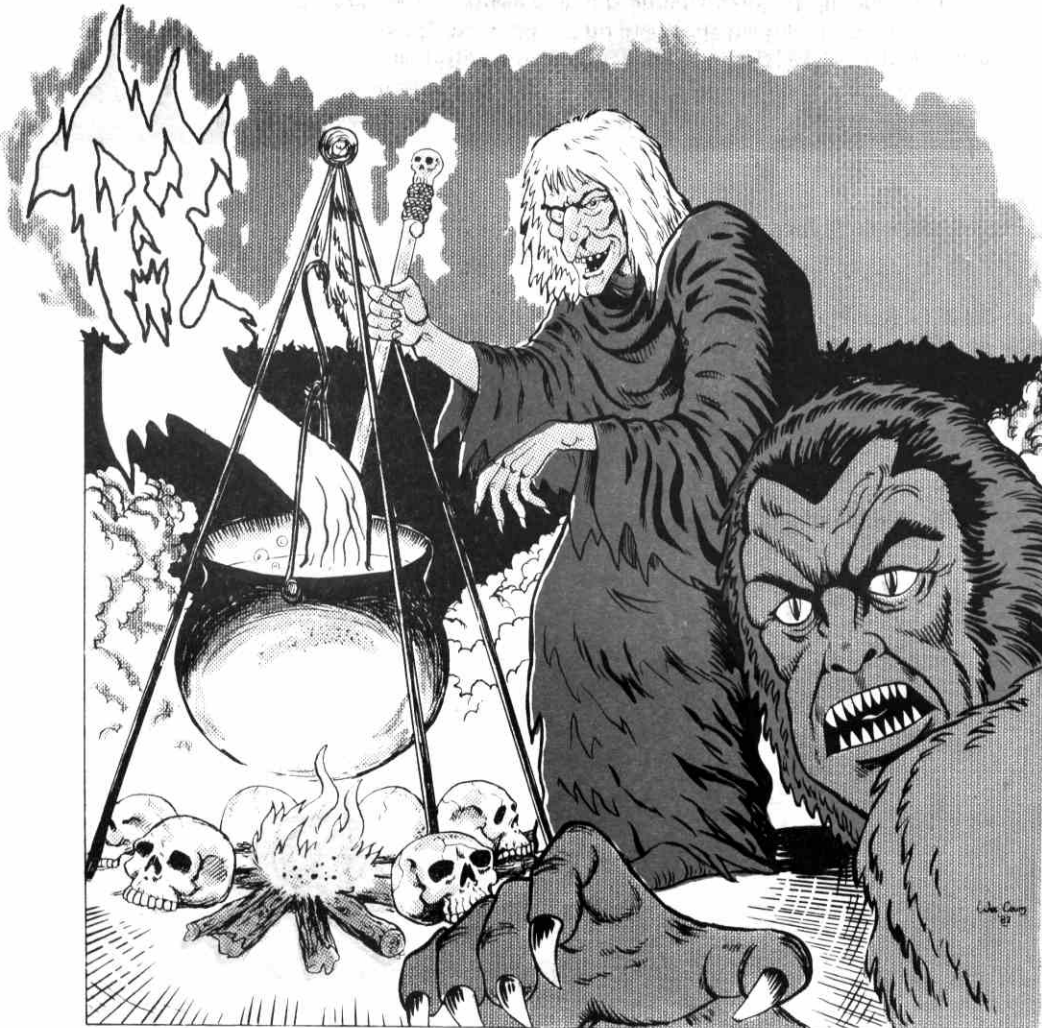
Since there are several opportunities in the dungeon for the Dark Prince to appear, here are his statistics:

Dark Prince, Dark Star of the Underworld

HIT	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
018	CEX	183	108	013	184	184	184	184	184	184	174	184	184	183	183	184	
Move: 9"/18"																Wand of Bedevilment	

He can only be damaged by magic weapons, instead of +3 or greater enchantments. Should the Dark One enter battle, he may attack with the following: Horns 1D8, Tail 1D4 + Poison (if the victim doesn't roll 3D6 under his Constitution score, otherwise he is paralyzed), Two-Handed Adamantite Bastard Sword which does 5 extra points to damage score, or the Wand which does 4 extra points of damage as a Mace and confuses the victim for the remainder of the battle if he does not roll 4D6 under his Intelligence score. The confused victim will either flee the room or attack the party at the Judges discretion.

The Dark Prince will usually employ one of the following spells at will, one per minute: *Eternal Sphere of Light, Bewitch, Illusion, Create Fear, Identify Magical Script, Dispel Magic, Translate Writings, See Invisible Objects, Read Minds, Fireworks, Clairvoyance, Clairaudience, Commune with Dead, Fire Wall, Lightning (12D6), Suggestion, Shape Shift, Control Dead (any), Move Object (1,200 pounds limit), Holograph, Form Change Others, Mind Match, Innerplane Portal Any Greater or Lesser Demons, Temporal Suspension, Spell of the Simpleton, Fearsome Sign (3 per day)*. He can also bring forth the Undead for he is their Patron as well. He can bring each kind once per day (determine this on a D4): 1) 3D8 Wights; 2) 3D6 Wraiths, 3) 3D4 Specters; 4) 1D4 Vampires.



Spells of the Witches to be Encountered in the Lair of Mordrida

Dorkalla (Apprentice; Level 2, Room 2; Fifth Level)

First Level: *Detect Magic Auras, Protection From Good, Fire Bath, Great Hole.*

Second Level: *Become Invisible, Increase Temperature.*

Third Level: *Firebolt.*

Karallna (Apprentice; Level 2, Room 3; Sixth Level)

First Level: *Sphere of Darkness, Magic Shield, Create Minor Wounds, Sonic Blast.*

Second Level: *Sphere of Permanent Darkness, Shape Shift.*

Third Level: *Firebolt, Circle of Weakness.*

Mordrida (Kanak'raudak Dogorn; Level 2, Room 3; Nineteenth Level)

First Level: *Protection From Good, Create Minor Wounds x 2, Sphere of Darkness, Conjure Fire, Sonic Blast, Fire Bath.*

Second Level: *Become Invisible, Multiple Image, Fireworks, Missile Shield, Circle of Obscurity, Shape Shift, Size Reduction.*

Third Level: *Soar, Negate Magic, Firebolt x 3, Lightning Strike x 2, Increase Force.*

Fourth Level: *Fire Wall x 2, Minor Teleportation, Freezing Doom, Major Shape Shift, Hidden Cache.*

Fifth Level: *Elemental Creation x 2, Increase Fire, Poison, Great Curse.*

Sixth Level: *Change Flesh to Stone, Death Wish, Annihilation Ray, Wall of Blades, Protection From Demons, Circle of Energy Absorption.*

Seventh Level: *Anti-Perception Field, Unseen Servant, Inferno.*

Eighth Level: *Greater Firebolt, Exalted Script.*

Ninth Level: *Word of Slaying, Innerdimensional Plane.*

Thornessa (Apprentice; Level 2, Room 3; Fourth Level)

First Level:

Thornessa (Apprentice; Level 2, Room 3; Fourth Level)

First Level: *Protection From Good, Magic Shield, Create Minor Wounds, Sonic Blast.*

Second Level: *Sphere of Permanent Darkness, Size Reduction.*

Thungra (Successor to Kanak'raudak Dogorn; Level 2, Room 1 -- Special conditions for Encounter -- see text; Seventeenth Level)

First Level: *Protection From Good, Create Minor Wounds, Sphere of Permanent Darkness, Conjure Fire, Sonic Blast, Fire Bath.*

Second Level: *Become Invisible, Multiple Image, Missile Shield, Circle of Obscurity, Fire Net, Size Reduction.*

Third Level: *Soar, Fireblast x 2, Shape Shift Others, Greater Sphere of Invisibility, Cube of Fire.*

Fourth Level: *Ice Wall x 2, Ice Attack, Cause Major Wounds x 2.*

Fifth Level: *Move Objects, Penetrate, Elemental Creation, Rock Passage, Great Curse.*

Sixth Level: *Blind, Wall of Blades, Circle of Energy Absorption, Circle of Protection, Enliven Objects.*

Seventh Level: *Nova, Death Walk.*

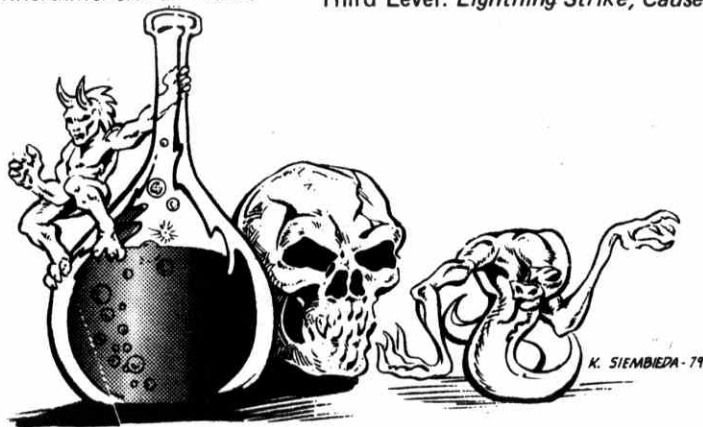
Eighth Level: *Greater Firebolt, Word of Blinding.*

Zarbell (Apprentice; Level 2, Room 4; Sixth Level)

First Level: *Mage Wind, Fire Bath, Create Minor Wounds x 2.*

Second Level: *Sphere of Permanent Darkness, Stop Person.*

Third Level: *Lightning Strike, Cause Affliction.*



TREASURE

VAULT



37	FIRST FANTASY CAMPAIGN	\$7.98
46	WILDERLANDS HEX SHEETS	\$3.00
66	SEA STEEDS & WAVE RIDERS	\$6.50
68	WAR CRY	\$4.00
69	FLOTILLA ONE	\$5.00
96	TREASURY OF ARCHAIC NAMES	\$4.95
104	CASTLE BOOK II	\$3.00
240	THE FANTASY CARTOGRAPHER'S FIELD BOOK	\$3.98
360	LASER TANK	\$1.50
410	THE ASTROGATORS CHART BOOK	\$3.98
440	TEMPLE BOOK I	\$3.00
530	RAVENS CRAG	\$10.00
550	THE FIELD GUIDE TO ENCOUNTERS	\$12.00
680	TOWER OF INDOMITABLE CIRCUMSTANCE	\$4.98
690	MASTERS OF MIND	\$7.98
700	RESTORMEL	\$5.98
790	F'DECH FO'S TOMB	\$2.00
800	GLORY HOLE DWARVEN MINE	\$3.98
810	FANTASTIC PERSONALITIES	\$5.98
820	HEROIC EXPEDITIONS	\$3.98
840	PREY OF DARKNESS	\$5.98
860	WRAITH OVERLORD	\$12.00
920	WONDROUS RELICS	\$3.98

APPROVED FOR USE WITH D&D tm

2	DUNGEON TAC CARDS	\$3.95
14	READY REF BOOK	\$2.99
27	TEGEL MANOR	\$4.50
28	JUDGES SHIELD	\$1.98
34	MODRON	\$3.50
36	CHARACTER CHRONICLE CARDS	\$1.98
47	CAMPAIGN HEXAGON SYSTEM	\$2.50
48	WILDERLANDS OF HIGH FANTASY	\$8.50
52	THIEVES OF BADABASKOR	\$3.00
55	GENCON IX DUNGEON	\$3.50
59	VILLAGE BOOK I	\$2.75
60	CASTLE BOOK I	\$2.75
61	ISLAND BOOK I	\$2.75
62	CITY STATE OF THE INVINCIBLE OVERLORD	\$8.00
68	CITADEL OF FIRE	\$3.00
67	FANTASTIC WILDERLANDS BEYONDE	\$8.00
71	FRONTIER FORTS OF KELNORE	\$3.00
76	DRAGON CROWN	\$1.75
80	OF SKULLS AND SCRAPPAGGOT GREEN	\$4.50
92	WILDERLANDS OF THE MAGIC REALM	\$8.50
93	UNDER THE STORM GIANT'S CASTLE	\$3.00
95	SURVIVAL OF THE FITTEST	\$3.50
102	CAVERNS OF THRACIA	\$6.50
104	VILLAGE BOOK II	\$3.00
108	VERBOSH	\$6.50
111	MINES OF CUSTALCON	\$3.95
113	BOOK OF TREASURE MAPS	\$3.95
118	SWORD OF HOPE	\$3.00
119	TOWER OF ULISSION	\$3.00
150	CITY STATE OF THE WORLD EMPEROR	\$12.00
270	SPIES OF LIGHTELF	\$4.95
300	WILDERLANDS OF THE FANTASTIC REACHES	\$8.50
320	BOOK OF TREASURE MAPS II	\$3.95
420	UNKNOWN GODS	\$6.00

APPROVED FOR USE WITH AD&D tm

87	CHARACTER CODEX	\$4.50
88	DARK TOWER	\$5.50
109	OPERATION OGRE	\$3.25
114	MALTESE CLUE	\$4.00
117	TEMPLE OF RA ACCURSED BY SET	\$2.00
124	ESCAPE FROM ASTIGAR'S LAIR	\$2.00
190	THE TREASURE VAULTS OF LINDORAN	\$4.00
210	INFERNO	\$5.98
260	PORTALS OF TORSH	\$3.98
460	BOOK OF RUINS	\$4.00
560	PORTALS OF IRONTOOTH	\$3.98

APPROVED FOR USE WITH CHIVALRY & SORCERY tm

250	C & S SHIELD	\$3.00
-----	------------------------	--------

APPROVED FOR USE WITH DRAGONQUEST tm

890	MAGEBIRD QUEST	\$10.00
930	STAR SILVER TREK	\$7.00

APPROVED FOR USE WITH TRAVELLER tm

75	TRAVELLER REFEREE SCREEN	\$2.50
78	TRAVELLER LOG BOOK	\$3.50
89	STARSHIP & SPACECRAFT FOR TRAVELLER	\$5.50
105	DRA'K'NE STATION	\$4.95
330	TANCRED	\$5.98
340	LEY SECTOR	\$4.98
350	DARTHANON QUEEN	\$3.50
480	50 STARBASES	\$5.98
490	GLIMMERDRIFT REACHES	\$4.98
500	DOOM OF THE SINGING STAR	\$11.98
520	NAVIGATORS STARCHARTS	\$4.98
590	CRUCIS MARGIN	\$5.98
640	GHOSTRING	\$5.98
710	AMYCUS PROBE	\$5.98
720	ROGUE MOON OF SPINSTORME	\$5.98
730	SIMBA SAFARI	\$5.98
740	PORT O' CALL	\$3.95
760	MARANATHA-ALKAHEST SECTOR	\$5.98
880	CORSAIRS OF THE TURKU WASTES	\$5.98
940	WASPWINTER	\$5.98

APPROVED FOR USE WITH RUNEQUEST GATEWAY tm

107	BROKEN TREE INN	\$4.00
116	THE HELLPITS OF NIGHTFANG	\$3.00
170	RUNEQUEST SHIELD	\$2.50
220	LEGENDARY DUCK TOWER	\$5.98
310	CITY OF LEI TABOR	\$7.98
380	DUCK POND	\$5.98

APPROVED FOR USE WITH EMPIRE OF THE PETAL THRONE tm

540	NIGHTMARE MAZE OF JIGRESH	\$2.00
-----	-------------------------------------	--------

APPROVED FOR USE WITH TUNNELS & TROLLS tm

400	THE TOUGHEST DUNGEON IN THE WORLD	\$4.00
850	RAT ON A STICK	\$3.98

APPROVED FOR USE WITH SUPERHERO 2044 tm

430	HAZARD	\$2.00
-----	------------------	--------

APPROVED FOR USE WITH VILLIANS & VIGILANTES tm

580	BREAK IN AT THREE KILOMETER ISLAND	\$3.00
-----	--	--------

PEGASUS

\$3.00 per Issue

THE JUDGES GUILD JOURNAL

Back Issues Available
\$2.80 per Issue

THE DUNGEONEER JOURNAL

Back Issues Available
\$2.80 per Issue

THE DUNGEONEER

Back Issues Available
\$2.80 per Issue

73	THE DUNGEONEER COMPENDIUM OF 1 - 6	\$2.50
----	--	--------

Judges Guild, Incorporated
R. R. 8, Box 9
1221 N. Sunnyside Road
Decatur, IL. 62522

TWENTY-SIX PAGES OF MAPS DETAIL THE AREA AROUND THE WITCHES COURT MARSHES AND THE VILLAGE OF GRITA HEATH. COMPLETE DESCRIPTION OF THE WITCH CHARACTER CLASS. MANY WITCH NPCS ARE DETAILED. THREE LEVEL LAIR OF MORDRIDDA DUNGEON UNDER THE MARSHES CONTAINS FABULOUS WEALTH AND DANGEROUS ADVENTURE.

