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The Armory's
30
Sided
Adventure
And Other Tales

Encounters In The Strange Lands™

Written and Designed Expressly For The Armory
By
Bob Liddil

The contents of this book are 100% suitable for use with all Fantasy Role Playing Games

The 30 Sided Adventure and Other Tales
Encounters In The Strange Lands™

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Contents

	Page
Foreword- Our World and Welcome To It	4
A Legend : Stopover At The Crying Lion	7
Encounters in the Strange Lands - The 30 Sided Adventure:	14
# 1 Ancient Scrolls	15
# 2 Encounters At The Crying Lion	16
# 3 Encounters In Cavern Deep	17
# 4 Hot Time In The City	18
# 5 You See ... Inanimate Objects of Possible Use	19
# 6 The Gods Must Be crazier Here	20
# 7 Blessings Of The Gods	21
# 8 Weather Or Not	22
# 9 Travelers In The Strange Lands	23
# 10 Dark Minions	24
# 11 The Bookseller's Wagon	25
# 12 Creatures Of The Strange Lands	26
# 13 Descent Into The Great Canyon	27
# 14 Mysteries Of The Great Canyon	28
# 15 Villages Of The Great Canyon	29
# 16 Gaining Entrance To The City	30
# 17 The City Of The Snake	31
# 18 Down Into The Underground	32
# 19 Treasures Of The Vishtarians	33
# 20 Tricks, Traps And Tribulations	34
The 30 Sided Game Module And Other Tales	35
30 All Purpose Poisons and Potions From Griswald Grimm	49
Shameless Advertising	50

Our World And Welcome To It

There are many sights in The World which are both unusual to the eye and odd to the mind. The werewolves (nauticals) who inhabit the coast, for example, are the only sentient beings able engage in the labor of sailing the seas. Men and other notmen may be passively transported but become violently ill if they trim a sail or try to stand a watch at a helm. Conversely, the nauticals may move freely ashore but function poorly away from bodies of water.

From the island groves of whisperwood to the mountain sanctuaries of the northern barbarians, unusual is ordinary. But no place in The World can outdo the west, beyond the River Delta for sheer weird. We call this vast outback the Strange Lands.

The city of Zenci on the eastern shore of the River Delta marks the beginning of the east-west road which winds outward through the forests and hills of the western delta valley, up onto the plains which eventually become the western outback.

There are villages along this road but it is not until the Inn of the Crying Lion is reached that any regular lodging is available. Anyone traveling in the Strange Lands should plan on camping under the stars a lot. The Crying Lion is considered to be the geographical halfway point between Zenci and the desert trade center of Belestria. It is the site of the last large body of fresh water, Lake Galen, and the last town in which to provision, Dagg'ath Village.

The east-west road turns hard north for a hundred miles or so to avoid a place known as wizards' barrens, an area decimated by a wizards' war in the previous century. The barrens are populated by virtually every magical spawn and creature in the book, plus some genetic mutations and crossbreeds. Treasure is said to abound within the ruins of wizard towers and dungeons, but only the very competent attempt entry and even they seldom return.

Belestria is the queen of the desert and the major stopover point for the trade caravans which bear spices and rare silks from the (as yet) inaccessible far west. At Belestria, the east-west road splits, one leg going hard west to the rim of the Great Canyon and the other going north northwest toward the mountains and a carefully guarded mountain gateway to the land of the caravan traders.

The Great Canyon is more than three hundred miles long, fifty miles wide and 3 miles deep. This gargantuan gash in the geoscape would seem to have been carved by the actions of the powerful river which runs the length of the valley. Its headwaters spring from the Great Bear Lake, fed by powerful northern glaciers and tumble over Ursus Falls, a drop of eight thousand feet. The Snake River, as named by canyon inhabitants, then exits into an underground cavern after falling an additional 10,000 feet over the course of it's 50 mile journey.

Only one access to the Great Canyon is known (although there are rumored to be several). This entrance has, at various times, been reported to be guarded by one to a hundred armed soldiers under the banner of the coiled serpent. Entrance passports may be obtained by qualified merchants, dignitaries or pilgrims and clerics wishing to become better acquainted with the Vishtarian state religion, snake worship.

The rim road of the Great Canyon leads south into the barrens, along the edge of the drop, and north to Great Bear Lake, a grueling and waterless journey. The lands along

the rim are crawling with bandits and mongrels. This part of the Strange Lands is very dangerous.

The northern border of the Strange Lands is largely unexplored, being arid, barren, snake infested and generally inhospitable. No one has reported traversing the mountains completely, although there are rumors of green valleys hidden away from the sight of men.

An explorer in the Strange Lands faces equal dosages of opportunity and danger. Belestria's street of dreams is home to Griswald Grimm's apothecary, Hyatia the Serpent seller and a dozen high quality weaponsmakers. But one in three strangers are murdered there before reaching his destination.

From - Stranger in the Strange Lands
Freerover the bard

Sample Dice Table

Things Slipped Into Your Rucksack By Your Aunt Millie (Who Loves You)

No adventurer would ever go walkabout without his rucksack. Aunt Millie knows this and slips items of possible use inside for her nephew (you) to find later. This classic example of a 30 sided dice table can be both useful and fun. Simply roll as needed and pull the numbered item out to use.

1 A bread knife	11 A ball of twine	21 A pointed stick
2 A fish hook	12 12 toothpicks	22 Two candles
3 Five pretty stones	13 A certificate of merit	23 A tenderbox
4 A bottle of wine	14 A magic bean	24 A jug
5 A map of Belestria	15 5 ugly rocks	25 A whip
6 Beef Jerky	16 A pouch	26 A menu
7 50' of rope	17 Robin's hood	27 A pie pan
8 125' of unusual wire	18 Flint and lighter	28 An icepick
9 A book on cooking	19 A petrified cockroach	29 A lodestone
10 A pair of dry socks	20 A wrap of bandage	30 A whiskey flask

This volume is designed to allow random access to aspects of the Strange Lands. The gamemaster is offered complete control over interpretation of the information provided. In fact he is encouraged to provide embellishing. The player, with the GM's cooperation, may add these random elements to an existing game, thereby bringing all participants into the random sequence of events. So break out your new 30 sided dice and have a ball, because the Strange Lands never close and only nauticals take "Werewolf Express."

Bob Liddil

Bob Liddil
June 1990

A Legend Of The Strange Lands

Sing me a Tale, Oh Bard!
That I might Know of faraway lands
And of the deeds done by toiling hands
In the vineyards of High Adventure

Spin me a yarn, oh Bard!
That I might know what others have done
That I might relive battles lost and won
On the thresholds of High Adventure

Traditional Western Campfire Song
Freerover the bard

Stopover At The Crying Lion

Halfway between the cities of Belestria, in the desert outback, and Zenci, in the lush plains of the east, on the great east-west road lies the Inn of the Crying Lion. A tale is told about that inn and an incident which happened there many years ago . . .

#

"More ale, wench!" The man was obnoxious, ill smelling and drunk almost to the point of stupor. Still, he had enough voice left to resonate from the rafters as he bellowed for more. The serving girl sighed and moved to comply. While it was true that he'd been paying in gold, she'd had to endure his foul breath and rude conduct all evening. It almost wasn't worth the effort.

"And be quick about it!" His words slurred together as he struggled to maintain consciousness.

What a night it was. A storm had blown in from the east, preceded by towering black clouds and devils' tongues of lightning flicking back and forth. Like some great sky serpent, it slithered across the heavens, the breath of it bending the trees in the hours prior to its arrival. Then the skies finally opened. Great globules of water - raindrops as large as dinner plates began to splatter the ground.

Before his ale arrived, the drunk passed out, his head rolling forward and his face thumping nose first onto the table. The serving girl finally was able to rest a moment. The tone of the evening, which had begun festively, slowly became more mellow as the ale began to work its special magic. Outside, the storm raged. Inside, the fire crackled cheerily. Each customer seemed lost in his thoughts and for a time there was a quiet and peace.

Someone said, "Play us a song, would you please?" The request, directed toward the barmaid, was put forth by a local from the nearby village who knew her lute work from previous visits to the inn.

She sighed, fetched her lute, took up a position near the waning fire then began to strum and sing:

*I am a simple country girl
who works from dusk 'till dawn
to serve the men of the east-west road
who stop by here, then are gone.
And everyone wants a kiss from me
or take me upstairs to be with me
come listen as I play
I'm worth more than a roll in the hay."*

Her voice was as pure as the raindrops falling from the storm, and like that rain, there was a sadness, a melancholy, a sense of being lost and lonely in the way she sang the song.

*"Someday, someone will come for me
and take me far away from this place
far from the men of the east-west road
who only see a pretty face
and he will come and marry me
for what I am and what I could be
and he'll know as I play
I'm worth more than a roll in the hay."*

Her fingers strummed the lute with a precision worthy of a bard. Single individual notes rang against the chords in a masterful counterbalance of melody and harmony. Softer and softer she played until at last, her fingers stopped.

At the instant the last sound faded from her song, a lightning bolt crackled into the stand of tall trees across the road from the inn, bathing the interior of the tavern in a blue-white glare, then exploding in a thunderous roar that shook everything, as if some god's fist had suddenly pounded the ground in a rage.

The door burst open in a fury of wind and driving rain, revealing a cloaked figure, silhouetted against minor flashes of lightning from more distant strikes. The shadowed apparition stood for a second or two, then entered and closed the door behind him. He moved into the interior of the tavern. Gracefully, he moved, fluid in his motion, cautious, but not anxious. He choose an empty table away from the bar, with the chair placed in such a way as to put his back to the wall. This was not unusual. Many men of the road preferred to seat themselves in such a way that no one be able to get behind them.

The serving girl laid aside her lute, picked up her tray and went over to where he stood removing his cloak.

She said, "How may I help" stopping short in her question she let out a little squeak of surprise and dropped the tray, clattering onto the wooden floor.

Removing his cloak revealed the newcomer to be a werewolf - not really the correct terminology, more correctly, he was a Nautical, the species of lupine notman who are the master sailors on the seas of The World, So far inland from the ocean was the Crying Lion, that his kind were known only by legend and tale. No one had ever actually claimed to have seen one. At least, the subject had not arisen until now.

As he bent over and retrieved the tray, he said to the serving girl in perfect commonspeak, "I'm sorry if my appearance has frightened you." He handed it back to her. "Sometimes it even frightens me." And he laughed at his own joke with a gentle chuckle as he took his seat.

Man or beast, who knew which? He was magnificent in either case. Covered with a thick rich layer of red fur on the visible parts of his body, his wolfen characteristics overwhelmed what human characteristics were apparent. He wore the uniform of a Captain of Ships and bore himself as would someone used to command. When he ordered his tankard of ale, he did so quietly and with a gentle authority that quieted her fear and overcame her shock.

The drunk awakened and discovered his ale had not been brought. He sat upright with a jerk, looking left and right for the serving girl and as he did, the Nautical Captain came into his view. Instantly he leaped to his feet, knife drawn.

"Slobbering beast of Hell!" he screamed and boldly attacked the still seated notman.

The Captain was not unprepared. He was on his feet in a heartbeat. Sidestepping the onrushing human, he used his attacker's momentum, with a little added push and

bounced him head first off a wall. The drunk hit with a thump collapsed in a heap and did not move again. Three of his friends who had positioned themselves to enter the melee' hesitated, then abandoned the idea when the Captain snarled at them, baring teeth perfectly capable of rendering a human body into bite sized chunks. It was over in seconds and, seeing no other threat, the werewolf resumed his seat.

The barman motioned for the three to attend to their friend. They respectfully complied, not wishing to be banned from the only place to obtain ale for a hundred miles. As the furor quieted and the tavern returned to normal, Stilman, the proprietor intercepted the Captain's tankard, added one of his own and delivered it personally.

"May I join you, Captain?" he asked.

"Of course." The werewolf had gracious manners. He gripped his tankard and raised it in a traditional toast. "Cheers." he offered.

"Long life and prosperity." Stilman added.

Together, they drank deep and hearty to the rhythms of the storm.

Several moments passed before Stilman spoke again. When he did, he chose his words carefully. He said, "You are very, far from the sea, Captain. I am curious. The tales say that a Nautical cannot stray from wind and wave for very long."

The werewolf chuckled and signaled for a second tankard. "Not so," he replied, "it has been discovered that after two years of service to Mother Sea, we may roam The World with no discomfort. . ." Then the attack of moments earlier crossed his mind and he amended, "well, only minor discomfort, left over from a time when no one of my species controlled his own destiny or actions."

The latter was spoken somewhat wistfully. During the times of Chaos, when the werewolves were created, as they were relentlessly drawn toward the north mountains to enter the army of the Evil One, many casualties were suffered among humans in their path. Human memory is long on revenge and short on fixing blame. One of the reasons that Nauticals are seldom seen outside groups is for just such as what had happened with the drunk.

Stilman said, "What brings you so far inland? I'm curious."

"Curiosity has been the death of many a man . . . and notman." This comment came from behind the proprietor and was spoken by a deep voice, edged with danger and was not uttered in jest. Stilman turned around completely in his seat in surprise, but the newcomer seemed to be addressing the nautical.

"Mr..." the Captain started.

"Smith," supplied the man by way of interruption.

"Ah . . . Smith," continued the werewolf, "I see you have arrived safely."

"And you, sir, as well." Smith replied.

He was a tall man. That was evident even within the confines of a heavily mud caked and rain-soaked cloak which he removed before he sat down at the table. Ruddy of complexion he was, extra large in stature as well as being tall, and he did not wear a pleasant expression on his face. His was a musculature which suggested that he would be a dangerous adversary if one chose sides against him, a fighter, although he carried no visible weapons.

Stilman excused himself from the table and left them alone to what (to him at least) seemed to be a prearranged meeting.

"Mr Smith?" The werewolf chuckled at some unspoken joke.

"I'm afraid so, Captain," the big man said sadly. "Thanks to bards and busybodies across The World, the name Griswald Grimm is far too well known."

Again the werewolf chuckled, then grew more serious. "I am grateful that you could come," he said, and they shook hand to paw.

There was an undercurrent of curiosity in the Crying Lion that night. The werewolf and the big stranger were so out of character to the inn's normal flow of roughnecks and scum from off the east-west road, they attracted the attention they wished to avoid. Of course, there were many more customers than normal that night, due to the storm, a bit of bad luck for anyone traveling incognito. Still, no one disturbed their meeting. What rational man would interrupt a conversation between a werewolf and a dangerous looking giant?

The next arrival off the road was a swarthy rogue who was soaked to the skin and cloakless on such a dismal night. He took the last remaining table and ordered a pitcher of ale, all before spotting the Nautical, then, before his order arrived, he rose and sauntered over to where the Captain had discontinued his conversation and fixed a stare on his approach.

"I know you," he told the Nautical, "they call you Captain Red, don't they?"

The Captain neither affirmed or denied. He simply stared an unblinking gaze that did not offer any immediate sense of impending attack.

The rogue continued, but now, more loudly, to a suddenly quieted audience in the tavern. "It was fifteen years ago, Captain, before the Nauticals controlled the seas. A red werewolf led a group of its kin on a rampage through a coastal village. It was sacked completely and the others wanted to kill everyone. But he wouldn't let them. A fight broke out between the red wolf and a silver one who disagreed. The silver was slain and the red ordered enough food left behind for the village to continue. My wife and two small sons survived that raid. I was away at sea and when I returned, they told me what happened." His voice cracked with the emotion of the memory and he paused for a moment, then continued. "There are many nauticals on the mother sea, of all colors of the wolfen race. But only one the color of you, Captain, only one like you. You're Captain Red. You saved the life of my family."

By now, the entire tavern was quiet.

"They are well, I trust," Captain Red said quietly.

"They are dead." The rogue said sadly, "killed by human land pirates, three years ago. And I can sail the seas no more, only the wolves may sail."

"I'm sorry to hear of your misfortune," the Captain said and lowered his gaze to indicate regret.

The rogue's tankard arrived. He bid leave and returned to his own table.

Then the Nautical returned his attention to Grimm.

"The potion I have brought, Doctor Grimm," he said quietly, "is the deadliest poison anywhere." He produced a vial from a pocket of his tunic. "venom of sea snake. A single drop of this will kill a man in three seconds."

"Three drops carefully blended with other ingredients," offered Grimm, "produces an antitoxin so powerful that no poison may withstand its countereffect. There are plusses and minuses to everything."

The disguised Master Alchemist accepted the vial, then produced one of his own, a slightly larger one, containing a red liquid.

"Weremorph," he said with some satisfaction, for he could be allowed a certain pride in being the only one in The World to have some. "A single drop of this will revert a Nautical to his former human form from the dark of the moon to the first hour of the full moon. After that, he reverts back to his werewolf form."

“Side effects?”

“One hour of irrational savagery - the first hour of the change back into lupine form. An unavoidable homage paid to the dark times.”

The Captain nodded affirmation, remembering in a brief flash, then suppressing that memory of mindless savagery when Nauticals were werewolves and violence was their only reason for existence.

For another hour, the werewolf Captain and the master Alchemist from the desert talked while each quietly sipped his tankard of ale. Outside, the storm renewed its fury for a last time, then quietly faded from a steady rain, to a drizzle, then a calm. It was during this calm that a last stranger entered from without.

The Nautical saw him move unnaturally and barked a warning to the alchemist, whose back faced the entranceway from the door. Grimm reacted instantly, pulling a small glass globe from a hidden pocket and flinging it across the room against a wall. Both dived to the floor as a fireball burst against the wall above their table. The war was on.

The globe shattered at the same instant the fireball struck. A dense white smoke erupted outward at great speed, filling the room. Within instants, every occupant of the crying lion became a rigid statue, with whatever reaction to the sudden outbreak of violence frozen in his face. When the smoke cleared, after about two minutes, the only non-statue standing was the intruder.

On the floor, Captain Red and Doctor Grimm were also unaffected by the smoke. They both rose to face the attacker now, each moving slowly away from the other.

“Who are you?” That was the Nautical speaking.

“I am death to you both.” the attacker answered, with a touch of arrogance in his voice. “I am Weadlock, Wizard Assassin, fulfilling a contract on Griswald Grimm in the name of the Necromancers’ Guild for crimes against that guild.”

The werewolf quizzically raised an eyebrow and Grimm said, “Long story.” Then, to the assassin, he said, “Do you *know* who I am?”

The assassin answered, “An alchemist on death’s door,” and loosed another fireball, which Grimm countered by a blue fireball of his own, catching in mid-flight and neutralizing the attacker’s red one.

Captain Red laughed aloud. “He is not *an* alchemist, you dolt! He is *the* alchemist!”

The assassin loosed a green energy bolt toward the notman, which the Captain deflected in a lightning move of a newly drawn flat blade dagger. The bolt expended itself in one of the thick ceiling beams above the werewolf’s head.

Weadlock was obviously dependent on energy weapons. He loosed a double blast of fireballs, the first of which bounced off the Captain’s dagger as had the green bolt. The second, Grimm caught in his bare left hand where he held it motionless for several seconds before closing the hand and snuffing it.

Both defenders began moving toward the attacker. The werewolf flung several metal stars, which Weadlock nimbly dodged. Grimm palmed a second glass ball, waited for Red’s attack to distract the assassin, then burst it against the ceiling.

Instantly the room flooded with a blinding green light which strobed almost more rapidly than the human eye could follow. This distracted the assassin just long enough for Captain Red to throw a batten, catching him between the eyes as the hypnotizing strobe delayed his reactions. Weadlock dropped to the floor in a heap.

Red sprang the distance between them with his dagger in a killing position but Grimm shouted, “Wait!” So the Nautical stayed his blow.

Grimm moved to examine the unconscious assassin. A pull of the hood that hid

Weadlock's face revealed a beardless youth.

Grimm made a noise of disgust. "As I suspected." His voice rang bitter. "A Novice."

The Nautical sheathed his dagger. "What's all this about?"

Grimm knelt and expertly stripped away the devices which allowed the youth to perform his magic. "For about a year now," Grimm explained, "A splinter of the Assassins' Guild has been accepting death contracts on me. But no skilled guildsman will accept the job, so they've been using sparsely trained street urchins, promising gold and glory to anyone who can kill me. Mostly village kids, out to see the world. I killed two of them before I figured out what they were about. This is the first one who hasn't been crisped by his own apparatus or killed by me out of reaction."

Captain Red nodded knowingly. "Same thing happens to me every time I venture very far away from the coast. There's always someone wanting to avenge a brother or a cousin killed or maimed in the northern migration."

He reached deep into the left pocket of his trousers and retrieved a pouch. Untying the drawstrings, he brought forth a silver ring. then he knelt and slipped it onto one of the youth's fingers.

"When he awakens, he's going to have a very bad headache," observed Grimm, almost smiling.

"And," added the werewolf, "a really rude surprise which should keep him out mischief for a couple of years."

The inside of the tavern was absolutely silent. It was a tomb of living sculptures, from Stilman, the owner, to the barmaid. Outside, the storm seemed to have blown itself over. Each of the only two moving beings inside the Crying Lion knew that it was time to go. Kindred spirits, the werewolf and the alchemist, they each knew, without saying so aloud, that they would likely not meet again for a long time. Each had his own separate path, Red, to the sea, Grimm, to the desert city of Belestria. Each to his own destiny.

But each also was now in possession of that which he had journeyed a long distance for, Grimm, his antitoxin, Red, his formula for returning to human form. They parted with words of good luck for one other. Grimm left fifteen in silver as a tip for the serving girl, Red left one in gold and a silver ring, to which was attached a gold chain so that it could be worn around the neck.

"How long," Red asked as they stepped out of the Crying Lion and into the night, "before that lot wakes up?"

"About now, I should think," Grimm answered.

Grimm turned west, Captain Red turned east each offering a final wave before disappearing under a now starry sky.

Inside the Crying Lion, Grimm's stasis spell had just worn off. There was no residue from the powder, or anything save a couple of scorch marks and some broken glass, to indicate there had been a fight, excepting, of course, the unconscious young novice assassin lying face up on the floor, and the empty table where had been seated Grimm and the werewolf.

The serving girl moved quickly to clear the abandoned table, pocketing the gold and silver coins left behind by the two mysteriously departed strangers. She smiled at the sight of the ring. Obviously a parting gift from an admiring gentleman werewolf, she mused to herself, and placed the chain around her neck.

She had no sooner done this, than she was spun around, slapped, and the chain was snatched from her neck, breaking one of its links. The doer of this deed was the drunk from earlier in the evening, now more sober, more surly and definitely unafraid. Not even

Stilman moved to her aid.

"I think I'll just keep this," the uncouth man sneered, "for bad service rendered."

He pocketed the chain and examined the ring with the practiced eye of a thief. It was silver, shined mirror smooth, with a jade inlay across a flat upper surface, and a silver crescent moon showing through that. Valuable? Of course. The ring, he put on a finger of his right hand and held it aloft for all to see.

A gasp shivered through the tavern patrons. The hand he held aloft was more like a claw, it had changed within the heartbeat of its raising from a human hand to a five fingered paw. His whole body convulsed in multiple shock waves. His face elongated, his hair grew outward and rapidly. His brown eyes yellowed. The brown stubs of teeth in his mouth were spat upon the floor in favor of a new white set of lupine fangs. His muscles reformed themselves into powerfully developed wolfen muscles, shredding his clothing as they added to his massive bulk, at least tripling his strength. What manhood he had previously been possessed of shriveled into nothingness, followed by a rapid burst of body hair growth which erased all remaining traces of his former humanity. And he screamed—in pain—in frustration—in total defiance of what was happening to him, a thing he could not control. He fell to the floor on his knees, fighting the polymorph, while the occupants of the Crying Lion stared aghast at a phenomenon no one had ever witnessed before.

His screams were joined by the screams of the young assassin, who had just awakened from Captain Red's knock on the head. He was going through the exact same change.

Rooted to their spots by the unbelievable sight, the patrons did not move or flinch as first one werewolf, a solid black one who had been the bully, and then a blonde one, who had been the assassin, exited the room at a dead run, bellowing at the top of their lungs, "Ocean! I need OCEAN!"

On the east-west road, they passed Captain Red at a two legged gallop, still yelling to the skies.

Red said to no one in particular, "Well, the prototypes work." and continued on, chuckling at a joke to which only he knew the punch line.

In the Crying Lion Inn, Stilman was pouring drinks on the house. One of the locals commented about there never being a dull moment. And the serving girl retrieved a broken gold chain from a pile of clothing and went back to work, dreaming about what she would say the next time she served ale to a gentleman werewolf.

#

Halfway between the cities of Belestria and Zenci, lies the Inn of the Crying Lion. They tell tales in the evening there, to strangers off the east-west road and locals alike, about odd and interesting things which have happened in the past, and legendary men and notmen who have stopped, sipped an ale and even fought battles there. The proprietor married a serving girl, who became the first Guild sanctioned female bard in The World, her accreditation medallion was attached to a mended gold chain by Freerover himself.

And every once in a while there's live entertainment.

Encounters In The Strange Lands

Notes to the Gamemaster

How To Use These Tables

These tables are intended to be used as spark plugs to the imagination. They are not necessarily meant to stand alone, though most will do so. The *Sequential Access* method has the gamemaster starting at *Table # 1* and running his adventure through to *Table 20*, rolling the 30 sided dice for the initial encounter and then following with additional encounters until the table is completed. By this method, The Strange Lands may be fully explored.

The *Random Access* method allows the gamemaster to choose any table he wishes and roll the 30 sided dice to achieve a particular encounter from a category of encounters. This method allows the gamemaster to introduce elements of the tables into any existing game without disturbing his own scenario.

Read the rolled line silently before reading it aloud. There may be information in it that you'll wish to time release. Watch for spelling of words like *MESSAGE* and *MASSAGE* or *STAKE* and *STEAK*. This is an opportunity to keep your gamers on their toes.

Above all, *Have Fun With It!* That's why this book was written.

1

Ancient Scrolls

There are, within the strange lands, caches of maps, writings, and other manuscripts which may direct a traveler to the sites of ancient treasure or secret locations concealing items of interest or danger, one document to a cache. Such a cache was recently unearthed at Donnchadh Pacdha which means "place of the dark skinned warrior" in the local dialect. Your 30 sided dice roll determines what you have found.

Roll	You Find
01	A scroll describing the location of a weapons cache.
02	A scroll describing how to make an herb poultice for healing.
03	A scroll outlining the steps one must take to enslave someone.
04	A map to a place of buried treasure.
05	Detailed instructions on the use of a thirty sided dice.
06	A parchment fragment with most of a spell of polymorph.
07	An instruction sheet entitled "How to Ward off the Dead"
08	A map to the location of a concealed magical boat.
09	A parchment sheet on which appears a warrant to arrest a thief.
10	A document proclaiming today "Be nice to slaves" day.
11	A diagram for the construction of magical dice.
12	An advertisement for entertainers at the Inn of the Ruptured Ox.
13	A poster announcing a ban on dwarves in a town called Merchadh.
14	A flyer announcing an open call for mercenaries.
15	A multi-paged, slightly faded diagram of a skinwing.
16	A scroll, a formula to restore lost health inscribed in high elvish.
17	A map of Belestria showing the way to Griswald Grimm's apothecary.
18	A map divulging the location of a potion cache.
19	A hastily scribbled note saying, "Beware of Blackheart Firethrower."
20	A prayer to the gods of weather.
21	A map of directions to something called "Firethrower's Cache."
22	An unmarked envelope containing a white powder.
23	A shopping list of ingredients for something called "Beggar's Tea."
24	A strange looking card which says "Werewolf Express."
25	An advertisement for Feodor Felonis' fine carpets.
26	A scroll describing the location of a buried treasure.
27	A map showing a secret road into the misty mountains from the Crying Lion Inn.
28	An interior map of a cave identified as "Fezenclop's Trove."
29	An instruction sheet entitled, "How to land after learning to fly" torn in half.
30	A scroll on which is printed an invisibility spell which works 50% of the time.

2

Encounters at the Crying Lion Inn

Marking the eastern entrance to the strange lands is the Inn of the Crying Lion. This roadhouse is a combination meeting place, tavern, hotel stopover, entertainment center and marker on every map of The World. Your 30 sided dice will determine who is here when you make your appearance.

Roll You see

- 01 A scruffy man nursing a mug of warm beer looking furtively around.
- 02 A stout traveler dressed in tanned skins, wearing a fur hat.
- 03 A well dressed gentleman engaged in a conversation with four others.
- 04 A buxom barmaid moving cheerfully from table to table.
- 05 A man looking to shoot dice with someone.
- 06 A dwarf with dangerous eyes sitting with his back to a wall.
- 07 A map merchant with his wares spread on a table.
- 08 A hulking bully loudly talking to three smaller men.
- 09 An alert bartender who motions you over for a chat.
- 10 A grimy shirtless outlander wearing a slave collar.
- 11 A Group of dandies, probably belonging to the coach outside.
- 12 A werewolf sailor wearing the uniform of an ordinary seaman.
- 13 A heavily armed youth sitting with his back to a wall.
- 14 A young man lost in thought, sipping brandy from a glass.
- 15 A boy too young to be in the Crying Lion, asking for you.
- 16 A barfly, a gadfly, and a fly-by-night inventor.
- 17 Five lightly armed soldiers of Prince Osarian's desert patrol.
- 18 A merchant who also buys and analyzes (for a fee) gemstones.
- 19 A camel trader with a daughter for sale.
- 20 A barbarian bouncer being benign by blocking blows from a buffoon.
- 21 A talespinner weaving stories about treasure.
- 22 A scribe who is prepared to write something down for a price.
- 23 Someone who claims to know Griswald Grimm and Fezenclop.
- 24 A strange looking man offering "Werewolf Express." cards cheap.
- 25 An artist who is willing to paint a portrait using magical paints.
- 26 A gadfly advocating a political position favoring monster rights.
- 27 A scribe making notes on a scroll about the patrons of the inn.
- 28 A Hobbit sized mouse with his face in his hands before an untouched beer.
- 29 Three humans telling jokes to a crowd of seven more.
- 30 Flavius Felonis, Feodor's nephew is showing samples of woven material.

3

Encounters in Cavern Deep

Far to the west and north of Belestria, in the fringe mountains of the strange lands, there is a place called Cavern Deep. Accessible from a ledge up the side of a cliff, when one enters, the direction most often taken is down, down, down. Your 30 sided dice will help you extricate you from this trapmaze and possibly help you find the treasure you seek.

Roll You next see

- 01 A downward incline 105 feet long with an alcove to your left.
- 02 A widening corridor 30 feet long ending at an entranceway.
- 03 A large bear well endowed of fang and claw which notices you also.
- 04 A sheer drop of 300 feet and a narrow ledge 6 feet below you.
- 05 A curious pair of dice with engraved monsters on them.
- 06 A dwarf with dangerous eyes who looks familiar to you.
- 07 A map of this part of Cavern Deep etched in stone.
- 08 A huge boulder blocking most of an entranceway to a room beyond.
- 09 A "T" intersection with corridors going left and right.
- 10 A treasure chest right out in the middle of the passageway!
- 11 28 trolls with torches and they haven't noticed you yet.
- 12 A barred doorway with "G. GRIMM, KEEP YE OUT" inscribed thereon.
- 13 A wild eyed golem lurking at the end of a narrowing passageway.
- 14 A sign on the wall saying, "This way to the dragon" signed Fezenclop.
- 15 A wall of gray fog which seems to be creeping toward you.
- 16 A shiny suit of dwarf sized armor which attacks you.
- 17 The entrance to a complex maze (but you're lost now so no matter).
- 18 A circular pathway with multiple exits in all directions.
- 19 A complex series of stalactite and stalagmites (holding up the roof).
- 20 Green cave moss (which conceals a bed of cut gemstones). Big Bucks!
- 21 A hermit who lives on cave moss and knows much about where you are.
- 22 A cache of edged weapons, including several demon's head knives.
- 23 A sign carved in a boulder, "Fezenclop Lives!" There's a room behind boulder.
- 24 The exit stairwell. But for some reason, It leads downward.
- 25 A large clump of moss which seems to be glowing slightly.
- 26 A spiral stairway carved from solid stone and leading downward to a chamber.
- 27 A pool of water into which a small waterfall flows.
- 28 A maze of narrow tunnels 4' high or slightly less.
- 29 A deep circular well marked by a sign which says, "Bottomless Pit."
- 30 A carved sign, "Werewolf Express, don't go on water without it!"

4

Hot Time in the City

The largest city in the Strange Lands is Belestria, the trade city. Located halfway between the River Delta (boundary to the east) and the Great Canyon, (Western Boundary), this city of a thousand delights serves as a principle stopover on the east-west camel caravan route. Many who seek the truths of the Strange Lands, do so in the city. Your 30 sided dice will be your guide to the bazaars of Belestria.

Roll You come upon

- 01 The Beggars' bazaar, hundreds of beggars with sad tales to tell.
- 02 The Bad Bards' Bake off, a barbecue for the songsters of the city.
- 03 The venue of Sri Karnuth, Book Mender.
- 04 A boarded up storefront with "Fezenclop's" on a faded falling sign.
- 05 The venue of Danjuma the Dicemaster.
- 06 The Cloth Bazaar, dozens of open air stands selling exotic cloth.
- 07 Mapmakers' Square, a dozen venues for buying and selling maps.
- 08 The Magic-Users' Market, peddlers of all manner of magic spells.
- 09 The Naughty Lady Tea Room (where you can only get tea).
- 10 The Street of Diamonds, bearded diamond merchants dressed in black.
- 11 The Gem bazaar, buy and sell valuable cut and uncut precious stones.
- 12 The entrance to the street of dreams, **VERY DANGEROUS PLACE, BEWARE!**
- 13 The entrance to the Assassins' Academy, students try to kill you.
- 14 A sign on the wall saying, "This way to the dragon" signed Fezenclop.
- 15 The Camel Traders' Bazaar, used camels for sale cheap!
- 16 The Barbarians' Wrestling Arena, featuring Hoouck Hooligan.
- 17 A mysterious side alley which dead ends at a red door.
- 18 The Bakers' Courtyard, circular fountain surrounded by bread shops.
- 19 A stable wherein are quartered very fast desert stallions.
- 20 Fleet O' Feet (you overhear) is Griswald Grimm's apprentice.
- 21 The Inn of the Long Snouted Pig, cold beer, hot times and cheap too.
- 22 The Cutlery Bazaar, knives, swords and edged weapons, buy or sell.
- 23 A sign written in blood on a wall, "Fezenclop returns soon!"
- 24 A side street, the length of which is lined with blue doors.
- 25 An abandoned wagon with a faded sign on which reads "Karnuth, Bookseller."
- 26 A tent city of gypsies including Madame Carrie the soothsayer.
- 27 A stern city guard who wishes to talk with you about something important.
- 28 The camel sellers' bazaar, dozens of used camel lots.
- 29 A wagon vendor selling killer attack rabbits, offering a demonstration.
- 30 A dream powder addict selling very addictive toxic powder. Just say "NO!"

5

You See...

Inanimate Objects of Possible Use

One of the better aspects of the Strange Lands is the seemingly boundless amount of luck which seems to follow those who enter therein. For example, as simple a thing as finding stuff laying around. No matter where you are, there you go! Things just seem to come into view for the taking. The keeping is another matter entirely. Your 30 sided dice will help you find useful items (although their usefulness may be different than you think).

Roll You discover

- 01 A gold coin upon which is engraved, "Who finds this shall have luck."
- 02 A rusty sword in a battered scabbard but with a fine edge.
- 03 A leather bag, but containing a live scorpion.
- 04 A scrap of parchment with the word "help" written on it.
- 05 A wagon, a live mule and a dead soldier wearing an unfamiliar uniform.
- 06 A bolt of blue cloth 20 yards long by three yards wide.
- 07 A skeleton of a large unfamiliar beast with wings.
- 08 A thief, buried to his neck, begging for release. (illusion in stone).
- 09 Thirty feet of rope suspending a skeleton from a cactus.
- 10 A flat stone which returns when thrown.
- 11 A treasure chest! Funny, it wasn't here before.
- 12 A statue which is hollow with a chamber underneath.
- 13 A keg of fresh clean cool clear water.
- 14 A coiled 12.5 foot blacksnake whip and a very strange hat.
- 15 A petrified camel, a petrified camel driver and his petrified dog.
- 16 An abandoned gladiatorial school complete with training devices.
- 17 A hundred round shiny metal balls and a "Y" shaped object.
- 18 An abandoned gypsy wagon which looks brand new.
- 19 A climbing kit (pitons and hammer) in a rotted leather case.
- 20 A crumpled copy of "The Werewolf Gazette" printed in common tongue.
- 21 A book entitled, "Sheepherding Made Easy."
- 22 A saddle, a saddlebag containing good jerky and tracks leading east.
- 23 A tombstone inscribed, "Fezenclon isn't buried here."
- 24 A Vishtarian Army knife, many blades, many uses.
- 25 A tin marked "Dragon Begone."
- 26 A sword upon which is inscribed the word, "Beheader."
- 27 A box on which is carved images of dragons.
- 28 A treasure chest which is securely locked and resists opening.
- 29 A jewel encrusted replica of a black widow spider.
- 30 A large pack sack marked "Portable Bridge" containing a quantity of pre-cut rope.

6

The Gods Must Be Crazy Here

In the Strange Lands, the gods get bored quickly and start looking for things to do to men. Being fully in control of the laws of gravity, physics and other variables of man's existence, they sometimes like to play practical jokes on humankind. Your 30 sided dice is their instrument of torment. What's an adventurer to do when the gods act up?

Roll And the next thing you know...

- 01 You have been transported to a desert island.
- 02 You have stepped into a gravity well and are now falling up.
- 03 The fates have seen fit to provide you with a hitchhiker.
- 04 Vermin mysteriously have infested your body.
- 05 The sun has seen fit to rise from over the wrong horizon.
- 06 You have been reduced to the size of an aardvark.
- 07 You have an uncontrollable urge to undress and continue onward nude.
- 08 You are transformed into a were-armadillo.
- 09 It rains pennies from heaven, 500 pounds of copper coins fall on you.
- 10 The nearest inanimate object becomes a attacking frothing lunatic elf.
- 11 You step in an enormous cow pattie which animates and attacks you.
- 12 The laws of motion have been altered and reversed without you knowing.
- 13 A keg of fresh clean cool clear water (if you have one) turns to beer.
- 14 Letters appear in the sky, "Fezenclop is watching!" they say.
- 15 You fall into an abandoned mine shaft where you discover green moss.
- 16 Your gender is altered and you are to be hereafter known as "Louise."
- 17 You find a bar, a barbell and a belle with a ball who is too tall.
- 18 You see a ghost with a club and a ball inviting you to play.
- 19 You encounter a fallen god too drunk to remember who he is.
- 20 You are suddenly enveloped in fog and when you emerge you are green.
- 21 You find yourself in a deep dark wet moss encrusted well.
- 22 You encounter a horseman (centaur) who gives you (false) directions.
- 23 You meet a hermit who offers to tell you about Fezenclop (but he lies).
- 24 You are compelled to noisily emit high pressure noxious gas for ten minutes.
- 25 Your language comprehension has just been reduced to that of a week old kitten.
- 26 Your left foot doubles in size and your right foot shrinks by 50%.
- 27 You are compelled to speak in rhyme, you must do it all the time.
- 28 Owning gold suddenly becomes obscene. You quickly divest yourself of all gold.
- 29 You reveal to the rest of your party that you wish to hug them.
- 30 Your alignment reverses every two turns for 30 turns.

7

Blessings of the Gods

The gods aren't always in a party mood. Sometimes they take the struggles of men seriously and grant boons or favors to help this cause or that. Of course, not all blessings of all gods are blessings to all men. Petition the gods. Your 30 sided dice will help decide which blessings go to whom.

Roll You Find that all this day (to end at midnight)

- 01 You are blessed with double strength.
- 02 You are blessed with (1XD30+) a high degree of intelligence.
- 03 You are blessed with a love of evildoing.
- 04 You are blessed with an instinct for picking locks.
- 05 You are blessed with knowledge of how to handle sled dogs.
- 06 You are blessed with a null-magic ability up to level 25.
- 07 You are blessed with an irresistibility to females of all species.
- 08 You are blessed with universal language translation ability.
- 09 You are blessed with incredible charisma (3XD30+).
- 10 You are blessed with irrepressible courage in combat.
- 11 You are blessed with a penchant for mischief.
- 12 You are blessed with an urge to enter the priesthood.
- 13 You are blessed with the engineering knowledge for making a skinwing.
- 14 You are blessed with 100 gallons of holy water on your head—oops.
- 15 You are blessed with a revelation concerning the location of treasure.
- 16 You are blessed with a healing touch.
- 17 You are blessed with a killing touch.
- 18 You are blessed with full body red, green and blue da-glow camouflage.
- 19 You are blessed with an instinct for impending danger.
- 20 You are blessed with favorable weather.
- 21 You are blessed with the abilities of a blacksmith.
- 22 You are blessed with a craving for combat.
- 23 You are blessed with a magic-user's prowess (up to 8th level).
- 24 You are blessed with the finding nearby of a keg of cold beer.
- 25 You are blessed by entering a permanent state of "Yo."
- 26 You are blessed by finding a book of poisons and potions.
- 27 You are blessed with a doubling of constitution.
- 28 You are blessed with an instinct for finding trouble.
- 29 You are blessed with the form of an armadillo, armor and all.
- 30 You are blessed with a reroll which you may take after receiving another blessing.

8

Weather or Not

The spirit of the wind flows west to east. The Strange Lands receive the most severe variations in weather, partially due to this flow and partially due to the fact that the Wizards' Towers in the extreme western Outback, beyond the western wall of the Great Canyon, are a source of much atmospheric disturbance. Your 30 sided dice can help decide which weather shall be which and when.

Roll and the weather, within 20 minutes becomes

- 01 Fair skies with winds gradually rising to 50 miles per hour.
- 02 Overcast, gray, temperature plummeting into the 20s.
- 03 Dry, hot, cloudless, breezeless and cheerful.
- 04 Heavily overcast, rumbles of thunder and signs of tornadoes forming.
- 05 Dark with heavy nimbus clouds and periodic hailstorms.
- 06 Rainy, fluctuating from calm to gale force winds and lightning.
- 07 Bitter cold, winds up to 30 miles per hour and heavy snow squalls.
- 08 Partly cloudy, moderate, light breezes.
- 09 Heavy thunder squalls which literally rains thousands of live frogs.
- 10 High winds, low scudding clouds and heat lightning.
- 11 Oppressive humidity, temperature in the high 90s, bright sun.
- 12 All of the above (01-12) sequentially within a 20 minute span.
- 13 An attacking cloud giant hurtling lightning bolts.
- 14 A breath of breeze, a wisp of cloud, a mist of rain and a peek of sun.
- 15 A fully developed hurricane lasting two days (three hours in the eye).
- 16 A spawn of tornadoes (1XD30) wreaking destruction all over.
- 17 A rolling bank of fog so thick visibility is reduced to 3 yards.
- 18 A cold clammy mist of rain, changing to freezing rain, then sleet.
- 19 A dreary, dusty, delta day, rife with a plague of flies.
- 20 Humidity is zero, temperature is 109, wind is 30 miles per hour.
- 21 A golden cloud off in the distance seems to be raining coins.
- 22 A heavy thunderstorm with (5XD30) lightning strikes.
- 23 A microburst thunderstorm cell, 150 MPH downdraft.
- 24 Temperature soaring to 125 degrees - but it's a *dry* heat.
- 25 Dust storm, winds up to 65 MPH, visibility 20 yards.
- 26 Solar eclipse, followed immediately by another, one for each moon of The World.
- 27 Cloud formations which seem to be spelling out a vital message.
- 28 Light drizzle, light winds, occasional lightning (striking within the party).
- 29 Low clouds, very foreboding, excessive humidity.
- 30 All of the above (01-30 except 12).

9

Travelers in the Strange Lands

The great Strange Lands are traveled by traders who live in the unknown west and by easterners looking for answers to the riddles of life. Men of power and men of substance; they are an odd lot, these, shades of a wandering life who come and go in whispers. Your 30 sided dice will identify some of the travelers you might meet and what they might want of you.

Roll and you meet

- 01 A camel train headed east with many fine goods for sale.
- 02 A slave caravan headed west toward the Great Canyon.
- 03 A mysterious black-cloaked hooded horseman.
- 04 A dwarf with a terrible hangover who has amnesia.
- 05 A young wizard's assistant who says his master is gravely wounded.
- 06 A troop of Prince Osarian's guard riding hard to the south.
- 07 A gypsy wagon on which is seated a gray haired old crone.
- 08 A magnificent black stallion who seems to want to make friends.
- 09 A group of religious zealots in brown robes carrying whips.
- 10 A family of six headed west toward the Great Canyon in a donkey Cart.
- 11 Two wizards locked in mortal combat, one white, one black.
- 12 A dusty holy man dressed in white rags wishing to give you a message.
- 13 A muscled mystic dressed in gray wishing to give you a massage.
- 14 A dragon, huge, magnificent, lying on it's side wounded.
- 15 A cleric who claims to be able to control the weather.
- 16 A well dressed lady (an illusion created by a carnivorous plant).
- 17 A group of seven orphan boys, all under age 16, who claim they're lost.
- 18 A band of bandits who wish to rob you and torture you with bad music.
- 19 A knife wielding, mute highwayman who tries to communicate his intent.
- 20 A grizzled old timer who passes you a map and urges you to
- 21 A group of men on a donkey laden with treasure.
- 22 A menagerie of mutated monster sized prairie dogs locked in a cage.
- 23 A wagon on which sits a tinker, who is also a tanner and a taleteller.
- 24 A dust witch.
- 25 A farmer driving a wagon loaded with hay.
- 26 A musician who wishes to tag along with you for a while.
- 27 A strange looking cloaked hooded dwarf who follows you at a distance.
- 28 A group of mercenaries looking for work.
- 29 A lurk (1XD30) of assassins and ex-adventurers.
- 30 A herd of sheep, a shepherd, a sheep dog, a wolf, a lion, a bear, and an armadillo.

10

Dark Minions

There are many seats of power in the Strange Lands. The Assassin's Guild, The Board of Thieves, The Teamsters, The Guild of Jewelers, The Necromancers' Animation Association all employ hundreds of shadow dwellers to serve as ears and eyes and sometimes weapons. Your 30 sided dice will help you tell the players even if you have no score card.

Roll You encounter

- 01 A bounty hunter who asks your identity.
- 02 A serpent seller who also spies for the necromancers.
- 03 A zombie who instantly attacks without warning.
- 04 A map maker who offers to sell you a Guild sanctioned treasure map.
- 05 A student assassin who targets you for death as his graduation project.
- 06 An apprentice alchemist claiming to know Griswald Grimm (he's lying).
- 07 A minor deity and his entourage engaging in the torture of a man.
- 08 A teamster who tries to recruit you into his guild.
- 09 A telepath with a terrible hangover.
- 10 A Jewelry Guildsman who offers to appraise your jewels (he's a thief).
- 11 A huckster selling penny candy (disguised assassin).
- 12 A weird looking man claiming to be Fezenclop (he's not, He's a tax collector).
- 13 Feodor Felonis, weaver of exotic (and occasionally flying) carpets.
- 14 A Captain in the secret army of Chaos.
- 15 A tradesman specializing in exotic weaponry.
- 16 A beggar covered with boils and infestations asking for alms.
- 17 A foreigner who talks with a strange accent.
- 18 A Vishtarian Priest (of the snake cult) seeking protection from a mob.
- 19 A representative of Blackheart Firethrower seeking a stolen spell.
- 20 A strange large man on a donkey searching for Fleet O'Feet.
- 21 A child (actually a disguised assassin) seeking protection from his master.
- 22 A hungry mother and her baby hiding from her husband.
- 23 A youth seeking information about becoming a werewolf.
- 24 A thief seeking to steal from you.
- 25 A man dressed all in white extolling the virtue of law (he's a zombie).
- 26 Twenty teamsters having a meeting while neglecting ten wagons.
- 27 A 30th level demon torturing someone with something called "Amway" potior.s.
- 28 A blacksmith with his entire shop built into a wagon.
- 29 A cleric who is saying that without donations his gods will call him "home."
- 30 A balrog (full sized) looking for it's offspring.

11

The Bookseller's Wagon

The literacy rate among those dwellers in the Strange Lands is astonishingly high. The most popular traveling vendor, both on and off the east-west road is Dughall Dughlas the bookseller, whose many volumes reflect opinion on a variety of subjects. Your 30 sided dice will outline just a few of them.

Roll And you find in the bookseller's wagon, a book entitled

- 01 All The World's Treasure and Where To Look.
- 02 Getting On With the Undead Or Surviving Encounters With Zombies.
- 03 The Life And Times of Fezenclop As Told By His Mistress.
- 04 A Rock And A Hard Place, Guide To The Inns Of The World.
- 05 Desperately Seeking Swords, The Beginners' Guide To Sword Stealing.
- 06 Bogus Scrolls and Counterfeit Books, What Every Man Should Know.
- 07 How To Summon The Penultimate Demon: A Step By Step Guide.
- 08 Exorcising Haunted Weaponry In Five Easy Steps.
- 09 Elf Abuse, The Untold Scandal.
- 10 Translating Languages, A Universal Key.
- 11 The Best Short Stories By Freerover The Bard.
- 12 Skinwings, Magic Or Technology, You Decide.
- 13 The Absolute Beginner's Guide To Making Magic Potions.
- 14 Building Shelters In Any Terrain, Advanced Course.
- 15 Identifying Magic Rings, What To Wear And What Not To Wear.
- 16 The Gods Must Be Appeased, Every Man's Guide To Sacrifice.
- 17 The East-West Road, From Zenci to Belestria (includes maps).
- 18 Igasho's Compleat Guide To The Known World and Some Ocean Islands.
- 19 Longfang's Traps (includes a list of other Soaring Wildebeest books).
- 20 The Compleat Explorer's Prayerbook (includes major and minor deities).
- 21 How To Sail And Why Humans Can't, The Werewolf Nautical's Handbook.
- 22 Songs For Campfire Singing Or Summoning Personal Deities.
- 23 Little Shop Of Poisons And Potions Book 1 (60 great portable magiks).
- 24 My Diary (160 blank pages).
- 25 Rascals, Rogues, Rapsallions and Renegades, (Who's Who in the Strange Lands).
- 26 The Old Troll Comes to Town and Other Tales (by Freerover the bard)
- 27 Werewolves I Have Known and How They Got That Way.
- 28 60 Magical Rings and What Happens When You Wear Them.
- 29 What Every Man Should Know About Swamps, Quicksand and Carnivorous Plants.
- 30 Why In The World Do They Keep Kidnapping Fleet O'Feet? (Poisons and Potions)

12

Creatures of the Strange Lands

We share The World with some pretty strange beasts. The sentient ones are called Notmen. Either Notmen or beasts can be pretty dangerous when encountered. The Strange Lands harbor more than their share of both. Your 30 sided dice will identify them as they come along.

Roll You see

- 01 A herd of wildebeests with wings but who aren't attempting to fly.
- 02 A flock of more than a thousand carrion birds circling something.
- 03 A werewolf in a sailor suit being pursued by 12 men on horseback.
- 04 A very large chimera some three hundred yards away.
- 05 A large herd of magnificent elephants roughly about half a mile away.
- 06 A huge eagle circling on the wind.
- 07 A pit containing four hundred pit vipers.
- 08 A donkey fully loaded with packs but no owner.
- 09 Four hundred hill trolls a long way from home.
- 10 A herd of wild horses led by a great white stallion.
- 11 A griffin, a centaur and a true wolf.
- 12 Evidence of a huge invisible
- 13 A heavily armed group of aboriginal tribesmen.
- 14 A huge armored beast with a single horn charging toward you.
- 15 A pride of huge cat-beasts taking turns eating something.
- 16 A gaggle of naked lunatics chasing butterflies.
- 17 An aggregation of huge butterflies chasing a group of naked lunatics.
- 18 A giant human male better than eight feet tall crying into his hands.
- 19 A clockwork man motionless where he stands.
- 20 A group of snake cultists carrying a 40 foot long boa constrictor.
- 21 A dragon in flight.
- 22 A giant earthworm partially sticking out of the ground.
- 23 A screaming, screeching harpy (no, it's a human female, sorry).
- 24 A falcon, a snowman, a birdman, a catman, a batman and a confused prairie dog.
- 25 A well armed group of desert trolls.
- 26 A troop of human zombies accompanied by assorted undead of other species.
- 27 A large group of dwarves who seem to be under mind control - and they attack!
- 28 An unconscious human male with large wings, with a broken leg.
- 29 A large dragon attending a group of much smaller ones.
- 30 All of the above coming from all directions at once.

13

Descent Into The Great Canyon

Strangest of the many anomalies in the Strange Lands is the Great Canyon. More than three hundred miles long, fifty miles wide and 3 miles deep, this gargantuan gash in the geoscape would seem to have been carved by the actions of the powerful river which runs the length of the valley. Its headwaters spring from the Great Bear Lake, fed by powerful northern glaciers and tumble over Ursus Falls, a drop of eight thousand feet. The Snake River, as named by canyon inhabitants, then exits into an underground river after falling an additional 10,000 feet over the course of it's 50 mile journey. Your 30 sided dice can guide you to many wonderful things in the Great Canyon, beginning with the only road down.

Roll And on your descent you encounter

- 01 Armed guards who attack immediately to try and turn you back.
- 02 A steep and much narrowed ledge barely wide enough for single file.
- 03 Landslide! Rocks and boulders come tumbling down over you.
- 04 An Attack by Eagles (1XD30) who seem to be trained to do so.
- 05 A sudden rising wind which threatens to blow you over the edge.
- 06 A magical barrier blocking the downward path.
- 07 A carved stairwell leading downward blocked by a locked gate.
- 08 A single armed guard possessed of near godlike fighting prowess.
- 09 Bad weather. Go to weather table (# 8) and roll for precisely what.
- 10 A cave, infested with snakes, in which can be found a treasure chest.
- 11 A cave, infested with snakes guarding a secret passage to the bottom.
- 12 An idol, a snake wrapped around a man, carved in sandstone.
- 13 A keg of clean, clear water, inscribed "Compliments of Fezenclop."
- 14 A rope with a note attached saying "Don't pull on this rope."
- 15 Loose shale in the path structure; get too near the edge and you'll fall.
- 16 A magical spell of confusion which causes you to forget your mission.
- 17 You find a bar, a barbell and a bell attached to a bear in a cave.
- 18 A hoard of zombies (10XD30) attack from the mouth of a cave.
- 19 An alcove inhabited by a coven of witches who might answer questions.
- 20 A bank of pea-soup fog originating from a crack in the canyon wall.
- 21 An attack by a cloud of stinging, biting insects.
- 22 A hermit clad in a loincloth begging for food.
- 23 A holy man who offers information concerning Fezenclop (he's lying).
- 24 Five hundred yards of thick vegetation clinging to the walls and path.
- 25 A rise in the wind to a point of 60 mph with gusts up to 100mph.
- 26 A minor quake which opens a long covered cavern entrance.
- 27 A rainbow which ends directly in front of you on the path ahead.
- 28 A strange black box which is making a high pitched beeping sound.
- 29 A partially buried scroll on which reads a message of importance.
- 30 A pocket of negative gravity which causes you to fall up to a cliff above you.

14

Mysteries of the Great Canyon

Only one entrance to the Great Canyon is known (although there are rumored to be several). There is a road leading away from the "pathway going to the sky" as the natives call this exit to the upper world. You have entered the land of Vishtari, home to the worshipers of The Snake. Red robed Vishtarian priests and their green-robed acolytes are a common sight here. Your 30 sided dice will make your descent easier.

Roll And you encounter

- 01 A village. Go to table # 15 for more interaction.
- 02 Bad weather. Go to # 8 to see what happens.
- 03 A squad (1XD30) of elite fighters who attack outlanders on sight.
- 04 A grove of trees partially obscuring an abandoned temple.
- 05 A sign posted says "the end is near" on a locked gate on a side path.
- 06 A snake charmer who will perform for you for a gold round.
- 07 A money changer who offers you paper currency for gold rounds.
- 08 A side path and a sign saying "Statue works 1 Mile."
- 09 A wagon loaded with carpets with a very old man leading a donkey.
- 10 A large tree filled with aggressive bandits who attack.
- 11 A treasure chest. Open it and out pops a tax collector.
- 12 A toll bridge over an impassable crevice.
- 13 A building housing the Forked Tongue Inn.
- 14 A group of armed horsemen who inquire why you are here.
- 15 An uncommonly large (1XD30 Foot Long) rattlesnake.
- 16 What appears to be an abandoned monastery with underground vaults.
- 17 A flat saucer shaped object with razor sharp edges.
- 18 A pouch in the bushes containing jewels of considerable value.
- 19 A knapsack containing a folding shovel, 25 pitons and a 100 ft rope.
- 20 Really bad weather. Go to table # 8 and double what you roll.
- 21 A rickety bridge over a modest stream with a quicksand bottom.
- 22 A group of men squatting around a campfire discussing something.
- 23 Fifteen students and their mentor discussing making magical swords.
- 24 An ambush by red robed rebels who take you hostage.
- 25 A group of spectators watching a wrestling match. The winner challenges you.
- 26 A group of bullies harassing a gnomish little man with a sack on his shoulder.
- 27 A side path and a sign which says, "Fezenclap's Pawn Brokerage 1 mile."
- 28 A cluster of mud huts and a group of aboriginal humans cooking something.
- 29 A large pond on which several boats are engaged in fishing.
- 30 A blacksmith and his apprentice working furiously on a seven foot long sword.

15

Villages of the Great Canyon

Villages everywhere are pretty much the same but you might find some surprises in the Great Canyon. Your 30 sided dice will tell you who you see and where they are.

Roll	Who/What you see	Roll	Where you see him/her/it
01	A kindly granny	30	on the main street.
02	An old magician, walking	29	in front of the town hall.
03	A Vishtarian Priest	28	in the fish bazaar.
04	A drunk	27	bathing in the fountain.
05	A gargoye	26	locked in the village pillory
06	A sword carrying fighter	25	at the blacksmith's forge.
07	A farmer	24	in front of an adobe church.
08	A brown robed up-world cleric	23	riding a fine white horse.
09	An incredibly beautiful woman	22	in the slave market.
10	A boy, a dog and a python	21	having an injury tended at Doc's.
11	A slave trader and 12 slaves	20	in the thatcher's house.
12	A teacher and her pupils	19	sitting near the fountain.
13	The blacksmith and his son	18	in a sinister side alley.
14	A tax collector and census taker	17	brandishing a weapon.
15	A bird vendor and his wares	16	near the stables.
16	Five offenders in stripes	15	aboard a wagon.
17	A bard singing a lyric	14	carrying two kegs of beer.
18	A cook giving out samples	13	in front of the map venue.
19	Longfang signing books	12	in front of the armorer's.
20	Two men discussing werewolves	11	in front of the baker's.
21	A bully beating on a big boy	10	in front of the chemist's.
22	A philosopher	09	lurking near the fountain.
23	An alchemist	08	stealing a horse.
24	A scruffy adventurer	07	in front of the tavern.
25	A salesman	06	in front of the undertaker's
26	A drunken werewolf sailor	05	beside the local apothecary
27	A mysterious heavily armed teen	04	at the Inn of the Gutted Fish
28	A dark and sinister minister	03	at the house of infinite delight.
29	Atticus Finius Felonis, lawyer	02	near the childrens' playground
30	A landscape artist	01	unconscious in the road.

16

Gaining Entrance to the City

Gate guards can be such a pain in the rear to deal with and Vishtarian gate guards are especially tough since the new death penalty law for gate guard malpractice came into being. The city of Vishtari (which also happens to be the Holy City to worshipers of The Snake) is surrounded on three sides by a sixty foot high granite block wall and on the fourth side by the sheer rise of the canyon wall (which here happens also to be granite to a height of 400 feet. The city's water supply comes from a powerfully pressurized underground source so the likelihood of a successful siege is considered improbable. So entrance is most easily gained through interaction with a gate guard. Your 30 sided dice should help.

Roll and you hear

- 01 Hold on, you. Where do you think you're going?
- 02 Halt! Identify yourself!
- 03 How long have you been traveling? You smell terrible! Enter, and *bathe*, will ya?
- 04 Surrender your weapons before entering the city!
- 05 You look like a troublemaker. Are you from the Upworld?
- 06 The penalty for looting is death by sacrifice to Vishtar the Snake.
- 07 What's the password? You gotta have a password to enter the city.
- 08 Didn't I see you with Fezenclop a few years ago?
- 09 You better abide by all the laws. We have severe penalties.
- 10 Eyes down, dog! Show respect to your master!
- 11 If you throw a coin in the fountain, you'll have good luck.
- 12 It'll cost you 20 in gold to enter the city today.
- 13 I've seen you somewhere. I wish I could remember where it was.
- 14 Are you a magician? We aren't passing magicians today.
- 15 Halt! The city is closed today. None may pass!
- 16 The weather is going to change soon. Do you know what will happen?
- 17 Are you trying to fool me? I know you don't live in Vishtari.
- 18 Today's bribe will be 50 in gold.
- 19 Disciples of Fezenclop are burned at the stake in Vishtari.
- 20 Drop your weapons! You're under arrest in the name of the snake!
- 21 Have a nice day, you may pass.
- 22 The Inn of the Python is a good place to stay.
- 23 Do you have any dream powder?
- 24 Come with me. We've been expecting you. Do not resist.
- 25 You're Ugly. Your mother dresses you funny and your girlfriend's an armadillo.
- 26 Who are you looking for? Be quick about telling me!
- 27 Didn't you wrestle in the Oceania Wrestling Federation a few years ago?
- 28 That fellow over there has a message for you (indicating a jailer).
- 29 That fellow over there has a message for you (indicating an undertaker).
- 30 Halt! Don't Move! Prepare to be searched! (hesitation and then) Never mind.

17

The City of The Snake

Quite different from Belestria is Vishtari in many respects. The ghettos are much larger (their streets much narrower) and everywhere are banners and signs proclaiming the supremacy of Vishtar The Snake. Still, there are many interesting places to visit and people to see in the capitol city of the Great Canyon city-state. Your 30 sided dice will help you find them.

Roll and you encounter

- 01 The leather bazaar where snakeskin leather is a speciality.
- 02 A maze of side streets which land you in the beggars' ghetto.
- 03 The tent-stall of Madame Amalija the Industrious, a shirt maker.
- 04 A squad of red-robed priests (with turquoise collars).
- 05 A tavern called the Ivory Rattle.
- 06 The stall of Ivan the money changer who offers paper money for gold.
- 07 An armed robbery going down between a large female mugger and a small boy.
- 08 A street vendor selling good luck charms for 1 GP per unit.
- 09 A 7 foot five inch black human in chains with panic on his face.
- 10 A slave trader armed with a whip looking for a missing slave.
- 11 A spiral stairway leading downward into the undercity.
- 12 A crowd of angry snake worshipers chasing a leather clad human.
- 13 A stone wall. A dead end. Seemingly nothing to do but retreat.
- 14 A group of catatonics holding hands and sitting against a wall.
- 15 An elixer wagon. "Doctor Gee's Feelgood Fast Formula," 100 GP.
- 16 A dark and sinister side alley leading away from the street you're on.
- 17 A pack of starving dogs licking the face of an unconscious man.
- 18 The entrance to a temple of a minor deity not associated with snakes.
- 19 A brooding, sinister, becloaked tall figure who warns you of danger.
- 20 An delicately balanced apple cart on which are placed many red and juicy apples.
- 21 A tavern called the Scum For Hire Inn.
- 22 A female slave trader armed with a crossbow looking for her husband.
- 23 A tax collector looking for two slave traders.
- 24 An assassin looking for a tax collector.
- 25 A venue called "Snake Charmer Sam's" which specializes in antitoxins.
- 26 Two slave traders looking to avoid a tax collector.
- 27 A street preacher blaspheming The Snake and four soldiers waiting to arrest him.
- 28 A tavern called the Bull Whip Inn.
- 29 A starving man attempting to kill a dog for his dinner.
- 30 A small girl looking for her mommy.

18

Down Into the Underground

Access to the underground labrynth of Vishtari is limited to a few stone temples and the occasional back alley stairwell (actually exits rather than entrances). But treasure awaits he who is brave enough to venture downward, and maybe other things as well. Your 30 sided dice will help you find what you are looking for, and also maybe what you aren't.

Roll You see

- 01 A door on which is affixed in iron the words, "Enter ye here to die."
- 02 A straight corridor with one door on either side.
- 03 A mirror which casts no reflection of you, but shows your possessions.
- 04 A sword inserted into an anvil.
- 05 A sinister black fog rolling toward you with purpose.
- 06 An animated statue which has the power of speech and knows a secret.
- 07 A room behind a locked door wherein are stored strange swords.
- 08 A procession of priests leading a human to the sacrifice chamber.
- 09 What looks like a treasure room but it has been pilfered.
- 10 An awesome chamber decorated with paintings dedicated to The Snake.
- 11 A room in which is to be found a felt table and a 30 sided dice.
- 12 A slither (1XD30) of attacking giant vipers.
- 13 A squad of heavily armed human guards.
- 14 A locked gate which is chained as well blocking your way.
- 15 A secret door slightly ajar which leads to a secret passageway.
- 16 A throne room wherein lies a statue of The Snake and a jeweled staff.
- 17 A pile of bags in each of which is a different kind of snake.
- 18 A room filled with chests of gold coins.
- 19 A narrow corridor which leads into a minotaur's maze.
- 20 An axeman's chamber, no axeman, but victims waiting to be beheaded.
- 21 A spiral stairway leading downward at least 500 feet, dark below that.
- 22 A corridor of doors, all sleeping chambers, all occupied.
- 24 A well with a ladder inside reaching downward.
- 25 A nest of immature rattlesnakes.
- 26 An idol to one of the "old" gods.
- 27 A horizontal circular shaped tunnel leasng southward and downward.
- 28 A door on which are affixed the words "Enter ye here to dye" filled with vats.
- 29 A door on which is attached a talking head which seems to know where traps are.
- 30 A vertical well leading straight up which has a negative gravity flow.

19

Treasures of the Vishtarians

On rare occasions, someone might stumble upon a treasure trove belonging to one of the many Vishtarian sub-cults to The Snake. It is common for sacrifice of gold or gems to be made by the gentry of the city or countryside. Magical items are very rare since there seem to be no native Vishtarian magic-users. There are, however, craftsmen capable of fashioning magical items and there are magical items which have been confiscated from adventurers, outsiders such as yourself. Your 30 sided dice will help you catalog your finds.

Roll You discover

- 01 A jade carving of a Hydra, five headed mythical beast, with ruby eyes.
- 02 A blue diamond which has been faceted to resemble a 24 sided dice.
- 03 A steel sword with a jewel encrusted handle and a gold scabbard.
- 04 A polished brass helm with movable visor which has magical powers.
- 05 A small bag of rare red rubies mixed with green emeralds.
- 06 A chest containing a gold and bejeweled replica of Vishtar, The Snake.
- 07 A small curved ceremonial dagger with carved snakes in wooden handle.
- 08 A special edition of "Prayers to the great Vishtar," bound in gold.
- 09 A diamond the size of an apple and cut to resemble one.
- 10 A chest containing documents having to do with underground tunnels.
- 11 A chest holding more than 2000 Gold Vipers (coins of .1 oz each).
- 12 A locked cabinet holding a single enchanted sword and its scabbard.
- 13 A jewelry box in which is a 6 oz gold medallion on a 2 oz gold chain.
- 14 A wind-up clockwork mouse, gold plated and lightly jeweled.
- 15 A large round smooth crystal which pulls lightning from your hand.
- 16 A solid gold wizards' staff topped by a crystal.
- 17 A small thin needle shaped piece of stone with a string wrapped around .
- 18 A finely ground lens which magnifies when looked through.
- 19 A brass torch holder with "Ignitiallus" engraved on the base.
- 20 A chest of very small diamonds.
- 21 A key ring upon which are seven keys.
- 22 A gold penny whistle.
- 23 A skeleton with glowing ruby eyes.
- 24 A large burlap sack with something inside - it's moving.
- 25 A carved jade figurine of a magnificent horse, a stallion rearing.
- 26 A cast silver figurine of a stallion locked in combat with a snake.
- 27 A golden serving tray with an engraving of a stallion fighting a horse.
- 28 A stained glass amulet bearing a likeness of one of the "old gods."
- 29 A glass amulet ringed in gold with a three dimensional image of a strange dice.
- 30 A silver, gold and jeweled onion.

20

Tricks, Traps and Tribulations

Sometimes you get got. When that happens, all you can do is take the lick and hope it doesn't kill you. Vishtarian dungeon traps have become the standard by which traps of the larger world are judged. Some are so ingenious that they are unknown because they have a 0% survival rate. Others are avoidable altogether. Your 30 sided dice will tell you what's happening.

Roll And the next thing you know

- 01 A water trap springs, dousing you with (1000XD30) gallons of water.
- 02 A trip wire activates a dropfall: 1 cubic yard of granite falls.
- 03 You hear breaking glass, see a black fog rolling and feel fear.
- 04 A secret door suddenly comes ajar right next to you.
- 05 An overhead trap springs, dropping (100XD30) snakes of all kinds.
- 06 A tidal wave of black cockroaches washes over you.
- 07 You accidentally attract a griffin.
- 08 You are overcome by wrenching nausea.
- 09 You are overcome by hiccoughs.
- 10 A pressure stone activates two opposing swingfalls.
- 11 A crossbow bolt bounces off your helmet (if you're wearing one).
- 12 A pressure pad activates a dazzling lightning burst (1XD30 Damage).
- 13 A tidal wave of slime washes down the hallway.
- 14 You are attracted to a silver vase on a pedestal (it issues a deadly shock).
- 15 A water trap springs, (1000XD30 gallons and 10XD30 Electric Eels).
- 16 Hope springs eternal (she's an immortal medussa near a flowing well).
- 17 Magic mirrors make many mishapen men who attack with intent to kill.
- 18 You encounter a potion, label says "Killer Tomato Juice."
- 19 The floor falls away leaving only 18 inches to walk on and a mean drop.
- 20 Ancient armor animates, attacking all in the area.
- 21 You find a magic whip which compells you to flog anyone nearby.
- 22 You find a rare jewel (which curses you with blindness) allows you to play piano.
- 23 A breakaway ceiling panel drops powdered glass on you.
- 24 Lord Death comes a-callin', he'll cut cards for your life.
- 25 You accidentally attract a wandering bride looking for a groom (she's a zombie).
- 26 You set off a high pressure dye bomb which coats you in day-glo green dye.
- 27 A high speed pie comes flying out of nowhere straight for your face.
- 28 You are overrun by angry mosquitoes who attack bloodthirstily.
- 29 A floor section drops away revealing a steak pit (barbecue grill and picnic table).
- 30 A water trap springs dousing you with fifteen gallons of water (salt water).

The 30 Sided Game Module And Other Tales

The Search For Fezenclop's Tomb

A Micro-Module for all Role Playing Games

Somewhere in the Strange Lands
Near the Crying Lion Inn
Is a hidden trove of treasure
For a soldier of fortune to win
But let caution be your mentor
as you enter every room
For a thousand deaths await you
In the depths of Fezonclop's Tomb

From - Warnings
Freerover the bard

The Scenario

"Alas, poor Fezencllop, I knew him well." The short fellow at the bar actually sheds a tear for the mysterious Fezencllop, a name which has appeared on countless signs, walls, rocks, trees and posters throughout The World.

"So," you find yourself asking, "just how well did you know Fezencllop?"

"Well enough to know the location of his treasure trove!" replies the short fellow in a testy tone. "But I won't sell that scroll cheaply."

"How much would it take to part you from this scroll?" You can feel your interest rising slightly.

"Well, there's at least 20,000 in gold hidden in the treasure trove. I think two hundred will buy the scroll I possess."

The little fellow is somewhat tipsy and you believe he might negotiate the price downward. So you embark on a haggle which eventually results in you being handed a scroll on which is written a language you've never seen and a map of the inside of a place you've never been.

"Foul!" you cry.

"Look closer," says he and you discover that there is a translation key is right on the scroll.

So all you need to do is sit there in the comfort of The Crying Lion Inn and translate the page before you. The location of Fezencllop's treasure will become clear.

The Search For Fezenclop's Treasure

Gamemaster's Guide

1.0

The Lay of the Land

Your players' characters are assembled at the Inn of the Crying Lion, which is on the east-west road, roughly halfway between Zenci (east) and Belestria (west). They intend to explore a nearby area known as "the barrens" for treasure dungeons, which they've heard are in some number hereabouts. The immediate lay of the land is as follows: (W) the east-west road leads off toward Belestria some 1200 miles away. (E) the east west road leads off east toward Lake Galen (east 12 miles, south 2 miles) with Dagg'ath Village on its shore at that point. Continuing east 1080 2 miles is the city of Zenci. (N) scrub wilderness and undiscussed (unknown) territory. (S) The south road is a little used short cut to Dagg'ath Village. As a local road, it is little more than a cowpath. Beginning about a mile from The Crying Lion, is a thick grove of trees some 4 by six miles square. There are paths which go through the grove at different angles and in different directions (see map). There are many strange and (sometimes) dangerous things located within this forest which is called Naereturn (Nayre-ee-toorn) in local language.

2.0

Non-Player Characters

Caileen Calum - local farmer approaches atop a hay wagon drawn by two oxen. If he is hailed, he will stop and offer a ride. Otherwise, they plod away.

Iain Dughall - is an emaciated old codger, beard to his waist and with a high squeaky voice. he knows Naereturn woods and warns of a place called Bottomless Bog. He offers a scroll which is in his possession for 100GP.

3.0

Inside Fezenclop's Tomb

The player characters have been misled by the npc's. Fezenclop's Tomb is actually Griswald Grimm's Laboratory in the Grove, built by him for purposes of conducting research into toxic compounds too dangerous to be done in the immediate proximity of a population (such as in his apothecary in Belestria. Grimm comes here once a year and usually stays a month. In his absence, the place is guarded by myriad creatures and traps.

The indoor *key map* has been marked with the locations of creatures, objects and points of interest. The *players' map* is devoid of all but the outlines of the rooms.

There are 24 keyed locations. They are as follows:

A door is located on the north outside of the building. It opens with some difficulty into a north south corridor. To the right, walking south, is a doorway opening inward into an inverted "L" shaped room.

3.1 The Northwest Room.

Scene # 1

The top westernmost part of the room is an alchemist's workbench upon which may be found, a number of glass objects containing unmarked powders. It looks like (90%) no one has been here for a while (10% someone has been here recently).

Scene # 2

The south end of this room slopes into a downgrade of about 10 % or more. The resulting pit houses a snake with the face of a human female. She is a pitiful creature for whom Grimm has been trying to concoct a formula to restore to her human form, her present situation being the result of an encounter with a psychotic wizard. Perhaps one of the powders from the other side of the room may help (10%) or end her misery permanently (10%) or polymorph her into another form (20%)

Continuing southward in the corridor, after exiting the room, the player will reach an intersection, a junction of corridors much wider and taller than the one from which they are exiting. They may go east, south, west or return north.

3.2 The Northeast Room

Off the northernmost east-west corridor opens a door into the northeast room.

Within this room is:

Scene # 3

The Lizard Warrior, Str=21 Dex=16 Con=15, Int=6, armed with a 1XD6 broadsword and a shield which absorbs 3 hits, natural armor. Defeating him reveals he carries a small pouch of 8 eggs, which, when incubated, will produce 1XD6 lizard warriors who will cheerfully do one's bidding.

Scene # 4

Fezenclop's Treasure - or is it Grimm's? On a table are several stacks of coins imprinted strangely with pictures of different weapons. They are gold. They emit no magic. There are 10XD30 of them at 1oz each.

Scene # 5

Memory Rope - this rope remembers to untie itself upon a roll of 12 on 2XD6. It is 350 lb test and has other functions keyed to dice rolls:

If 2XD6=	Then
2	This rope coils or uncoils on its own.
4	This rope attacks the nearest notmaster and ties him(it) up.
6	This rope attaches itself to the nearest solid object.
12	Unties itself and returns to nearest master.

Scene # 6

Bill The Mummy takes its job very seriously, that job being guarding the entrance to the room. It rolls 3XD6 in combat and its Con=12.

East of the door is a "T" intersection and beyond that is a narrow grid marked on the map as (23). This grid is suspended above a narrow cistern of still water which is 8 feet deep. The grid is 12 feet off the surface. This is the tank in which Grimm keeps his breeding stock of electric eels. there are 24XD30 of them and they survive on a combination of marine life from the underground cavern connected below the surface by a tunnel and foolish adventurers who walk on the grids and fall through the traps at (gamemaster designated) strategic points. A wall separates the grid from the parallel running eastern North-South hallway. At the southernmost end of the grid is an alcove in a dead end wall. A (gamemaster's Choice) major treasure rests visibly in that alcove. There are torches every 10 feet to light the way.

Scene # 7

Dewaine the Dwarf guards this section of hallway. He attempts to block the path of anyone attempting to pass. Dewaine, (whose name used to be Dewaine the Green) will pass anyone who can ascertain his truenam. (his skin is still tinged a little green). Otherwise he has: STR=17, Int=8, Dex=16, Con=21. He wields an axe rolling 3XD8 and a shield which absorbs 1XD6.

Scene # 8

Brother Ineptus awaits you at the western end of the central east-west corridor. He is a cleric of dubious dexterity and is seen to trip over his robes regularly. He has in his possession, a scroll which outlines the ingredients to Rum Raisin Pudding and how to prepare this tasty dish. It is the only thing which will appease Andrzej the Giant (see 10) who awaits in the central southern north-south corridor. The good brother will sell you a sample of this delight to take with you for 200 in gold.

Scene # 9

Grigori the Griffin gregariously guards a gate. Beyond this gate lies a dimensional room of perpetual fog. Entrance to this room may be gained by answering a riddle (gamemaster's choice). This is the only way players may gain entrance to the southwest room. (see 16,17,18).

Scene # 10

Andrzej the Giant is 16 feet eight inches tall. He guards the south central north-south corridor about twenty yards beyond the entrance to the Southeast Room. He is formidable: Str=34, Dex=12, Con=33 and wields a 6XD6 sword. His one weakness is Rum Raisin Pudding (see 8) which puts him immediately to sleep.

3.3

The Southeast Room

The Southeast room's door is trapped. It has an "alarm door" with a face carved into the wood of a human soldier. Unless precautions are taken to blind the carving (such as putting a cloth over its face) or bribe the carving (by placing coins in the slot below the face, it will sound an alarm, summoning the giant or other (Gamemaster's choice) wandering monsters. The southeast room is filled with weapons.

Scene # 11

Whisperwood bow and arrows of flight. This powerful bow and arrow set is enchanted (through whisperwood which remembers magic better than other woods) to shoot straight/fly true with 100% accuracy. Each arrow does 3XD6 in direct damage to the target. Quiver comes with fifteen one-use arrows.

Scene # 12

Mace of Mauling. Requires Str=13 or better to wield but does 4XD8 in damage to its target in attack. Magically tempered Iron mace weighs 54 pounds.

Scene # 13

Sword of Aonghas Furgas Fionnlagh (Hoon-gus For-gas Fee-own-lock), a most formidable weapon which rolls 4XD10. This sword requires a PR minimums of Dex=13 and Str=14 to wield. Additionally, the user must doff all armor and confine his clothing to "Kihldt un shairdt" (kilt and shirt in a kit bag under the sword). Scrolled message on blade reads, "hao dunneth th togs n barith ths sord of tru warror shalt be nvncibl" (who donneth the togs and bearith this sword shall be invincible). Not 100% but darn close to it.

Scene # 14

The Widow's Hammer is guarded by (15) a Medusa who rolls 4XD8 and attacks with 1XD6 arrows from the shadows. The Key map shows a secret door nearby which offers escape to the west. Dispensing with Medusa reveals her treasure, a hoard of gemstones, mostly emeralds, 3XD30 of them in a chest at the extreme south end of the room. Other treasures (gamemaster's choice).

3.4

The Southwest Room

The Southwest Room is a huge indoor bog.

Scene # 16

Ghosts of warriors and adventurers fallen haunt this room. They warn the player to, "go back, go baaaaaakkk" but they cannot because once they entered the gate, they lost sight of (it's one way) where it was.

Scene # 17

King o' the Sea, addressable as Your Highness, is the ruler of the bog and guardian of it's treasure. He is better negotiated with than fought. Str=44, Dex=23, Con=14, he wields a trident which rolls 14XD6 when hafted or 22XD6 (40% accuracy) when thrown and it automatically returns to him.

Scene # 18

Giant Bogworm is a creature of mindless attack. Con=38, Str=104, Dex=2, it's weakness is in its face, (that of a man). Bogworm was an ordinary bloodworm victimized by an experiment performed by a (now dead) rogue alchemist.

East side center on the driest land portion of the bogroom is a gate which leads back into a a corridor. Players are now in the south-central corridor and may move north (see 10) or south, (see 19).

Scene # 19

Fred the Zombie Butler offers you tea, asks if you'll be staying long and if attacked, will blow a whistle summoning a dragon 213XD6.

Scene # 20

A scroll under glass maps out the location of 10 potions in secret panels near location (1). They are:

- 01 - Invisibility
- 02 - Strength
- 03 - Persuasion
- 04 - Dexterity
- 05 - Firebreath (3XD6)
- 06 - Detect Magic
- 07 - Cause heart attack in enemy by emitting loud extremely obnoxious noise
- 08 - Vision enhancement
- 09 - Language comprehension
- 10 - Breathe underwater

All are one dose quantities, properties, availability and depending controlled by gamemaster.

The southmost east-west corridor is very wide, cobblestoned and somewhat over run with plants, spiderwebs and disarray.

Scene # 21

Seymour Skeleton guards an extremely narrow (3 feet wide) north south corridor, as well as a secret exit (gamemaster's choice of location) to the (western) outside woods. (gamemaster sets combat level for Seymour, who often tortures opponents by telling bad jokes).

Scene # 22

Harry the Halfling offers to show the players a secret way out to the southern outside woods, but the stairs leads downward into a well and Harry ducks away leaving the party to find its way back unaided. In the water at the bottom of the well is a chest of gold containing 100XD30 coins @ 1oz ea and 2 1lb bars.

Scene # 23

See # 6

Scene # 24

The woods around the house are filled with all manner of creatures. Werewolves and Dragons are only a few. Gamemaster sets the creatures here. If the players venture away from the path at the (north) front or exit to the west (see 21) they will have to fight their way back to the path. Creature frequency is 1 per 4 non-combat turns.

4.0

Playing the game - A Gamemaster's Guide.

To Initialize this module, simply place your players' characters on the east-west road at any point you wish to start the game. Using tables from the front portion of this book you may run your players to the Inn of the crying Lion. Use the proximity map (figure 1) in case they stray from the main road within 12 statute miles. Once they arrive at the

inn, and after you populate (the inn) from the tavern characters section of this book, next:

1. Introduce the Non-player character who bears the first cryptogram (figure 4).
2. Introduce the Non-player character who verifies the existence of the tomb.
3. Run what additional scenerios at the Inn you wish.

Then:

When the characters go to translate the cryptogram, announce that it has only a short tolerance to light. It will fade in (you determine) minutes.

Magical spells are useless to translate the cryptogram because it is a realtime exercise. They may waste prescious time trying to employ magic. It resists all magical translation atempts.

Using Figure 1 , the outdoor key map, track their progress into the outback. The icons are there for your translation and no guidelines have been set on purpose to put you in the game.

Sometime during the outdoor scenerio, have a NPC deliver the second cryptogram (figure 5) Trying to translate this in daylight should be halarious as it fades twice as fast.

The indoor players' map (Figure 2) may be given out at GM's discretion.

The indoor key map (figure 3) relates directly to the instructions on pages 37 to 42 of this book and should not be seen by the players. You also may modify this entire scenerio as you see fit.

The gamemaster's translation table is for your use to verify crypto-translations.

Hints for better play

If you are playing by the book, drop the name Griswald Grimm around quite a bit so that the players will fear him.

Sprinkle the game liberally with unknown potions that do different things. A potion table is provided on the last page of this book or Griswald Grimm's Poison and Potion books 1 & 2 are available from your game shop and The Armory.

In the event that your players head into the scrubs, remember that monsters abound in the Strange Lands, especially in the scrubs.

There are several other playable scenerios within the context of the proximity map. It is suggested that you be prepared for them all.

Remember that Lake Galen is a substancial body of water, subject to storms and etc. and that werewolf sailors are required for any venture out onto the water. If boating is attempted on their own, the characters will sicken into non-function.

Good luck and Let us know here how you did.

Figure 2

Fezenclop's Tomb (Player map)

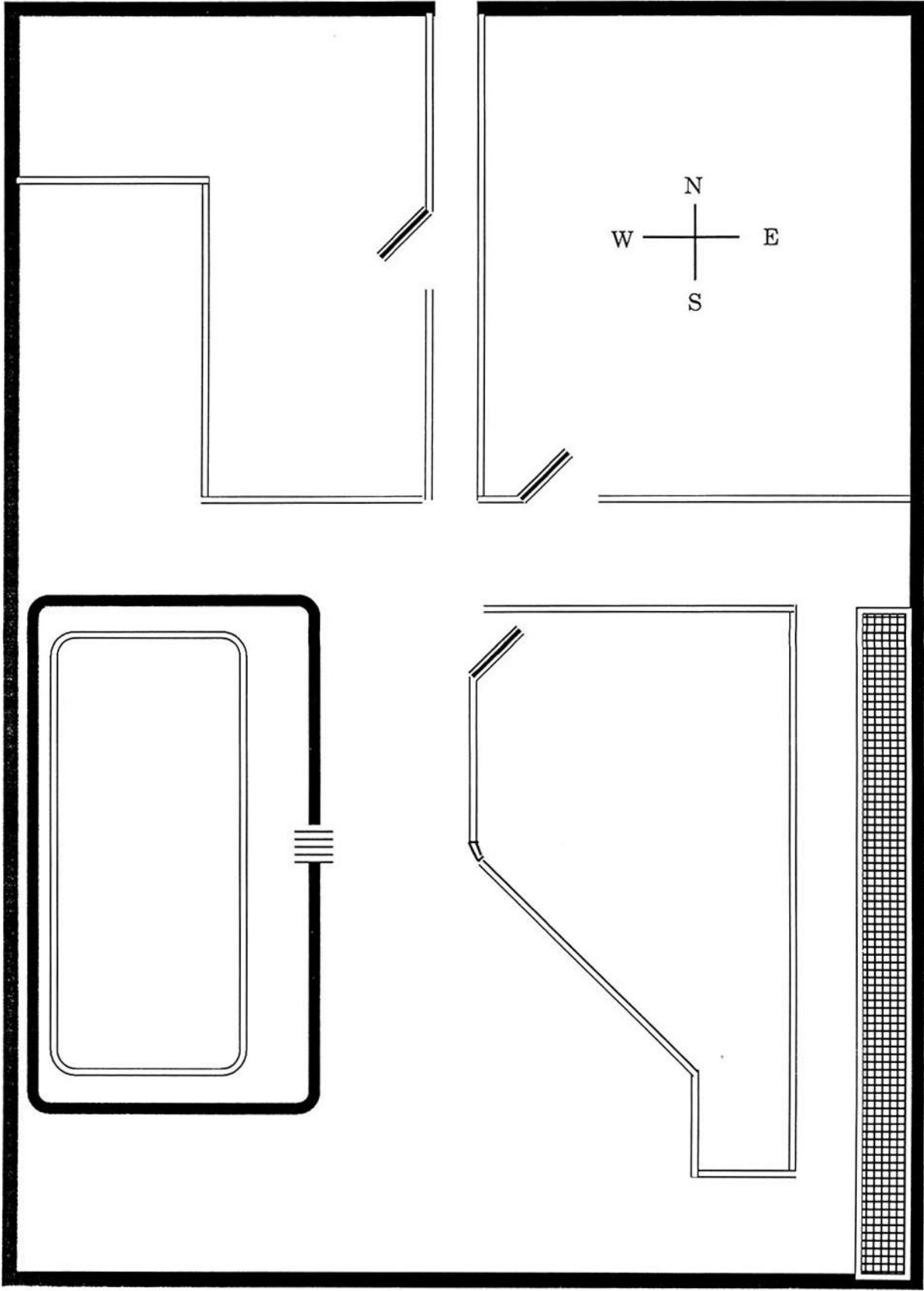


Figure 3 Gamemaster's indoor key map

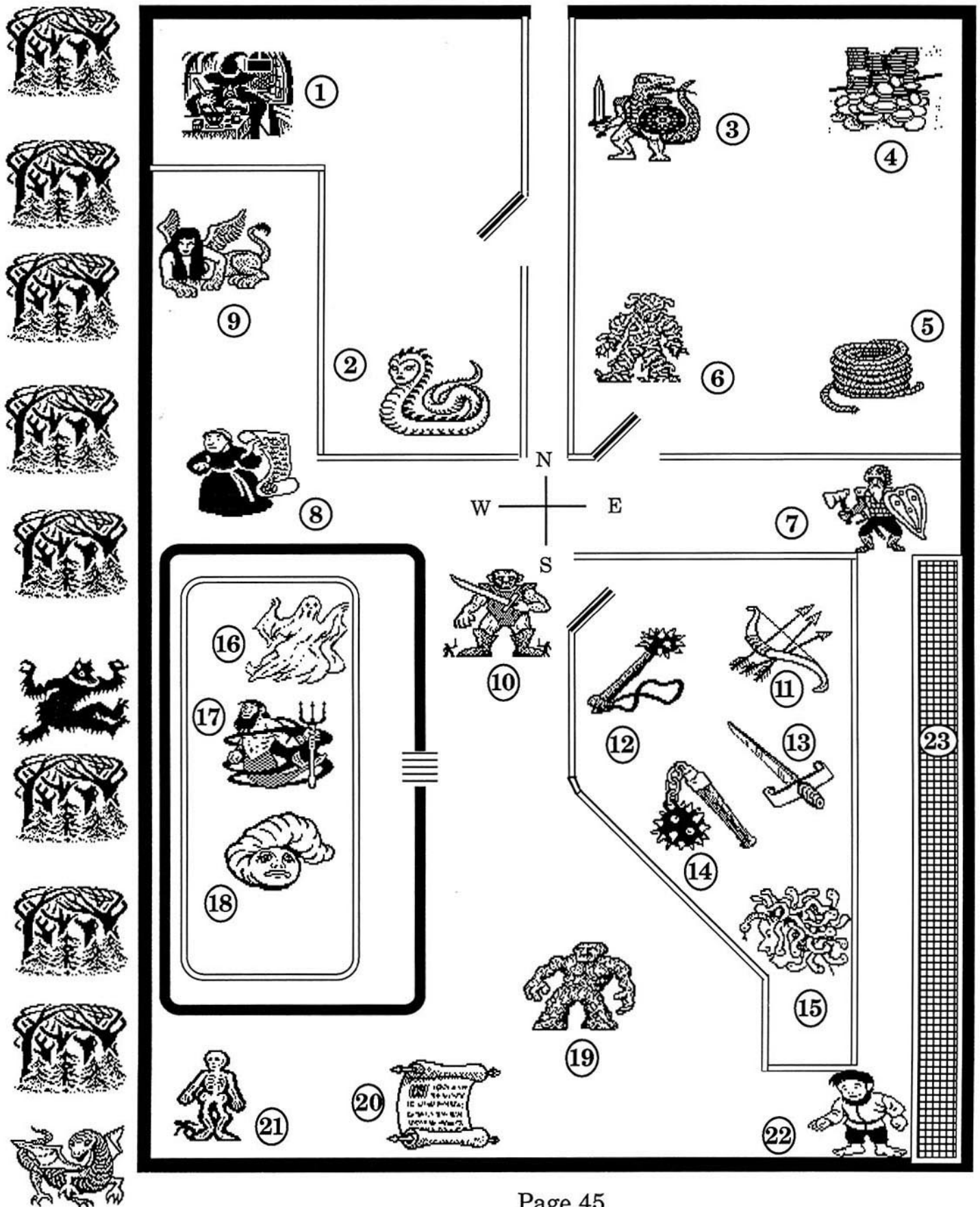


Figure 4

Message Says

Το λοχατε Φεζενχλοπᾶσ τομβ, ριδε τηε σουτη
ροαδ φορ 2 μιλᾶσ, τηεν τυρν ιντο τηε γροῶε οφ
τρεεσ ψουᾶλλ σεε ον τηε ριγητ. Α βιγροχκ μαρκσ
τηε βεγιννινγ οφ α ναρροω πατη. Ατ α φορκ ιν τηε
πατη, βεαρ λεφτ, δραγον ριγητ, γο λεφτ. Βεψονδ
τηε χρεεκ, ιν τηε ηιλλσιδε, βεηινδ σομε βυσηεσ,
ισ τηε εντρανχε το τηε τομβ.

Translation Key

a b c d e f g h i j k l m n o p q r s t u v w x y z 1 2 3 4
α β γ δ ε φ γ η ι φ κ λ μ ν ο π θ ρ σ τ υ ῶ ω ξ ψ ζ 1 2 3 4

A B X Δ Ε Φ Γ Η Ι Θ Κ Λ Μ Ν Ο Π Θ Ρ Σ Τ Υ ζ Ω
Ξ Ψ Ζ

A B C D E F G H I J K L M N O P Q R S T U V W
X Y Z

Your Translation

Blank area for the user's translation of the message.

Figure 5

Message Says

Βεωαρε Ψε Τηε Δυνγεονσ Δεεπ
Λεστ Ψε Φαλλ Το Φαταλ Σλεεπ
Αλλ Τρεασυρε Ισ Νοτ Ωηατ Ιτ Σεεμσ
Σομε Οφ Ωηατ Ψε Σεεκ Ισ Δρεαμσ
Βεωαρε Ψε Μοστ Οφ Γρισωαλδ Γριμμ
Βε χαρεφυλ Ωηατ Ψε Στεαλ Φρομ Ηιμ

Φρεεροωερ Τηε Βαρδ

Translation Key

a b c d e f g h i j k l m n o p q r s t u v w x y z 1 2 3 4
α β γ δ ε φ γ η ι φ κ λ μ ν ο π θ ρ σ τ υ ω ξ ψ ζ 1 2 3 4

Α Β Χ Δ Ε Φ Γ Η Ι Θ Κ Λ Μ Ν Ο Π Θ Ρ Σ Τ Υ ς Ω
Ξ Ψ Ζ
Α Β C D E F G H I J K L M N O P Q R S T U V W
X Y Z

Your Translation

Blank area for the student's translation of the message.

These are the common tongue translation of the encrypted scrolls

To locate Fezenclop's tomb, ride the south road for 2 miles, then turn into the grove of trees you'll see on the right. A big rock marks the beginning of a narrow path. At a fork in the path, bear left, dragon right, go left. Beyond the creek, in the hillside, behind some bushes, is the entrance to the tomb.

Scroll #1 obtained in the inn

**Beware Ye The Dungeons Deep
Lest Ye Fall To Fatal Sleep
All Treasure Is Not What It Seems
Some Of What Ye Seek Is Dreams
Beware Ye Most Of Griswald Grimm
Be careful What Ye Steal From Him**

Freerover The Bard

Scroll # 2 obtained from external source in the game

Poisons and Potions

From Griswald Grimm

Griswald Grimm's poisons and potions are world renowned. They come in vials, tins, powders for mixing and just about any other way that one could imagine. Finding a Grimm potion assures either quick cash (they're in demand) or quick results (in whatever they do). Your 30 sided dice can help you identify which potion who finds and how it affects his pocketbook or his person (depending on whether he imbibes it or sells it).

Roll	and you the potion is identified as	# Turns duration	Dosage	Value
01	<i>Invisibility</i> - the stuff thieves' dreams are made of.	3	1	325 GP
02	<i>Instant Armor</i> - powder which hardens when thrown.	4	1	290 GP
03	<i>Speed</i> - doubles dexterity, increases heartbeat.	2	1	436 GP
04	<i>DynaMyte</i> - shrinks user to 8 inches, multiplies PRs x 10.	3	2	600 GP
05	<i>Wolfbane</i> - werewolf control powder sprinkled on victim .	20	1	998 GP
06	<i>Pyrotoxin</i> - causes victim to burst into flame,	P	1	998 GP
07	<i>Stasis Powder</i> - freezes victim in time.	24	1	976 GP
08	<i>Sting</i> - cardiotoxin exactly resembles fatal heart attack.	P	1	800 GP
09	<i>Nighteyes</i> - user can see in dark (causes light blindness	P	1	590 GP
10	<i>Drop Dead</i> - allows user power to order death.	2	1	1998 GP
11	<i>Flower Power</i> - allows user to assume a flower shape.	10+ -	1	900 GP
12	<i>Firedamp</i> - creates controllable intelligent fireball.	5	1	3000 GP
13	<i>Venom of Sea Snake</i> - neurotoxin very deadly.	P	1	978 GP
14	<i>Wall of Flame</i> - allows conversion of strength to fire.	4	1	898 GP
15	<i>Elf Sneeze</i> - causes uncontrollable sneezing in elves.	3	1	200 GP
16	<i>Stupid</i> - cuts Intelligence to 1.	9	1	200 GP
17	<i>Bright</i> - raises Intelligence to 200+.	1	1	908 GP
18	<i>Sherwood's Formula</i> - allows incredible archery.	1	1	400 GP
19	<i>Converse</i> - allows talk with animals.	1	1	290 GP
20	<i>Growit</i> - increase user's size by tenfold.	10	1	660 GP
21	<i>Undead Disguise</i> - simulates zombie including smell.	10	1	890 GP
22	<i>Liquid Truth</i> - user must strictly tell the truth.	29	1	900GP
23	<i>Ecchhh</i> - reduces charisma to 1.	10	1	90 GP
24	<i>Aha!</i> - allows user to detect truth in others.	10	1	100 GP
25	<i>Flight</i> - allows user to fly up to 200 feet. Landing? Well...	1	1	330 GP
26	<i>Z</i> - increases dexterity tenfold in swordsmanship.	10	1	800 GP
27	<i>Winetasting</i> - user can tell good wine from bad.	P	1	100 GP
28	<i>Clone</i> - allows user to reproduce himself up to 5 times.	1	1	990 GP
29	<i>Enlighten</i> - changes user into incurable good guy.	P	1	100 GP
30	<i>Remember</i> - enables user to recall skills from past lives.	10	2	800 GP

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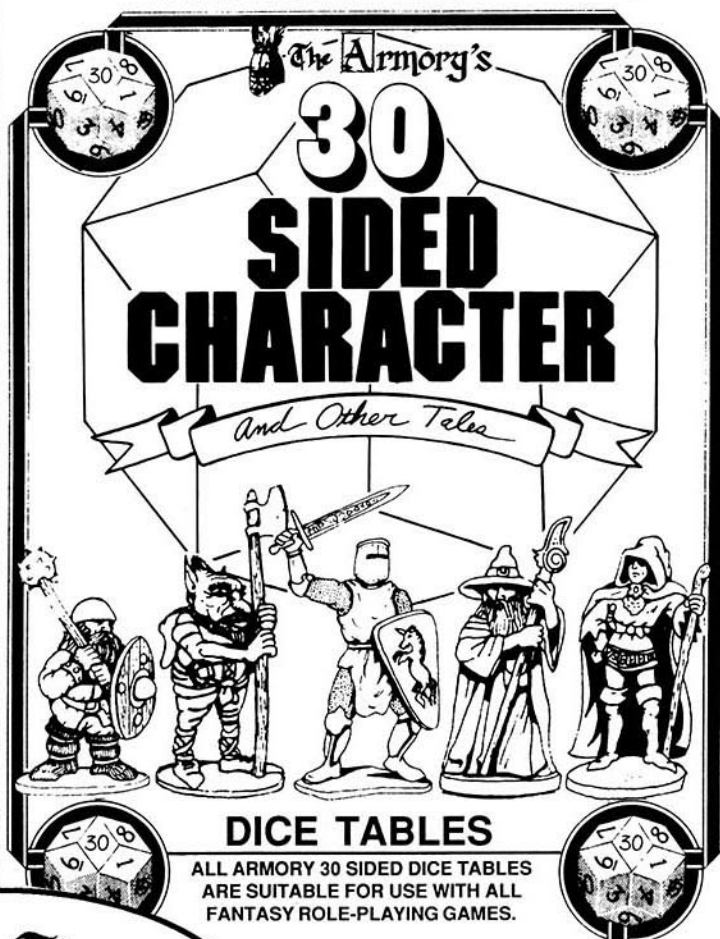
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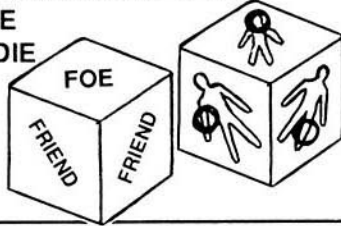
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About The Author...

Bob Liddil is a freelance writer from Peterborough, New Hampshire. His work has appeared in *Scholastic Scope*, *Marion Zimmer Bradley's Fantasy Magazine*, *White Wolf Magazine* and *The Sorcerer's Apprentice*.

Bob's books in print include *The 30 Sided Character and Other Tales for The Armory*, as well as *Little Shop of Poisons and Potions*, *Apothecary on the Street of Dreams*, *Rascals*, *Rogues*, *Rapscallions and Renegades* and *The Absolute Beginner's Guide to Writing Fantasy Fiction*. His style combines dry humor, imagination and a love of the game cultivated over 14 years as an avid player.

Bob's affection for 30 sided dice and their endless potential began with the first one he ever encountered. He's been writing tables ever since.

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About The Cover Artist...

Ruth Thompson is a young illustrator from Tuscaloosa Alabama. She has exhibited her artwork at many Cons and Science Fiction festivals throughout the south. Ruth has published 12 limited edition prints which are available in Black & White or Hand-Colored. She works in pencil, pen & inks, watercolor and color pencils. She has combined her artistic ability with her love for the fantastic and found that the result meshed surprisingly well. Her Style is very distinctive with bold graphic images



of women warriors, unicorns, and dragons. This is her first cover painting for a fantasy roleplaying game aid. The Armory has plans to use more of her artwork in upcoming publications. For a catalog/flyer of Ruth Thompson's limited edition prints write to:

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