

ARDUIN DUNGEON #3

Design Rating: Character Levels 5-8



The Citadel Of Thunder

By David Hargrave

Compatible with Most Fantasy Role-Playing Games

OPENING COMMENTS

This dungeon was deliberately constructed as a fairly dangerous medium level adventure. For those of you requiring one of greater hazards (but as much fun!) you can purchase my first dungeon: CALIBAN. If you want one of lesser danger, there is also THE HOWLING TOWER.

Remember also that each new adventure will have all new treasure and artifact cards as well as at least eight new monsters. Speaking of which, the below codes will help you understand those cards completely.

I M M U N I T Y C O D E S

(The presence of any of these codes indicates that the creature is 100% invulnerable to anything represented by the code.)

FR = FEAR
 F = FIRE
 SL = SLEEP
 S = SONICS
 LB = LIFE LEVEL BLASTING
 LD = LIFE LEVEL DRAINING
 L = LIGHTNING
 CH = CHARM
 CF = CONFUSION
 C = COLD
 P = PARALYSIS
 PO = POISON
 V = VENOM
 A = ACID

A B B R E V I A T I O N S

H D = HIT DICE DEXT = DEXTERITY A C = ARMOR CLASS
 I = INTELLIGENT M R = MAGIK RESISTANCE

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The artist for this was Greg Espinoza, a truly remarkable talent!

Special thanks, once again, to our wonderful typist/proof reader/helper and general all around terrific person: MICHELLE MC AVOY, without whom nothing would have been done after AG II. She has done it all! She's the best and getting better!

CITADEL OF THUNDER TRAP MATRIX (con't)

Trap Designation	Type of Trap	Description of Trap
Z	Floor	This 6' diameter section of floor has a blue tile inlay of an eight armed spiral around a red tile inlay of a heart. If stepped on it will teleport that person wherever they desire in complete safety (up to 300 miles). Anyone trying to perform any form of magikal "detect" upon it must save vs spoken magik at minus eight (-8) or have their heart burst out of their chest!

The Stairs to Nowhere:

These stairs appear to be normal, going up 100', but if anyone ascends more than 20' they are forever caught in a time loop! The stairs seem to go up forever, and if they try to go down--they can go down forever! There is a way out! So think hard!

FANTASY GAMERS

For the convenience of Arduin Fans, the following items may be ordered by mail if they are unavailable from your local retailer. Please list the number of each item desired and enclose a check or money order for the total amount. Add 50¢ for postage and handling. California residents add 6% state sales tax. Please make the check or money order payable to *Grimoire Games* and allow 3-4 weeks for delivery. The following are currently available:

The ARDUIN GRIMOIRE Volume I	\$9.50 ea	Arduin Artifact Cards — 24 magik artifacts	\$3.50 ea
WELCOME TO SKULL TOWER Arduin Grimoire Vol. II	\$9.50 ea	Arduin Weapon Cards — 24 magik weapons	\$3.50 ea
The RUNES OF DOOM Arduin Grimoire Vol. III	\$9.50 ea	Arduin Monster Cards — 24 monsters from the Arduin Grimoire	\$3.50 ea
CALIBAN Arduin Dungeon #1 Level 8+	\$6.50 ea	Arduin Treasure PAK — 72 combined monster, weapon and artifact cards.	\$7.95 ea
The HOWLING TOWER Arduin Dungeon #2 Lev. 1-4	\$6.50 ea	Arduin Character PAK — 24 illustrated Arduin characters. All different with blank stat cards.	\$6.50 ea
CITADEL OF THUNDER Arduin Dungeon #3 Lev. 5-8	\$6.50 ea	Arduin Character PAD — 40 blank character statistics sheets.	\$3.50 ea
DEATH HEART Arduin Dungeon #4. Combined dungeon and overland adventures. All levels.	\$6.50 ea		

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