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WHITE DWARF

SCENARIOS Volume II

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Whilst most role-playing games are published by American companies, British gamers are none the less able to design scenarios for them. _White Dwarf_ has been primarily instrumental in facilitating the publication of high-standard scenarios, giving people the world over the opportunity to experience British ideas. However, like all magazines, issues of _White Dwarf_ go out of print. Consequently, for the enjoyment and benefit of our more recent readers, we present here the _Best of White Dwarf Scenarios Volume II_.

Ian Livingstone
Flymen may be encountered in one of two forms: either the party and the flymen will both be at their normal sizes, in which case the flymen will be about 1" long; or some magical means of size-transformation will have rendered party and flymen the same size. Encountered in the former case, the following statistics apply:

**FLYMEN**

No. Appearing: 1 swarm (50-200)
Armour Class: 0 when flying, 6 on ground
Movement: 1/12"
Hit Dice: 1 hit point
Treasure: See below
Attack: Special
Alignment: Lawful neutral
Intelligence: Average-plus
Monstermark: 0.004 (level I in 12 levels)

Flymen encountered outside their hive, as a swarm, will be composed of warriors, with a few flyguards or flymages (see statistics for "large-sized" flymen). The attack with weapons too small to do any damage in themselves, however, the weapons are smeared with a poison made from various insect venoms, so that a hit will have similar effects to a bee or wasp sting. If a hit is scored, then roll a d20, a roll of 20 means the victim is allergic to the poison. (Note: This 'allergy check' need only be made once, the first time a person is hit.) Persons who are allergic are allowed a saving throw (save vs. poison) each time they are hit, failure leading to unconsciousness and possible death—roll a d8, a score of 1-7 renders the area 'stung' swollen and useless. The effect takes 1-4 turns to set in and lasts for 24 + 1-20 turns if an 8 is rolled on the d8, the victim falls into a coma in 1-4 mile rounds, and dies in 24 + 1-20 turns unless the venom is neutralised.

Flymen may swarm in a dense cloud around the head and body of a single victim, which effectively blinds him so that he strikes at 4 to hit and allows 1-4 automatic hits by the flymen's weapons.

When flying, flymen can only be harmed by the following attack modes edged weapons (because the drugs from the jugulars push the flymen out of harm's way), and area effect magic (lightning bolt, fireball, ice storm, cloudkill, etc.), improvised assaults using fire, flymages, etc. are also effective.

Because of their small size and dark colour, up to two flymen per 10' square area can hide so effectively that there is but a 1 in 20 chance of their being noticed. They may only do this on a rough, dark background in poor light.

If the party has been magically transformed to the size of the flymen, it will become apparent that there are several different classes of them.

**FLYGUARD**

(Aso called the Fitesan)

No. Appearing: 1-10 in hive, 50-200 in swarm
Armour Class: 6
Movement: 9/210"
Hit Dice: 10 hit points
Treasure: 8-100 gp
Attack: By weapon type + special
Alignment: Lawful neutral
Intelligence: Average
Monstermark: 27.4 (level III in 12 levels)

These form the military forces of any hive, commonly organised into five companies each one hundred strong, and commanded by a flymage and three flyguards. They are known as the Fitesan. If a successful hit is scored, the equivalent of 30d6 points of damage is made by the hives' weapons, and their shields are made of steel carapaces. Like droners and aerials, they have fragile membranous wings, which when not in use fold under protective wing-cases on the creature's back.

Normally armed with shortbow, sword and dagger, the flymen warrior attacks as a 3 hit dice monster and serves as a 3rd level fighter. His weapons are unarmored (see statistics for the small axe below) with a poison which, if the victim is the same size as the flymen, causes a saving throw vs poison to be made. If the throw is successful, the victim takes 4 + 1-6 damage, if he fails to save, he dies. Persons who have been determined to be allergic (1 chance in 20) to the venom save at +4 on the die. A weapon carries sufficient venom to last for four strikes.

**FLYMAGE**

No. Appearing: 1-10 in hive
Armour Class: 6
Movement: 9/210"
Hit Dice: 6 hit points
Treasure: 8-100 gp
Attack: By weapon type
Alignment: Lawful neutral
Intelligence: Average
Monstermark: 0.67 (level I in 12 levels)

These are the craftsmen of a hive, doing all skilled work. They are organised into a system of guilds, which is subordinate to the council of flyguards known as the Fitesan. They dress in work clothes and are normally armed with daggers, which are not poisoned. Their skill, particularly in metalwork, is immense and reputed to surpass even that of the dwarves. The entrails form the Thousand.

They attack as one hit die monsters and save as first level fighters.

The Flymen were the winning entry in W&G's Fiend Factory Competition. They should be read before the scenario on page 13.
FLYMAGE
(Also called the Fivel)

No. Appearing: 1–2
Armour Class: 4
Movement: 12'
Hit Dice: 40 hit points
Treasure: 2

FLYMAGE

Attack: By weapon type + special
Alignment: Lawful neutral
Intelligence: Exceptional+
Monstermark: 170.79 (level VII in 12 levels)

The five form the supreme spiritual and temporal authority of a hive of flymages, at least in theory, in practice their authority is often disputed by the Fifteen. As a representative of the Insect god on the Prime Material Plane, each flymage has special powers given to it by Serptick, certain of these powers are common to all flymages, and others are specific to individuals. The powers are further divided into innate powers, in which case only a mental command is required to use them, and those granted by Serptick. In the case of these latter powers, the god must be petitioned by a prayer (faible or inaudible), taking five miles rounds to make. The powers approximate to spells in their effects, but must be stressed that none of them has a material, verbal or somatic component as human spells do.

FLYMAGE

Flymages dress in loose robes of grey spider-silk, often amadorned with words of power and snatches from the holy scriptures. The holy symbol is a stylised insect, worn around the neck. Flymages have no effect on undead. Their only weapon is an envommed dagger.

All flymages carry size-rods, and have the innate power of size-change (see below).

A normal hive has five flymages, each caring for a different aspect of life, these are detailed below. Each of the five Masters has a white-robed apprentice, who has no powers until the death of its Master, when it acquires all its Master's powers. Ten years is required to raise a larve to the point where it can become a representative of Serptick. If both Master and apprentice are slain, the apprentices normally follow their respective Masters at all times. Masters are considered to be 12th level for purposes of combat, spell-casting and saving throws, unless a higher level is required to cast a particular spell, in which case they cast at it as if of the minimum required level.

All flymages have the following innate powers, equivalent to the standard spells in effect, but requiring only one segment to cast by mental command.

Locate Insects: As the druidic spell locate animals, but only insects can be found. Usable twice daily.

Summon Insects: As the druidic spell summon animals, but only insects can be found. Usable twice daily.

Repel Insects: As the druidic spell of the same name, usable once daily.

Insect Regue: As the druidic spell of the same name, usable once weekly.

Creeping Doom: As the druidic spell of the same name, usable monthly.

Size Change: This is a process whereby the flymage can change in size from its normal 5' to roughly human size. This lasts for 30 turns and takes one melee round to happen. No other actions are possible in that time. Shrinkage to normal size is automatic after 30 turns, and can be initiated voluntarily at any time. Size-change can be used only once per day. Any personal equipment carried or worn is also size-changed.

Regardless of its own size, a flymage using its flymage type magic also gives each of the other flymages a boost in effect as given in the Players' Handbook, or to scale them down to flymage size, in the latter case duration is unaffected.

As stated above, there are five flymages in each hive, each with its own special responsibilities and powers.

Master Attack

The Master Attack is responsible for vengeance attacks on all those who have harmed insects, and for this task is equipped with a wide range of offensive powers - sleep and lightning bolt (twice daily each), charm person, charm animal and charm monsters (one of the three daily). Mordenkainen's sword (usable daily), cloudkill (twice weekly), death spell and polymorph any object (twice monthly), and power word/wall (usable but once per month).

It is often at odds with the Master Defence, thinking it timid and cowardly, the Master Defence, of course, believes its opposite number to be a reckless fool.

Master Defence

The Master Defence's primary task is the welfare of the hive's larvae, but its sphere of influence extends throughout the hive, its major ally in disputes is the Master Healer, which unlike Master Defence, is overconcerned with possible damage to the hive. The Master Defence's powers are shield and protection. They provide protection from good/evil, protection from fire, protection from lightning and protection from normal missiles (any three of the four usable each day), wall of force and ward (usable daily), glyph of warding, blade barrier, antimagic shell, globe of invulnerability, and swords and wands, programmed illusion and permanent illusion (once weekly each).

Master Healer

Along with the Master Defence, the Master Healer is responsible for the welfare of the hive and in particular the sick or injured. It usually supports the Master Defence against the Masters Attacks and Knowledge. It has the following powers: cure up to 50 hit points per day, remove fear (three daily), slow poison (healing daily), neutralize, dispel evil/good (each once daily), cure blindness, cure disease and remove curse (once each). Master Healer (rarely) can dead (usable once per month).

Master Knowledge

The Master Knowledge's chief function is to keep the hive's information which can then be sold to the highest bidder thus keeping the hive solvent.

To this end it will often support the Master Attack's policies, seeing them in a better chance of promoting new knowledge. The Master Knowledge has a wide range of powers to aid him in this work, these being detect evil, detect magic, detect charmed, detect disease, detect invisibility and detect poisons and pits (fire from the seven daily), speak with dead, speak with plants, speak with animals and speak with nature (three each day), locate animals, locate objects and locate plants (two of the three usable each day), know alignment and alignment daily), find traps, find the new, identify, clear poison and clear unconsciousness (once daily), stonecure, tongue, contact other plane and true form (once per week each).

The Master also functions as a sage of the highest category and often has an exceedingly good reference library available.

Master Warhorse

(Also called the Master Religious)

As head of the hive's spiritual department, the Master Religious is invested in the Master Religious, if it is wise to do so, it is stated that the hive is often called on to mediate between the factions headed respectively by the Masters Attack and Defense, and the Masters Healer and Defence, which duty it carries out after consulting with Serptick the insect god as to which course is best. The Master Warhorse carries
up for this by having extremely good senses of taste and smell — even to the extent of being able to detect minute traces of venom by smell alone. All flymen, apart from the drones which are sterile, are hermaphrodites; all except the flyguards and flymages retain fragile membranous wings.

Their larvae are selected for class at birth, any weaklings being rejected, and then communally reared in identical individual cocoons until all of a given type have the same number of hit points — except the flyguards and flymages, which are raised individually, though they still have the Master Healer to look after them. If a flymage or flyguard is brought up by the flyman it will eventually replace the drone.

Drones live for 30 years; artusans 40, warriors 30, flyguards 50 and flymages to 80 years. After this, they are killed and sent to the knitches, the intercessors for small frymen too young or injured for the Master Healer to help.

The Hrr1!'s have their own language which consists of a series of hisses, hissing and clicks, it is 99% certain that any humanoid trying to learn the language will fail. Flyguards can in addition speak and write. Flymages can speak and write to one another. All flymen can communicate with insects, even giant ones.

The Hrr1!'s make great use of insects as domestic animals and as pests, and use them for making nets. When well-tended they will produce a honeylike nectar. For this reason flymen are often called beekeepers.

The Hrr1!'s have a great variety of domestic animals, the most useful being the cat. Pigs are used for meat and wool. Cows are used for milk and leather. Horses are used for riding.

Flymages have a great deal of magical power and are able to cast spells. They can also be trained to perform certain tasks, such as opening locks, or making repairs.

Flymen are generally exceedingly polite and courteous, especially when dealing with the Hrr1! They are always willing to help others in need, and will go to great lengths to ensure that their needs are met.

Although they are small in stature, flymen are very strong and can lift objects many times their own weight. They are also highly skilled in combat, using their wings and tails as weapons.

Flymen are generally very clever and resourceful, and are able to adapt quickly to new situations. They are also very adaptable to new environments, and are able to live in a wide variety of climates.

The Hrr1!'s are a highly advanced race, and have made many technological advances over the centuries. They have developed a powerful military, and are able to defend themselves against any threat.

The Hrr1!'s are also known for their unique culture, which is based on their complex social structure. They have a highly developed system of laws and customs, and are governed by a council of elders.

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by Daniel Collerton

This scenario should be read in conjunction with the Flymen described above the Hive. It can be used for adventures with a party of any strength and level as it is up to the DM to outline the objective of the adventure. For example, a low level party could enter the hive to gain information while a high level party could be invited into the hive as part of an intrigue within the flymen community.

HISTORY OF THE HIVE

Five hundred years ago, in the Jihad between the K’zart and T’cksh hives, a group of flymen were attacked and left to form a new hive in a region far away. This grew slowly over three hundred years, extending its power over all insects in the area. However, the flymen had turned from the True Path and were oppressing insects rather than helping them. This angered Senior Srapp’ck, the insect God, and he struck down nine-tenths of the hive with a sickness which stopped only when the Master Religious offered himself as a sacrifice. The last two hundred years have seen recovery. Links with other hives were made, the hive having previously been isolated. The first contacts of the hive provided information came 200 years ago, and it is this which led to the hive’s present wealth. The hive is presently at peace, even the local farmers being on cordial terms with it thanks to a mixture of threats and bribes.

NOTES FOR THE DM

1. The temperature in the hive is about 70° F.
2. There is an acid, musty smell throughout the hive.
3. Wells, floors and roof are of rough sandstone unless otherwise noted.
4. There are few doors in the hive, most openings being covered by dron-scan to protect the hive from becoming crowded.
5. The hive is lit by ornate metal lamps (steel in most areas, silver in flyguard and flyman rooms) which burn beeswax and are kept in order by the Guild of Lamp tenders. One’s a fearful presence looking through the glass.
6. The stone through which the hive is tunnelled is protected by Srapp’ck and is unafflicted by spells.
7. Because of the insect scouts around the hive, the Hive will be aware of any 90% of approaching parties. Such parties will be met by a patrol of flyguard and 20 warriors who will either escort the party into the hive or persuade them to leave. Failure to obey the patrol will cause the hive to be alerted and the Master Attack to investigate.
8. The all-purpose, generally as high as they are wide, and rooms are 20° high unless otherwise noted.
9. There is neither night nor day in the hive — the population works and sleeps in 8 hour shifts, thus corridor and rooms are always crowded.
10. The hive is not made of wood, but of bone or chitin. Clothing is made of the insect’s horn.
11. All insects in the hive are normal, but appear to the flymen to be giant-sized, and flymen cannot touch them.
12. The hive is situated in the side of a sandstone cliff in wilderness area.
13. Unless noted as size-changed, all coins, gems, etc., are standard coin size. 1,000,000 flymen coins are equal to one normal coin. The actual value of any gem, etc., is given in brackets, in the hive, it will seem more valuable as it appears larger.
14. The commend word for the hive’s drones is K’zart’ck.
15. MM donates a monster from TSR’s ‘Monster Manual’, an item from their Dungeon Master’s Guide.

ENCOUNTERS OUTSIDE THE HIVE

If the party has escaped detection there is still a 10% chance per turn that an encounter will occur. If an encounter takes place, roll 1d20

Die Roll Type of Encounter
1-14 1 flyguard + 20 warriors on patrol
15-17 Sandy beach, flying, in the vicinity of 1 sandfly, 2 flyguards, 40 warriors, 20 bombardier beetles.
18-19 Master Ateko, 3 flyguards, 40 warriors, flying, in the vicinity of some insect war
20 Master Knowledge + 2 flyguards on spying mission.

Carewars will carry goods worth 1,000 gp and weighing 0.5 kg. Patrols and Masters will generally investigate any careless party. In any case, a careless party will try to avoid them and gain the safety of the hive.

INSIDE THE HIVE

Normal probability of encountering, if it occurs, roll 1d20 to determine type

Die Roll Type of Encounter
1-11 11-20 drones on patrol
12-15 11-20 aritians
16-17 1-8 off-duty warriors, looking for excitement
18-20 Patrol flyguard + 10 warriors.
19 Flyguard
20 Master — roll d8 for type: 1-2 Master Attack + 5 warriors, 3-4 Master Defence + 5 warriors, Master Knowledge + 5 aritians, 6 Master Healing + 5 aritians, 7-8 Master Religious

Flymen will ignore the party unless on patrol, or seeing suspicious behaviour.

KEY

1. Entrance, Guard Posts and Main Entry. Entrance is through a stone door 40” square. This is operated by watchmen in the west alcove, otherwise requiring a hand bars roll to open. It is camouflaged, and counts as concealed when the alcove is not occupied. A single 10 warriors with the west alcove also having a flyguard. Parties wishing to enter the hive must identify themselves, be shrank by the flyguard’s odor, hooded and led through the maze into the hive if attacked the flymen fight a delaying action while the two warriors go for help. All turns to arrive. In the form of the Master Attack and warriors. The maze is merely to delay invaders, allowing time to organise a defense.
2. Main Gate

The hall at this point is blocked by a rock wall reaching from floor to roof. In front of this is a 20' wide door, with large grates leading to an underground stream. This prevents the hive from being flooded. The entrance to this chamber is 10' above floor level and can be closed with stone shutters to form an almost airtight seal. A drawbridge 20' wide and 30' long fits into the centre of the wall, with a small opening in the floor so that a person can go across this area to the entry to the hive. When bridge and shutters are closed, the hive cannot be reached from the floor; likewise cloud/kill spells etc. have no effect. In normal circumstances, there are 20 warriors and a flyfighter on duty, reinforcements can be summoned from the barracks (see 6).

3. Master Attack's Room

The room is arranged in typical manner: a bed (ship's bunk), small table and chair, and a large cabinet with a glass top. A bookcase is against the wall. The room contains a large number of military calendars and maps. The table has several books on military strategy and tactics. The bookcase contains a number of military manuals and a number of military maps.

4. Stables

Pens containing packing and riding mares line the outside wall of the building. In the center of the building are 10 stalls containing horses of various types. The horses are equipped with saddle blankets, bridles, and other horse gear. The stalls are divided by a series of poles and wires, which are used to separate the horses from each other. The horses are fed and watered regularly and kept in good condition.

5. Warriors' Barracks

Each barrack is 100 beds and consists of two 50 beds each. The beds are of the type used by the soldiers in the army, with wooden frames and mattresses. Each bed is equipped with a pillow and blanket. The barracks are equipped with a kitchen, a washroom, and a common room. The common room is equipped with a table, chairs, a small fireplace, and a number of books. The kitchen is equipped with a stove, a sink, and a refrigerator. The washroom is equipped with a toilet and a shower. The barracks are equipped with a fire alarm system and a smoke detector system. The barracks are equipped with a first aid kit and a fire extinguisher. The barracks are equipped with a security system, which includes a surveillance system and a security guard.

6. Flyfighter Grounds

This is the area where the flyfighter are kept. It is a large open area, with a number of hangars and training facilities. The area is surrounded by a wall, and there is a number of security systems in place. The flyfighter are housed in hangars, and they are kept in good condition. The area is equipped with a number of training facilities, including a flight simulator and a number of training devices. The area is equipped with a number of security systems, including a surveillance system and a security guard.

7. Market

A large area covered with stalls selling products from other hives. The stalls are arranged in a circular pattern, with a central area for open-air market sales. The stalls are equipped with awnings and canopies, and they are kept clean and organized. The market is open from 8:00 AM to 6:00 PM, and it is closed on Sundays. The market is equipped with a number of security systems, including a surveillance system and a security guard.

8. Expensive Merchandise Section

10 warriors guard the entrance to the room which contains 10-20 high-class dealers in beauty products, each with their own partitioned alcove and 10 guard warriors. Each merchant has 1,000,000 gp worth of merchandise, and all the products are of high-quality (10% chance). There will be 21-40 customers in the room.

9. Storage Spaces

These rooms houses goods which are not on display in (7) as well as stabilizing pack beetles. There will be 51-70 giant bumblebees, 40 druids, 15-20 warriors.

10. Quarter of the Flyfighter

This area contains a number of similar rooms, each with one or more beds, tables, chairs, and other furniture. The rooms are equipped with a number of security systems, including a surveillance system and a security guard.

11. Wink's Quarters

A chest contains 50,000 gp and a pouch of gems (4,000 gp actual value). It is locked and has a trap which shoots acid for 20' in front of it, if set off, causing 6d10 damage. Wink is a member of the Master Attack's policies and despises those who do not agree with it as it is an intelligent being, nevertheless brave.

12. St'ck's Quarters

A locked chest contains 20,000 gp and a gemstone (worth 5000 gp). A pile of rope in one corner is actually a rope of construction (DMG) while a further with the same properties as the Master's. A chest contains 50,000 gp with a 3% crossbow of accuracy (DMG). St'ck is a member of the Master Defences' party and is trying to persuade Wink to change its views - with scant success, since he does not want to reveal its true allegiance.

13. Z'k'qeen's Quarters

A chest (locked with a poison needle trap) contains 20,000 gp and many gems (worth 7,000 gp). A chest similar to St'ck's o(10) contains 15,000 gp and a gemstone (worth 5,000 gp), while C'k'pock wears a Sword, +1, +3 vs. Lycanthropes, which has been size-changed, its acid has been removed in the same place. A chest contains 5,000 gp, a gemstone (worth 3% crossbow of accuracy (DMG). C'k'pock is a member of the Eight, a group dedicated to the replacement of Flyfighter rule by that of the Flyfighter.}

14. Z'k'z's Room

A chest contains 400,000 gp and gems (with true worth of 9,500 gp). There is no trap, but the lock is very complicated. To chance of opening it is 1/24.}

15. Z'tz'ak'x's Chamber

A locked chest contains 25,000 gp, and there is a locked coffer full of gems (true worth 20,000 gp). The chest is unlooked, but a blade trap is present, attacking as a 10 hit dice creature for 406 damage. The coffer is a domineering plectrum, a member of the Eight.

16. Xurt'r's Room

A locked coffer holds 2,500 gp and some gems (true worth 14,000 gp). Xurt'r is a member of the Eight and fanatically dedicated to the overthrow of the Five; however, it does not appear to be loyal - as do the rest of the Eight.

17. On'k'z's Room

A secret cupboard behind a bookcase containing 20,000 gp and gems (true value of 5,000 gp). On'k'z wears a suit of +3 splint mail to give it an AC of 5. This is a true suit of +2 splint mail, but after a time is trapped and found at its smallest size by an amulet worn by On'k'z whose effects take 10 turns to wear off; should it be removed or destroyed, On'k'z is a 5th level fighter, and expects the sight of the Eight - but has no proof.

18. Tzz'tz's Room

A chest contains 120,000 gp and gems (with true value of 9,500 gp). Tzz'tz is a mudhiv co-heided flyer close in temperament to the Master Knowledge, it supports this member of the Eight.

19. Ont'z'tz's Room

A secret drawer under the bed contains 120,000 gp, while gems (true value of 7,000 gp) are kept in a secret compartment behind a wall hangings. Ont'z'tz is rash, foolish and a member of the Eight.

20. Sh'k'k's Abode

A locked chest contains 75,000 gp in addition to some gems (worth 8,500 gp). A locked trunk contains 9,500 gp, without a secret compartment in a chest keeps gems (worth 15,000 gp). Z'tz'ak' is a forward flyer such as Sh'k'k. It is a member of the Eight.

21. K'n'ra'ite Habitation

A locked coffer contains 70,000 gp, while concealed under a loose floor tile are gems (worth 8,200 gp). K'n'ra'ite owns a pair of size-changed rooms of Travelling and Leaping (DMG), kept small by magic lace. It is a member of the Eight, and is modest and self-effacing.

11. Council Room

Around a huge circular table of gold-inlaid ivory are 5 iron, 16 chit and several stone chairs, followed by a table of F'toss, and Guildmasters respectively. There is a desk in one corner, used by an artisan to take notes, containing (non-magical) scrolls, styles, etc. Enters through a door, opened by pressing a stud on the table while all chairs are occupied (or equivalent wells in the table). The secret door is a trap, passing through itself will set off an poison/damaged waterfront, 16 of which will hit the victim for 1d2 damage, with returning a save vs. poison to avoid death. This trap is rendered inoperative by pressing the table stud again with no-one sitting in the chairs. The door can be opened from the north side merely by pushing, the trap is harmless if approached from this side.
12. Minor Treasure Room
About 12,000,000 gp completely fill this room, with the exception of a small area to the east allowing passage from north to south. The door to the west door, which has a permanent illusion making it appear part of the wall, is triple-locked, and can only be detected (10% chance) by tapping for hollow sounds or by magic. Remember gold blocks detection spells and powers.

13. Major Treasure Room
The room has the property as do 14 and 16) that any size-changed articles placed therein remain that size until 30 turns after their removal. The room is closed off from the passage by a set of locked and trapped bars. Unlocking the bars with the Master Owner’s key avoids setting off the trap. If the bars are opened otherwise, the ceiling will collapse for 20’ in all directions causing 5d10 damage to any beneath. In the room are 13 locked chests of silk and tapestries (each worth 1,000 gp), each weighing 50 kg (the contents have all been size-changed); 4 locked chests containing rare woods, spices and hallucinogenic drugs, worth 1,500 gp and weighing 25 kg each (these have not been size-changed); 3 locked coffers, size-changed, tin-lined and containing rare unguents and balms weighing 50kg and worth 800 gp. All these treasures are covered by a permanent illusion of a Type IV Demon trapped in a pentacle.

14. Major Treasure Room
Locked and trapped bars as in 13) close off this room. Inside, covered with a permanent illusion of an ice-skull (MM) are 14 locked chests each containing 20,000 size-changed cp; 10 locked chests each containing 5,000 size-changed gp; 5 size-locker and poison-needle trapped chest containing 8,000 size-changed gp; 4 coffers also double-locked and poison-needle trapped, each with 1,000 size-changed pp, 2 metal coffers each with two locks and a poison needle trap, containing size-changed jewelry/arms worth a total of 20,000 gp, 3 metal coffers, untrapped but with four poison needle traps each. Inside every one are gems (worth 20,000 gp).

15. Prison
Inside a pentacle is a Type VI Demon (AC-2, 88+18, HP-70, AI-2-13 + spellcast, magic weapon to hit) (MM), which will attack any releasing it, before vanishing to its own plane. Any attack will release it, as well breaking the pentacle.

16. Throne Room
This is one of the most impressive rooms on the plane. Entry is through double doors 80’ wide and 100’ high, composed of mahogany inlaid with gold and gems. Set in each is a diamond 70’ by 40’ which even allowing for its true size is worth a king’s ransom. Each door is four feet at least 200,000 gp in situ, but removal will cause damage dividing the value by 2000 times. 40 warriors guard the doors at all times.

The interior is surrounded by marble pillars 300’ to a vaulting of amethyst under a roof of jet set with diamonds to resemble the night sky. The floor is of gold and silver inlay on an onyx and opal base, the walls covered with mosaics of various precious stones. At the far end is a triple tiered desk of platinum exquisitely carved marble. On the desk are three large top-works, each carved from a single diamond, on the middle tier are 15 thrones likewise carved from rubies, and the lower tier bears 25 thrones similarly carved from pearls. These are for the Five, Fifteen, and Guildmasters respectively. Above the thrones is a huge figure composed of precious materials, depicting Serpent’s, the Insect God. The whole is lit by gold lamps. The entire room is worth perhaps 500,000 gp, but attempts at removal will reduce value as for the doors. Entrance to the south passage is through a secret door which only open on the command word Pass’tick and closes automatically after one minute round.

The room is used only rarely, when impressing an emissary, giving judgement, or consulting the have on policy.

17. Temple of Serpent
This is the religious centre of the hive and is well-decorated, though not as richly as the throne room. The floor is marble inlaid with sacred texts while the walls are covered with hangings depicting spiritual scenes. The focal point of the room is a gold-covered ebon idol of Serpent’s. The god has the body of a bee, spider legs, a scorpion’s tail, three heads (those of locust, fly and cockroach) and stands 60’ high. Unless a service is being held, the temple is utterly empty. It is 80’ high.

18. Master’s Library
Books are lined with ivory and books cover the floor. A massive table is surrounded by chairs and covered with papers. The Master Knowledge is sitting in the library of Master’s, and his apprentices’ K’tick have been pushed against the east wall, hidden by books. A cup of herb brew lies on the floor near the Master and his apprentices’ K’tick. The library contains a Potion of ESP (DMG) and there are various instruments of precious metals (actual value 10,000 gp).

18. Master’s Library
As with rooms 13-16, any article which has
28. Hospital

This area is paved white, and the walls are lined with rows of beds. The area is used by 10-20 doctors and 1 and 2 nurses and staff. Various blood tests will be administered. The doctors are armed with 10-12 needles and 1 or 2 nurses, and staff amount to 20-100 nurses. The rest of the area is empty. The door to the hospital is locked. (An AC of 10-11/10-20 is required.)

29. Master Healer’s Room

The walls are lined with cabinets containing herbs and drugs. A large and small bed occupy the center of the room. There is a desk with a table and chairs. The room is locked. An AC of 11-20 is required to open the door.

30. Rubbish Dump

These rooms contain refuse, waste food, broken furniture, various weapons, and other rubbish. There is nothing of value in the rooms and items are present.

31. Food Caves

Pygmy shrews are raised in these caves as a supplement to the food of the Master Healer. They are housed in two cages, each protected by a path around the corners of the room. There are about two in each cage. The cage contains a grid (AC: 1-2/10-20 points). The shrews are usually 4-100 shrews at any time.

32. Fungus Caves

These caves are filled with the various types of fungi grown by the flymen for food. The area is harmless except for an area of brown mold (AC: 1-2). The mold is affected only by a magical cold (AC: 1-2). The mold is usually 4-100 shrooms at any time.

33. Water Caves

A pool of fresh water covers most of the floor and provides the hive with water. The water comes from holes in the wall, and escapes through the drain at the bottom of the pool, which is 20 ft. deep.

34. Mattress Pit

Every flyman comes once a month to make up with up to 10 others. It is a 20' deep pit filled with padded silk. It is kept dark and accessed from the path by a ladder. Access is by one of three sets of doors. There will be 20-100 mattresses, plus 4-100, 2-100, 10-100, and 1-500 flymen at any time.

35. Master Defender’s Room

The area is protected by a permanent Illusion, appearing as part of the wall. (The entrances to such rooms (36-39) are likewise treated.) Two beds with red silk coverings are placed opposite a doorway. Two large beds and a silk carpet cover the floor. Various paintings are hung on the walls and the room is well lit. The sculpture is being approached by one character. (AC: 10-20)

36. Egg Room

Eggs are brought here when laid, where they are boiled for 10–20 days. The eggs are then packed in crates and sent to (37), (38), (39), (40), (41), (42), and (43). The larvae are selected for class and sent to (37), (38), or (43) as appropriate, or if a new apprenticeship is needed to one of the flyguards or flymen.

37. Drone Room

Here larvae are selected to be drones, being fed and taken care of by nurses and fed nothing else. The drones remain for 10 years before being sent to work. Substandard larvae are sent to the kitchens There are 50-1000 drens and 40 drones continually on duty here. The room contains up to 500 young and normal nursery equipment; coats, playthings etc.

38. Artisans Room

This is where larvae are trained as artisans, spending 15 years in the process. Furniture, equipment, and materials are scattered around. There will be up to 100 young, with 5-10 artisans and 40 drone helpers.

39. Warrior Room

About 50 immature warriors live here with 10-20 artisans and 40 drones who act as teachers and supervisors. There is a practice area to the south where the young are instructed by the adults. There are several sections of vandoids, chitin armor, shields etc. for the young warriors.

40. Defensive Wall

The passage is blocked here by a 40' high battlemented wall, pierced by arrow slits and patrolled by 20 warriors. Entry is by door double doors where the passage is blocked by portcullis. This is the area to which the flymen retreat if the hive is invaded to protect their young. The wall is covered by a permanent illusion that the passage and here.

41. Cells and Torture Chamber

The walls are lined with cells of varying sizes from 10' x 10' to 60' x 40'. All cells are open on one side with the opening being blocked by steel bars of which can be opned to allow entry — this part is lockable. Half the cells have the property that any size-changed person placed in them will remain so until 30 turns after it was removed. Prisoners are manacled and leg-ironed. The room is occupied by torture devices which are not visible at all times. To withstand torture, roll wisdom or less on 2d20 each time a torture is applied. There will be 20 warriors on guard with 10 artisans and 100 drone assistants.

42. Guest Caves

Here size-changed guests of the hive are lodged; the cave has the property of maintaining any size-changed person or object at its new size until 30 turns after it has left. The furnishings are good if not luxurious, there being 50-100 beds as well as tables, chairs, chests etc. 10 warriors guard the entrance to make sure that guests do not go wandering off, but will not interfere in squabbles between guests unless damage could be caused to the hive.

43. Poison Room

This room contains 10 giant wasps and bees (5 of each) 20 artisans with 200 drones ‘milk’ the poison from the insects and transfer it to vats where it is transformed into the venom used on weapons. 10 warriors are constantly on guard.

44. Storage Room

Cellar filled with brass and copper vats and barrels filled with foodstuffs and oil. There are several barrels of silk and other cloths. 20 artisans with 100 drones are present moving the stores around.

45. Mining Room

This room is large and the artisans miners are excavating the hive. There are 30 of them, with 500 drones. Also present are 20 giant boring bees (AC: 5, SB: 10-300), (5, SB: 10-400) These are being bored in tunnel through the soft sandstone with their jaws, hence the normal double damage resulting from hitting.
LOWER CANON COURT
by Tony Chamberlain & Paul Skidmore
A clerical AD&D skirmish for a large number of players.

A party of adventurers was recently outraged by a medium level cleric, who acted contrary to his alignment and profession to jeopardise them. Rough justice was meted out, but Law and ReaD&D prevailed and he was hauled off to be a prisoner. Trial presented something of a problem until the ancient Canon Court of the City State was remembered where a cleric may be tried by his peers. Such a court was set up and proved highly entertaining. The prisoner was given one last chance to redeem himself. In fact, he attempted to escape, grabbed the Haedmsn's sword and laid about him, thus sealing his fate. Judgement was duly given when order was restored; the verdict of 'guilty' being a forgone conclusion. The traitor was stripped of all clerical items, branded, ears and nose slit (charisma lowered to 3) and hurled naked into the street. Justice was certainly seen to be done.

The Plan of the Court
The Court building is about 65 feet wide, 126 feet long and 50 feet high. The ceiling is of arched, carved stones, pierced at intervals with two wide arched slits for light and ventilation. Cressets are placed along the walls at the locations on the map. The judges sit on a raised dais three feet above the Court. Each chapel has a simple altar table. Illumination within the chapels is scanty indeed. Two eight-foot double doors give access onto the street (Court House Lane) and are locked by the Court Guard just before the Court is in session. The clay golist stands on a two feet high raised dais between the two doors. To the right of the main doors are steps leading down to the crypt and to the left of the doors are steps leading up, via a small platform seven feet from the ground, to the door giving access to the tower. The entrance to both tower and crypt are protected by glyphs of warding cast by Judges Thadrock and Belisam. Each glyph causes 12 points of electrical damage.

Court in Session
The DM should allocate one of the characters to each player, who should attempt to follow the personality profile as closely as possible. The Hall of Court may be laid out according to the plan using a play aid, such as Dungeon Floor Plans, and figures.

The dm should keep written orders every round including the DM who acts for non-player characters. The orders are then read by the DM in alphabetical order, though all actions are considered to be taken simultaneously. All rules of common sense will ensure the game progresses.

Spells such as know alignment, augury or divination will not work within the confines of the Court.

A typical trial would start by the Clerk of Court reading the charges; which will in no doubt be lengthy and abstruse. The prisoner may then reply and any evidence be presented. Long before this, however, the unruly elements will require reproof and the Court may be temporarily adjourned due to incursions by undead. A verdict of some sort will eventually be arrived at and sentence carried out.

Order in Court
The following groups of characters make up the Court:

Officials
Three judges, alignment LG, LN and LE, sit at the head of the Court and are controlled by the DM. The Judges give form to the proceedings and more scope for the DM to promote action. They act with great pomp and demand great respect. The clay golist, which was placed in Court by Boz the Demented during his reign as Chief Justice has never animated, but is rumoured to activate should Chaos prevail. The Clerks sit at a table before the Judges, surrounded by chests containing records, moneys, etc., and will act as prosecutor. He has charge of the Guard, which consists of six Sergeants-at-Mace, and also the Headman.

Prisoner
The prisoner stands alone before the Officials to answer the various charges. He is a normal player character and is allowed all his weapons and magical items. He should not be higher than sixth level of ability. He will be judged on his actions during the trial.

Clerics
These represent the canonical jury and will generally listen to the proceedings of the inner court. They may freely move to the outer court or chapels to meditate, pray or plot. A small number of clerics will be disinterested in proceedings against the prisoner and will attempt to further their own designs.

The Intruders
Fame of the Courts' impartial justice has spread and attracted the attention of various intrepid characters, who are attending in clerical disguise.

The Undead
The Court acts as a focus for the attention of undead and the foundations are riddled with tunnels for their use. Periodic outbreaks of undead occur during judicial proceedings with the object of disrupting them and killing clerics. The chance of an outbreak occurring is 20% per turn.

UNDEAD TABLE

<table>
<thead>
<tr>
<th>% Dice</th>
<th>Type</th>
<th>No. Appearing</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-20</td>
<td>Skeletons</td>
<td>4 - 16</td>
</tr>
<tr>
<td>21-30</td>
<td>Zombies</td>
<td>2 - 8</td>
</tr>
<tr>
<td>31-50</td>
<td>Ghouls</td>
<td>2 - 8</td>
</tr>
<tr>
<td>51-60</td>
<td>Shadows</td>
<td>1 - 6</td>
</tr>
<tr>
<td>61-80</td>
<td>Wights</td>
<td>1 - 4</td>
</tr>
<tr>
<td>81-100</td>
<td>Wraiths</td>
<td>1 - 2</td>
</tr>
</tbody>
</table>

Undead are 90% likely to burst into the locations below and issue similarly for a concerted attack. Each undead will attempt to attack a different cleric and will only be turned if the attacked cleric has a successful turning throw of the dice. Mass turning is not allowed.

UNDEAD LOCATION TABLE

<table>
<thead>
<tr>
<th>% Dice</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-30</td>
<td>Crypt</td>
</tr>
<tr>
<td>31-40</td>
<td>Tower Basement</td>
</tr>
<tr>
<td>41-60</td>
<td>Chapel No. 1</td>
</tr>
<tr>
<td>61-70</td>
<td>Chapel No. 2</td>
</tr>
<tr>
<td>71-80</td>
<td>Chapel No. 3</td>
</tr>
<tr>
<td>81-90</td>
<td>Chapel No. 4</td>
</tr>
<tr>
<td>91-100</td>
<td>Inner Court</td>
</tr>
<tr>
<td>101-110</td>
<td>Outar Court</td>
</tr>
</tbody>
</table>

NON-PLAYER CHARACTERS

The Judges
Each armed with Mace +2

Thedorick S I W D Co Ch
Cleric 5 18 10 10 14
Level 6 HTK = 21 AC = 3 Align = LG
Belisam S I W D Co Ch
Cleric 5 10 18 11 12 16
Level 6 HTK = 22 AC = 3 Align = LE
Chief Justice
Jedram S I W D Co Ch
Cleric 12 16 18 17 12 18
Level 7 HTK = 29 AC = 3 Align = LN
Sergeants-at-Mace
Six men stationed at strategic points in the inner court. These are fighters with statistics as follows:

Level 3 AC = 4 HTK = 15 Align = LN
Arms: +3 Mace
Will obey only Court Officials, unless bribed.

Headsman
Kentch S I W D Do Ch
Fighter 16 6 9 15 13 5
Level 6 HTK = 26 AC = 6 Align = LE
Arms: Two-handied +4 Sword
Will guard prisoner with great care at all times, but with little initiative. First priority will be to protect the Judges or Clerk should they be attacked.

Clay Golist
Stands immobile between doors of outer court.

AC = 7 HTK = 50
Damage 3 - 30 per round
<table>
<thead>
<tr>
<th>Name</th>
<th>S</th>
<th>I</th>
<th>W</th>
<th>D</th>
<th>Co</th>
<th>Ch</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cleric</strong></td>
<td><strong>S</strong></td>
<td><strong>I</strong></td>
<td><strong>W</strong></td>
<td><strong>D</strong></td>
<td><strong>Co</strong></td>
<td><strong>Ch</strong></td>
</tr>
<tr>
<td><em>Saeladon</em></td>
<td>13</td>
<td>17</td>
<td>17</td>
<td>14</td>
<td>10</td>
<td>15</td>
</tr>
<tr>
<td>Level: 7 HTK: 34 AC: 5 Align: LE</td>
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<tr>
<td>You are official and fussy. Keep order, deal firmly with troublemakers, ensure the cases progress. The condemned’s possessions become yours – but justice must be seen to be done.</td>
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<tr>
<td>Spells: Command; cause light wounds</td>
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<tr>
<td>Arms: Ring of Spell Turning</td>
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<tr>
<td>Dust of Sneezing and Choking, ¾ strength (4 paralyzes)</td>
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<tr>
<td>Command of 6 Saragante-at-Mace</td>
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<tr>
<td><strong>Brandoch</strong></td>
<td>11</td>
<td>5</td>
<td>17</td>
<td>7</td>
<td>10</td>
<td>8</td>
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<tr>
<td>Level: 5 HTK: 17 AC: 4 Align: CE</td>
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<tr>
<td>You feel the Court to be a farce and all who obey the law stupid. Do all you can to embarrass Court Officials and Guards</td>
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<tr>
<td>Spells: Create water; continual light</td>
<td></td>
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<tr>
<td>Arms: Hammer +1; Gem of Brightness (3 charges)</td>
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<tr>
<td>Potion of Climbing</td>
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<tr>
<td><strong>Balzac</strong></td>
<td>8</td>
<td>10</td>
<td>12</td>
<td>12</td>
<td>7</td>
<td>12</td>
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<tr>
<td>Level: 3 HTK: 16 AC: 6 Align: CG</td>
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<tr>
<td>Rumour suggests that the Clerk of the Court was responsible for ravishing your daughter, and you wish to see him punished, for he must be evil. You are aware that his position gives him great power, but no right.</td>
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<tr>
<td>Spells: Create water; silence 15’ radius</td>
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<tr>
<td>Arms: Staff of Withering (3 charges only)</td>
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<tr>
<td>Potion of Flying</td>
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<tr>
<td><strong>Gimbel</strong></td>
<td>10</td>
<td>13</td>
<td>17</td>
<td>17</td>
<td>10</td>
<td>14</td>
</tr>
<tr>
<td>Level: 4 HTK: 18 AC: 2 Align: NG</td>
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<tr>
<td>Honest to a fault, you will denounce friends or foes alike if evil is suspected – and evil is everywhere. You preach volubly on this fact every day at the market.</td>
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<tr>
<td>Spells: Bless; dispel magic</td>
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<tr>
<td>Arms: Rod of Polymorph (1 charge)</td>
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<tr>
<td>Silver Horn of Valathia</td>
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<tr>
<td>Mace</td>
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<tr>
<td><strong>Styphon</strong></td>
<td>10</td>
<td>11</td>
<td>12</td>
<td>14</td>
<td>16</td>
<td>10</td>
</tr>
<tr>
<td>Level: 5 HTK: 25 AC: 4 Align: NG</td>
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<tr>
<td>You believe in justice for all, which you conceive as different from the law – the law is an Ass. It is the true character of the accused that is important and you do not intend to see him “rail-roaded” by the lawfule.</td>
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<tr>
<td>Spells: Hold person, continual light (two)</td>
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<tr>
<td>Arms: Mace +2; Keoghram’s Ointment</td>
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<tr>
<td><strong>Lucas</strong></td>
<td>11</td>
<td>14</td>
<td>14</td>
<td>10</td>
<td>16</td>
<td>6</td>
</tr>
<tr>
<td>Level: 3 HTK: 16 AC: 4 Align: LN</td>
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<tr>
<td>Good and evil must be balanced provided the law is not bent in the slightest. You consider Contempt of Court (or its officials) to be the ultimate disgrace and will punish those who commit it.</td>
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<tr>
<td>Spells: Command; cause light wounds</td>
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<tr>
<td>Arms: Rod of Smiting (3 charges only)</td>
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<tr>
<td>Potion of Undead Control(Zombies)</td>
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<tr>
<td>Mace</td>
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<tr>
<td><strong>Sethromus</strong></td>
<td>12</td>
<td>18</td>
<td>14</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>Level: 3 HTK: 14 AC: 1 Align: CE</td>
<td></td>
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<tr>
<td>Having a deep disgust of lawful proceedings you have been plotting the downfall and disgrace of the Court for years. You have obtained the Amulet of a Demon and intend to summon it – when the time is ripe.</td>
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</tr>
<tr>
<td>Spell: Cause light wounds</td>
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<tr>
<td>Arms: Mace +1; Amulet of Demon Type IV</td>
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<tr>
<td><strong>Tormalen</strong></td>
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<td>18</td>
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<td>7</td>
<td>12</td>
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<tr>
<td>Level: 4 HTK: 22 AC: 6 Align: NE</td>
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<tr>
<td>Whenever faction becomes dominant, you must act to reverse the situation. Anyone not taking a full part in proceedings should be goaded into action.</td>
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<tr>
<td>Spell: Dispel magic; create water</td>
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<tr>
<td>Arms: Flail</td>
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<tr>
<td>Wand of Wonder (5 charges)</td>
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<tr>
<td>Potion of Flying</td>
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<tr>
<td><strong>Cleric</strong></td>
<td><strong>S</strong></td>
<td><strong>I</strong></td>
<td><strong>W</strong></td>
<td><strong>D</strong></td>
<td><strong>Co</strong></td>
<td><strong>Ch</strong></td>
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<td><em>Dekon</em></td>
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<td>14</td>
<td>16</td>
<td>17</td>
<td>18</td>
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<tr>
<td>Level: 3 HTK: 22 AC: 5 Align: LE</td>
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<tr>
<td>&quot;Sentence first, verdict afterwards&quot;, is your opinion. Anyone caught out must be guilty and deserve a punishment to fit the crime. This must be urged at all costs before the do-gooders ruin everything.</td>
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<tr>
<td>Spells: Cause light wounds, bestow curse</td>
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<tr>
<td>Arms: Wand of Magic Missile (3d4 + 3 only; 2 charges)</td>
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<tr>
<td>Mace</td>
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<tr>
<td><strong>Olythest</strong></td>
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<td>11</td>
<td>11</td>
<td>8</td>
<td>13</td>
<td>12</td>
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<tr>
<td>Level: 5 HTK: 18 AC: 6 Align: CN</td>
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<tr>
<td>You fervently believe the accused is innocent. Witnesses must be either easily misled or biased. Any departure from neutrality on the part of Court Officials will provoke you to fury and retribution.</td>
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<tr>
<td>Spell: Hold person; animate dead</td>
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<tr>
<td>Arms: Mace of Disruption; Potion of Polymorph</td>
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<tr>
<td>Potion of Levitation</td>
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<tr>
<td><strong>Dylen</strong></td>
<td>15</td>
<td>12</td>
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<td>10</td>
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<tr>
<td>Level: 3 HTK: 17 AC: 2 Align: LE</td>
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<tr>
<td>You have nothing but contempt for some weak or stupid enough to be caught. However, the situation may be used to denounce accomplices, especially if they appear of good alignment.</td>
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<tr>
<td>Spells: Cause light wounds, spiritual hammer, dispel magic</td>
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<tr>
<td>Arms: Mace +1; Potion of Levitation</td>
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<tr>
<td><strong>Zorrons</strong></td>
<td>16</td>
<td>15</td>
<td>17</td>
<td>14</td>
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<td>15</td>
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<tr>
<td>Level: 5 HTK: 22 AC: 2 Align: CN</td>
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<tr>
<td>Today, the gods have selected Green to be the colour of disapproval. Good or evil makes little difference – you must attack those who bear the cursed colour, but be subtle.</td>
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<tr>
<td>Spells: Sticks to snakes, create water</td>
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<tr>
<td>Arms: Rod of Absorption (1 charge initially)</td>
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<tr>
<td>Mace</td>
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<tr>
<td>Potion of Levitation</td>
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<tr>
<td><strong>Jelius</strong></td>
<td>11</td>
<td>14</td>
<td>14</td>
<td>15</td>
<td>14</td>
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<tr>
<td>Level: 5 HTK: 23 AC: 6 Align: LG</td>
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<tr>
<td>You are a puritanical bishop, overlooking evil wherever it lurks. Demand maximum sentences after due process of law.</td>
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<tr>
<td>Spells: Command, silence 15’ radius; speak with dead</td>
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<tr>
<td>Arms: Wand of Magic Missile (3d4 + 3 charges)</td>
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<tr>
<td>Flail</td>
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<tr>
<td>Potion of Clairvoyance</td>
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</tbody>
</table>
### Keythyn
- **Class:** Cleric
- **Level:** 5
- **HTK:** 19
- **AC:** 4
- **Align:** LN
- **Spells:** Bless, spiritual hamper, dispel magic
- **Arms:** Staff of the Serpent (Python)
- **Potion of Extra Healing**

### Sancand
- **Class:** Paladin
- **Level:** 4
- **HTK:** 29
- **AC:** 4
- **Align:** LG
- **Evil must be stamped out, especially in a Court of Law.**
- **Spells:** T apk, of Clairvoyance
- **Arms:** Mace +2
- **Potion of Levitation**

### Melmoth
- **Class:** Illusionist
- **Level:** 5
- **HTK:** 18
- **AC:** 9
- **Align:** CN
- **Spells:** Colour spray, dancing lights, phantasmal forces, ventriloquium; fog cloud, paralysis, deafness
- **Arms:** Staff +1
- **Potion of Flying
Potion of Polymorph**

### Avocel
- **Class:** Cleric
- **Level:** 5
- **HTK:** 27
- **AC:** 4
- **Align:** NE
- **The court is an irrelevance. Create mischief, particularly if someone can be hurt and the blame given to someone else.**
- **Spells:** Hold person; bestow curse
- **Arms:** Mace +2
- **Potion of Levitation**

### Asffith
- **Class:** Hour ½ elf
- **Level:** 5
- **HTK:** 13
- **AC:** 6
- **Align:** CN
- **Disguised as a female cleric of Droll, an organist cult, you want to lift a few fat purses from a few fat clergics, especially good clerics, as they like to study at first hand what they are to denounced at length in their next sermon.**
- **Spells:** Fascination, jealousy; kiss of wounding
- **Arms:** Dagger +2
- **Potion of Extra Healing**

### Otranto
- **Class:** Cleric
- **Level:** 6
- **HTK:** 27
- **AC:** 5
- **Align:** CN
- **You devoutly believe in GUTOMANCY, the ability to read guilt or otherwise from an examination of entrails. Best results are always obtained by using a friend of the accused...**
- **Spells:** Hold person; animate dead
- **Arms:** Mace +4
- **Potion of Levitation**

### Alor
- **Class:** Druid
- **Level:** 6
- **HTK:** 21
- **AC:** 7
- **Align:** N
- **The atmosphere of the Court is depressing. Continually agitate for an open air meeting and use your spells to encourage this.**
- **Spells:** Entangle; heat metal; pyrotechnics, summon insects; produce fire
- **Arms:** Sling of Seeking +2
- **Dagger**

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The court should be constructed as shown using graph paper or a play aid such as Dungeon Floor Plans. The principal characters, apart from the player-cleric on trial, are presented on the slabs above, which should be photocopied, cut out, and distributed among the players by the referee. The clerk of the court is essential, but other characters may be omitted if the DM wishes, or if they are not drawn or dealt out.
Sorry! is a short Traveller mini-module with an interesting twist, that first appeared in W398’s Starbase.

Are you tired of players treating your latest animal creation to a fusillade of gauss rifle shots without being asked the colour of its fur? Try this situation on ‘shoot first and ask questions later’ player characters.

The world on which this situation takes place may be varied within the parameters given below:

- Candidates within the Spinward Marches are: Kegana/Rhylanor, Leander/Trin’s Veil, 876-574/Five Sisters, Cunnable/Darrian, Plaven/Cronor.

The primary requirement is that the players should have no prior knowledge of the world in question, whether they arrive in their own ship or as passengers on a merchant. In the latter case the merchant crew should not know anything about the planet either, to prevent them being pumped for information by the players. They are a number of ways to arrange this (such as a mishap into the system) or it could be incorporated into an adventure such as Leviathan, where all worlds are unknown.

The ship’s computer contains no data on the planet, but once in orbit, a small orbital terrestrial station will issue a standard communications recording giving basic navigational directions for atmospheric entry and starport location and a statement to the effect that the starport is usually unmanned but the authorities have been informed and someone will be at the port in time to set up a command post. There is also a brief statement that the intelligent population is mixed race — both human and native minor race, the Urthay.

(Referee’s note — The station and landing system is automatic due to the world tech level, and very basic due to the comparative poverty of the world. Such a system would be inspected and maintained by an offtworld contractor at intervals. No information on the Urthay will be found in the ship’s computer.)

After a routine re-entry, the ship touches down at the starport. The landing system switches itself off, and no further communications are heard. Actually the term ‘starport’ is a grandiose name for the scene from the viewpoint — the landing ground and blast walls are searched, compacted earth and the few buildings are dilapidated structures of native wood. Thick jungle surrounds the place. Everything is very quiet — no one rushes out to meet the ship. Obviously, some exploration is necessary, so the players form a ground party to investigate.

(Referee’s note — If the ship (or ship’s boat) has a merchant crew, the referee needs to do a bit of arranging to make sure it is the players that stumble on the males described below, either by dividing the area to be searched between merchants and players so that the players search the warehouses, or by moving the location of the males).

The Starport (see accompanying plan) — Making their way through the access baffle, the party’s view across to the warehouses confirms the impression of neglect, with heaps of junk, weeds and peeling paintwork. Worn areas show the place is still used, but obviously no one gives a damn about the appearance. Rounding the last corner of the baffle, tucked under the blast-wall’s lee — and thus hidden from the ship’s view — is a battered jeep type ground car, its engine still clicking as it cools. Obviously someone did arrive not too long ago, but why no sign of them now?

The Investigation — Using the plan and the building descriptions, the referee should moderate the players’ search for the occupant(s) of the jeep. Nothing of any significance occurs until they approach warehouse D. The, unlocked door and slight sounds of movement within should alert them to suppose they have made a discovery and so the situation reaches its critical moment.

The Melee — As the players approach the western half of warehouse D, they notice that the large door is closed but not padlocked as all the others are. If the players are quiet they will hear slight sounds of movement within. If the players now slide the door open, the following scene greets them:

The place is a shambles. Crates and boxes are strewn around, and many split open — their contents (foodstuffs, clothing, leatherware, pottery and so on) scattered over the floor. The adventurers might have time to notice that the skylight is smashed, and they will certainly see at their feet just inside the door an automatic pistol which appears to have been kicked there from within. The padlock also lies on the floor here. The scene which holds their attention however is in the centre of the room. Two alien species appear to be in the final stages of a fight to the death — both are obviously seriously wounded. On the floor a roughly man sized (about 60kg) being with feline features and orange, black and green striped fur that wears what appears to be a leather bandolier over one shoulder, is desperately scrabbling backwards away from the other creature, which has dull grey and brown scales glinting here and there with blood. It sways drunkenly and attempts to reach a position where it can fall on the other to administer the fatal blow.

(Referee’s note — the true situation is as follows. The feline is a carnivore/hunter and not intelligent. Two days ago it entered the starport via a tunnel overhanging the starport fence and since then has wandered around trying to a) find food and b) get out. Attracted to the warehouse, by the scent of the foodstuffs inside, and finding no way in at ground level, it climbed to the roof and accidentally fell through the skylight. Most of the mess has been caused by its efforts to get at the food — in the process entangling itself with a smashed crate of leather belts and bandoliers.

The reptillian is of course a male Urthay. Having arrived to meet the ship and making a routine check of the port buildings, he too heard noises within. Returning to the jeep, he retrieved an automatic pistol from the glove box, then went and opened the warehouse padlock. Once inside he slid the door closed again (to prevent whatever was inside from escaping) and moved in. At this point the feline pounded, knocked the auto pistol from the Urthay’s grasp, and since this time the two have stalked and fought each other until at last the Urthay is gaining the upper hand.

What happens subsequently in the situation depends on the players’ actions. If they are trigger-happy (as when I refereed this situation) they will promptly shoot the Urthay in the belief that the feline chaser is the native. When a group of armed inhabitants — mixed humans and Urthay — come to investigate the gunfire (the settlement is only a mile or so away, the referee can take his revenge, and throw the lot of them into prison for manslaughter, or rather, Urthayslaughter.
Building Interiors

- Internal Partitions  ▶ Doors  □ Windows

The referee should elaborate on these basic descriptions as required.

A. Port Office. 1) Public Room, serves the function of a ticket office, waiting room and immigration control. A few lounge chairs, an old solid fuel pot boiler, and some out of date notices and a magazine rack. 2) Staff Office, with desks, filing racks and a good deal of disorganised paperwork. In one corner is a small kitchenette unit. 3) Convenience with two units - one of human and one of alien design.

B. Store. Single room with maintenance and cleaning equipment. Most of this is of obsolete design. Some ground car spares and a supply of gasoline (for ground cars) in jerry cans.

C/D Warehouses. Identical structures each with a central partition. The SE half of warehouse C has a more sophisticated lock than the others, and if the players break in they will find that it is leased to the landing system maintenance contractors and contains parts and repair machinery and electronics of tech level 11-12. The other warehouse areas contain stacks of crates, barrels, sacks and other containers of low-tech goods. There are large skylights in the roof.
The Black Manse

In a small agricultural town set in rolling country, the locals seem unusually depressed. The town was obviously once prosperous, but hard times seem to have come, which is strange as the countryside is rich with crops. Around the town, adventurers may hear of some of the following rumours:

The town was under the protection of a kind and benevolent baron, but since his adventurer son returned things have changed. The son's dwarven companions now come and extort crippling taxes from the townsfolk and their punishment for any opposition is extremely severe.

The son rode through the town on his route to the manse when he returned. He is a handsome youth and was in the company of 12 dwarves.

The former mayor went to the baron's manse, but returned a mindless fool.

Nothing has been seen of the baron or his men since the son's return.

Those who have braved approaching the manse have been scared away by the sounds they have heard, which seemed to them like those of a madhouse.

The manse is sited about a mile and a half from the town. Inside are the son and his friends who appear as dwarves due to their illusory powers. They are in fact:

INCUBUS
by Roger E. Moore

No. Appearing: 1
Armour Class: 2
Movement: 12"/15"
Hit Dice: 7
Treasure: VX
Attack: 2 claws for 1d4 each or by weapon type
Alignment: Chaotic evil
Intelligence: Exceptional
Monstermark: 1094.85 (level XI in 12 levels)

Incubi are the male counterparts of the succubi, and like the latter are solitary demons. In its natural form, an incubus appears to be a tall, handsome, male human, though with small horns and fangs, and a large pair of reptilian, scaled wings growing from its shoulders. The incubus has a powerful assortment of spells and abilities to assist it in causing havoc and grief wherever it goes. It can cause darkness 10" radius, shapechange (only into a humanoid form of the same height and weight), hold person, clairvoyance, ESP, go otherreal, and cause confusion at will, one power per round. It may also attempt to gate in one Type III demon (60%) or one Type IV demon (40%) with a 70% chance of successfully opening the gate, but must reward the calling demon in some way and is thus reluctant to do so. Once per day an incubus may also cause insanity by touch (4-6 saving throw vs. spell), the insanity produced is 90% likely to be homicidal mania (see Dungeon Master's Guide for details).

Being a demon-type, incubi have other powers held in common with all demon-kind. They have a magic resistance of 75% and are immune to normal or silver weapons. Weapons of +1 power or greater are needed to hit them. An incubus has infravision to 120", a special form of telepathy allowing communication with any intelligent being, and resistance to various attacks — acid gives full damage; cold, electricity (lightning), fire (dragon, magical), and gas (poisonous, etc.), half damage; iron weapon, magic missile, and poison, full damage.

Dream demons are generally only 15% magic resistant, but this is raised to 50% against spells from illusionists, and they are immune to the following spells: invisibility, phantasmal force, colour spray, hypnotism (all forms), ESP (all forms), hallucinatory terrain and phantasmal killer.

The dream demon can use ventriloquism and dancing lights at will, phantasmal force and hypnotic pattern three times per day (the pattern being projected from its wing-colours); and the following illusionist spells once per day each: gaze reflection, invisibility, mirror creation and more. In addition, the dream demon may make one attempt, with 50% probability of success, to take control of any shadow (see Monster Manual) encountered.

Dream demons are similar to quasitis in nature and strength. However, they specialise in the magic of illusionists (and are very occasionally granted to high level chaotic evil illusionists as familiars). They are usually encountered singly, but small groups are very occasionally encountered.

Their natural appearance is as an 18" black skeleton with huge, gorgeous, butterfly wings, but they can project a powerful illusion at will so as to appear as any creature of less than human size. If dispelled, this illusion can be re-formed in one round (treat all dream demon magic as seventh level power). Whatever their appearance, however, they attack with the razor-sharp edges of their wings.

Dream Demons
by Phil Masters

No. Appearing: 1–12
Armour Class: 2
Movement: 8"/12"
Hit Dice: 2d8+3
Treasure: N6; Ox2
Attack: Two wings for 1d4 each
Alignment: Chaotic evil
Intelligence: Average
Monstermark: 93.33 (level V in 12 levels)

They are the servants of the son who else is not what he appears. Shapechanged to look like the original son who has slain, is the new lord of the manse — an...
The incubus is also psionic, with a psionic ability of 200, and attack modes of C and E, and defence modes G and I.

There is a 10% chance that a banshee (see Monster Manual) will be found accompanying an incubus, otherwise the incubus will usually be alone.

On arrival at the manse, the incubus, while apparently greeting the baron, used his cause insanity power. The bars is now suffering from homicidal mania and is locked in a cell in the lower level of the manse. He sits quietly in his cell, but around him is badlam. The other cells are occupied by his former man, 20 in all, who are all gibbering imbeciles, howling and screaming. These are still under the control of some strange creatures of the ether that the 'son' unleashed amongst the prisoners.

**BRAIN SUCKERS**

_by John R. Gordon_

No. Appearing: 1–3

Armour Class: 5

Movement: 6”

Hit Dice: 1d8+1

Treasure: Nil

Attack: 2 par round, both special

Alignment: Chaotic evil

Intelligence: Highly

Monstarkmark: Inapplicable (suggested level for 11 in 12 levels)

The brain sucker resembles a large, slimy grey brain, always puffing, which is attached to a lashed, resembling a spinal column, encased in a slime, red varicose. It moves by writhing this lash and may move about on the ground or in an upright position. It is approximately 3’8” long.

It can be found either on the Prime Material Plane or in the Ethereal Plane. It lurks, waiting for its prey, which must be of at least animal intelligence, so that it can feed on them. It has two attack modes: a psionic attack (it has 160 psionic points, recoverable at the rate of 12 per hour, and all attack/defence modes); or a sucker attack. When it uses its sucker attack, if it rolls a hit, the victim must save versus his intelligence on 30B. If he fails to save, the brain sucker will fade into the victim's body and attempt to take over, the victim must now save versus magic - success means that the brain sucker has gained complete control of the victim's mind and all his powers for only 1–4 turns; failure means that the brain sucker has gained control for as long as it desires.

The brain sucker can use its psionic powers within its host and to protect its host. Once a week, the victim may try to free himself - he must roll 1d10 in an attempt to roll greater than the intelligence difference between himself and the sucker. If he succeeds, the brain sucker will materialise outside his body and fall to the floor, dead. It will then slowly dematerialise back into the Ethereal Plane. If the host is killed, the brain sucker will materialise outside the body, taking 1d8 damage in the process. It will then usually wriggle off or flee to the Ethereal Plane to recuperate.

The brain sucker may leave its host whenever it wishes, causing 1d8 damage when it does so and stunning the host for 10–30 segments, but usually waits until it has reduced its host's intelligence to 4 by feeding on it at the rate of 1 point of intelligence per month. When the host's intelligence is reduced to 4, the sucker must leave the host who will be, by then, a gibbering lunatic. The host may battle the brain sucker psionically and should he manage to slay it, either psionically or on freeing himself as described above, he will regain 1–8 points of intelligence as long as this does not exceed his original score.

The brain sucker can travel to and from the Ethereal Plane at will once per turn.

The only other occupant of the manse is in the baron's treasure vault. It was placed to guard his goods and is a...

**GUARDIAN**

_by Simon Tilbrook_

No. Appearing: 1

Armour Class: 3

Movement: 6”/18”

Hit Dice: 6d8

Treasure: None, other than what it is guarding

Attack: 1 bite for 1–3 plus petrification

Alignment: Neutrual

Intelligence: Exceptional

Monstarkmark: 379,68 (level VIII in 12 levels)

The guardian is a modification of the necrophidus (see Best of White Dwarf - Articles) and is created in the same manner except that its creation requires the body of a giant snake, a man-sized humanoid skull, a cockatrice feather and a gem of at least 1,000 gp value.

The guardian is created specifically to protect its creator's treasure, tomb etc. Its spirit can leave its body at any time. It can then move at 18' per turn and retains both its normal senses (sight, hearing, etc.) and its magic resistance of 60%. Detect invisible will reveal its presence as a fiery red aura, otherwise it cannot be detected. (DM's could let elves, dogs, etc. have a chance of noticing something - Ed.) The spirit can enter and animate any of its pacified victims, one at a time. The animated 'statue' then becomes an 8 hit point monster, moving at 3" per turn and attacking every other turn (always attacking last) for 3d6 points of damage. The 'statue' is invulnerable to normal weapons but will take damage from magical weapons. If an attacker fails to make the 'to hit' roll, than his weapon will shatter - magic weapons are permitted a saving roll.

When in its own body, the guardian regenerates at the rate of 1 hit point per turn - even after death. The guardian's spirit may return to its mutilated body (which is defenceless when 'vacant') and it will immediately begin to regenerate. If the gemstone set in its forehead is removed from the remains, it cannot regenerate.

Its magic resistance is permanently functioning and will affect all spells cast within 10' of the guardian's spirit (or approaching within 10' - e.g. lightning bolts). Spells such as wizard lock should also be checked (once only) when the guardian first approaches within 10'.

While in spirit form, the guardian is invulnerable to all physical attacks - even magical weaponry.

Each guardian is created with one weakness usually linked to what it is guarding to prevent betrayal. If its weakness is, say, silver (as in this mini-scenario), then the touch of silver (in any form) 'burns' the guardian's body for 1–3 hit points of damage per hit, the guardian cannot voluntarily touch or pass over silver - not even in its spirit form; if an animated statue is touched by silver, the guardian must immediately leave the statue, it cannot enter a statue which is in contact with silver, its spirit can be pushed back or held at bay by silver, and if its gemstone is touched by silver, then its spirit is permanently banished to Limbo and all pacified victims crumble to dust.

Its weakness is silver and each of the treasure chests that it guards is made of silver.
OPERATION COUNTERSTRIKE

by Marcus L. Rowland
OPERATION COUNTERSTRIKE

The LaSalle is an enclosed, octagonal, 600-foot diameter, 90-foot tall building. The building is occupied by the 16th Street Christian Church. The church is located at 1600 16th Street, Denver, Colorado.

A man and a woman are standing in the front of the church. The man is holding a large gun. The woman is holding a handbag.

The church is surrounded by a fence. There is a small sign on the fence that reads, "No Trespassing."
11. THE RAAM IS EQUIVALENT TO A MEDIUM SCALE DEFENCE SHIELD. THIS DEFENCE SHIELD IS ATTACHED TO THE RAAM IN SUCH A WAY THAT IT IS ALWAYS ON THE RED SIDE OF THE NETWORK. WHEN THE RAAM MOVES, THIS DEFENCE SHIELD MOVES AUTOMATICALLY TO PROTECT THE RED SIDE OF THE NETWORK. THE DEFENCE SHIELD IS DESIGNED TO PROTECT THE RED SIDE OF THE NETWORK FROM ANY TYPE OF ATTACK OR ENEMY ACTION.

12. THE MAIN SHIELD OF THE RAAM IS FITTED WITH ELECTRONIC LOGIC CIRCUITS AND CONTROL SYSTEMS. THIS SYSTEM AUTOMATICALLY DEACTIVATES THE MAIN SHIELD WHEN THE RAAM IS NOT IN USE OR WHEN THE RAAM IS IN A SAFE LOCATION. THIS SYSTEM ALSO PROVIDES THE RED SIDE WITH A WARNING IN THE EVENT OF AN ATTACK OR ENEMY ACTION.

13. THE MAIN SHIELD OF THE RAAM IS DESIGNED TO PROTECT THE RED SIDE OF THE NETWORK FROM ANY TYPE OF ATTACK OR ENEMY ACTION. THE MAIN SHIELD IS FITTED WITH ELECTRONIC LOGIC CIRCUITS AND CONTROL SYSTEMS. THIS SYSTEM AUTOMATICALLY DEACTIVATES THE MAIN SHIELD WHEN THE RAAM IS NOT IN USE OR WHEN THE RAAM IS IN A SAFE LOCATION. THIS SYSTEM ALSO PROVIDES THE RED SIDE WITH A WARNING IN THE EVENT OF AN ATTACK OR ENEMY ACTION.

14. ANOTHER LAVATREY LEVITATION FACTION WITH THE SAME TYPE OF SHIELD AS THE RAAM IS DEVELOPED. THIS LEVITATION FACTION IS FITTED WITH A SPECIAL CARRIAGE WHICH IS USED TO TRANSPORT THE SHIELD. THE CARRIAGE IS FITTED WITH A SPECIAL CARRIAGE WHICH IS USED TO TRANSPORT THE SHIELD. THE CARRIAGE IS DESIGNED TO PROTECT THE RED SIDE OF THE NETWORK FROM ANY TYPE OF ATTACK OR ENEMY ACTION.

THE DOOR TO THE ROOM IS LOCKED FAST AT 18:00 PROBABLY THE GURiju WITH HIS FIVE KLGED KABARES IS IN THIS ROOM. IF YOU ARE LEFT IN THIS ROOM FREEZE TO THE WALLS AND CEILING. AND ANY CHARACTERS WHO WERE IN THIS ROOM WILL BE FROZEN AT THE SAME TIME. IF YOU FREEZE AND ANY CHARACTERS IN THIS ROOM WANT TO FREEZE, THEY WILL FREEZE AT THE SAME TIME AS YOU. IF YOU FREEZE AND ANY CHARACTERS IN THIS ROOM WANT TO MOVE, THEY WILL MOVE AT THE SAME TIME AS YOU.

If you are left in this room, you must decide whether to freeze or move. If you move, you will be caught by the guriju. If you freeze, you will be left in the room with them.

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Introduction (Players and Referee)

Vinorian/Rhylantor (0701) is a mediumsized world, largely covered by water. The atmosphere is heavily tainted with chlorin, which occasionally creates a green mist just above the surface of the seas, and which dissolves in the water forming very dilute hydrochloric acid. On the surface of the sea grows a kind of seaweed unique on Vinorian, which can be used to make certain drugs. The monopoly for this trade is currently held by Lindar Chemitechnics Ltd. The population of just over one million is mostly company employees, and live in Lindarpot, a large domed city some two kilometres from the starport. The starport is on piles and stands twelve metres above the surface of the sea, but Lindarpot itself is beneath the sea, on a plateau. The seas are warm, but the land masses are arid and support only a very little animal or plant life.

When the players land on Vinorian, they are forced to wait while their papers are updated. During the delay, a Lindar executive recognises them as travellers, who he supposes might be interested in earning the price of a passage off Lindar. He fetches his superior, a major of mercenaries, who is in charge of security. This man makes a proposition.

Lately drugs have appeared on the market, on Rhylantor and other worlds, which could only have been produced from this weed, but which were marketed by a rival company. This prompted an investigation, as the drugs undersold Lindar's products by a considerable amount, and the company's profits were threatened. The investigation showed that large amounts of weed were being harvested, by an unknown agency. Obviously Lindar wishes to put a stop to this, but is unable to use force because that would seriously damage its already shaky public relations. If, however, some off-worlders were to find out how the pirates operated, as if by accident, and report their activities, Lindar could not possibly be connected. Any measures the players deem necessary could be used, if the action did not harm the weed crop or appear to be connected with Lindar. Lindar Chemitechnics would provide equipment for the operation: swimming equipment, and oxygen tanks for each man, along with a CO₂ harpoon gun and knives. Lindar would also arrange for the hiring of a minisub, with underwater equipment handling gear and micro-torpedoes. The pay for a successful mission, which would require the immobilisation of whatever the pirate group are using to harvest the weed, would be Cr 50,000 per man, and possibly a small gift from the firm if the mission was carried out particularly well.

Minisubs

| Displacement: | 8 tons. |
| Dimensions: | 11 x 2 x 2 metres. |
| Hull: | Cylindrical |
| Speed: | 30 kph submerged/25 kph surfaced |
| Crew: | Max = 5 |
| Range: | Powered by a nuclear microple, 4800 km or four days |
| Depth limit: | 300 m |

Prices

- Submersible: Cr 1,000,000
- Micro-torpedo: Cr 50,000
- Equipment pods - Worker unit: Cr 10,000
- Drive pod: Cr 20,000
- Special weapon: CO₂ Harpoon Gun

Range Matrix

| Close Short Medium Long Very Long Damage | 4 | 6 | 2 | 1 | 0 | - |
| DM | 4 | 6 | 2 | 1 | 0 | - |

Armour Matrix

| Not Armor: | None | Jack | Mesh Cloth | Reflective | Absorbing | Bettle |
| DM | 4 | 6 | 2 | 1 | 0 | - |

Drainage Requirements

| DM | 4 | 6 | 2 | 1 | 0 | - |
| Adv DM | 7 | 9 | 1 | 1 | 0 | - |

Weights and Prices

| Base | Gas | Base |
| Weight Bolt | Bolt | Canister |
| 4000g | 5000g | 1000g |
| Cr 500 | Cr 50 | Cr 100 |

Key to Minisub

1. Bridge - At the bow of the submersible is the bridge, a small space with one chair and controls (simplified) for the pilot. The bow portion of the bridge is made of reinforced glasssteel and searchlights mounted in the bridge includes sonar, image intensification and controls for the equipment mounted on the pylons. The airlock doors may be controlled from here.

2. Fore Corridor. This narrow corridor is flanked by equipment lockers and the
bow steering motors. The lockers have space for a wetsuit and oxygen tanks, with a little other equipment, and there are two in the forward passage. On the roof of the passage is a glass dome.

2. Cargo or sleeping area. This area is a cargo bay holding one ton of cargo. It can alternately be used as a sleeping area, and beds are fitted, behind metal panels in the hold. There are four beds.

4. Aft corridor: This narrow corridor is, similar to the fore corridor (2), but there is no glass dome.

5. Lounge. The so-called lounge is a small area about the size of the bridge, but without any control panels. There are two chairs in place, and the roof of the area is glassed steel. The rear end is the airlock door. There are controls for the airlock above one of the seats, protected by a wire mesh cover which must be raised before the buttons can be pressed. The panel includes a warning light for each door, to show whether it is open. Another light indicates whether the airlock contains air (green) or water (red).

6. Airlock. When the airlock controls are operated, the inner door folds up into the ceiling of the lock. When this happens a buzzer sounds in the bridge. There is a control in the airlock, which, when pressed once closes the inner door. If pressed again it opens the outer door after a thirty-second delay. If, within that delay period the button is pressed again, the outer door opening process is aborted, and the inner door opens. The outer door is controlled by a stud on its surface, and will open the outer door if the inner door is closed. Each time the outer door is opened, there is a pressure equalisation period during which time the lock is filled with water. The airlock does not function below one hundred and fifty metres depth.

7. Steering jets. These jets are the main drives for the steering controls of the submarine. It is powered by water jets, which are fitted at bow and stern, top and bottom, mounted so as to be able to swivel, thus applying equal force in any direction. The work of the waterjets is assisted by hydroplanes mounted on the fins.

8. Equipment pylon. These pylons are mounted on the sides of the sub, and are intended for carrying weaponry or equipment. Each pylon includes a water supply, and universal fitting. Alternatively, equipment may be chained to the pylons, and there are shackles onto which the chains may be fitted. Such chains are carried as part of the usual equipment in a sub.

9. Work pack. This equipment unit contains various tools, and is controlled by an internal electric motor, and controlled from the bridge. The cameras mounted on the pack and the fine scales and controls on the bridge allow remarkably accurate control.

10. Micro-torpedo. This is a small torpedo, powered by compressed oxygen. An inertial system uses infrared to locate its target. The images are relayed to the submarine which fired it, and the torpedo is controlled by the pilot. The explosive charge carried is sufficient to damage off most sea creatures, and can possibly damage a submarine.

11. Drive pod. This equipment unit contains extra, independent motors units which can increase the speed of a submarine carrying them by some 2% kph for each one carried. As there are two pylons, a submarine's speed can be increased by a maximum of five kilometres per hour.

The Mission (Referee)

The players are flown by air/raft to Velarus, a small trawling colony near the scene of the trouble. Their submarine has been prepared. They will start out at once, searching to the south, but also checking the various small hamlets for any clues. The three nearest colonies are LC-261, IG-43 and AS-STZ. This last is a special deep-water base, on the sea floor, which is about three hundred metres deep at this point, approaching the depth limit of the submarines. Each hex on the map represents one kilometre, thus allowing the submarine to cover the distance in a fairly short time. However at each of the small clusters of houses they must stop off. Each time they stop roll 8+ for there to be a rumour awaiting them.

Rumour (1d6, 1d6)

1-3 = The pirates are based at Velarus.
2 = The pirates are due south of Velarus.
3 = The pirates use submarine trawlers.
4 = A man called here lately — he was selling weed-derived drugs, but was not a Linder employee. He left in a submarine.
5 = A submarine was destroyed last week by a Gunskate — a kind of giant flatfish.
6 = The pirate base is not at any listed area. Not LC-261, IG-43, AS-STZ

A man purchased some illegal explosives under the counter at Velarus only last week.

2 = A trawler pilot reports seeing a gigantic blue-grey bulk on the surface in a weed patch. It drifted at once, and he thinks that it must have been some kind of sea creature, as it let out a blast of air and water as it went under.

3 = A fisherman in a weed-clear area heard powerful submarine drives running on the surface at night, but saw nothing.

4 = The weed was largely chewed up to the south of here.

5 = The pirates are based at LC-261.
6 = A local fisherman saw a starfish leap at night in the sea to the south

Encounters/Events (Referee)

Roll 1d6 on 2d6 per hex crossed or entered for an event or encounter, then 2d6 for type.

2. Gunskate. This large grazier is not intentionally dangerous, but if attacked it will fight back on a throw of 5+ on 2d6. See submarine combat.

3. Damaged. Damage 6D + 8. Thresher. Unit fail suspension. Roll 9+ to regain control. Each time the throttle is failed, roll 8+ for the submarine to be damaged. If the submiserable is currently at 300m or near the floor of the sea, add 4 to the chance to be damaged. If it is damaged roll on the hit table under submarine combat.

4. Mechanical failure. Some piece of equipment fails. Roll randomly on the diagram (2d6-2) to determine what part of the submarine is affected, then decide which particular piece of equipment is affected. The failure may not be noticed until the equipment comes to be used.

5. Sonar malfunction. The curious nature of the water causes a sonar echo to appear 1-6 hexes away from the submarine. The echo vanishes, and when the sub arrives there is nothing to be seen.

6. Weed trawler. A legitimate weed trawler passes by, forcing the submarine to dive if it is on the surface or at a shallow area.

7. Submiserable. Another minisub is encountered — roll on the random person encounters table (Book 3) to find out who the occupants are. Decide also for a rumour to be available, if the crews of the two subs talk with each other. Use common sense.

8. Sandy water. The water is clouded for the next 1-6 hexes, and vision is reduced to just over 100 metres.

9. Subs. A dense tangle of weed appears unexpectedly. Roll 8+ on 2d6 to avoid becoming tangled. If the sub is tangled it must be freed by the crew. 24 man hours of work will be needed, and during the time roll every 6 hours for an animal encounter 9+ on 2d6, and use the Animal Encounters Maritime locality from Supplement 2. The referee must choose which table is most suitable. An event should also be rolled for on these tables.

10. Seaskake. A small seaskake occurs. Roll 8+ for the submarine to be damaged, taking 1-3 hits, and 1d6 damage to each person in the submarine.

11. Shal. If the submarine is near the seashl, an unexpected seashl occurs; roll 8+ on 2d6 to avoid it. If the roll is failed, the submersible takes 1-6 hits.

12. Pirates. Real pirates, as opposed to weed pirates. They will either have torpedoes of lethal capability and order the players to stop and hand over their sub, or they may try to board the ship by pretending to be in need of help or simply inviting the players aboard their own ship.

Submarine Combat

Submarine combat is basically similar to space combat, and the control of torpedoes is much the same as that of missiles. Consequently Gunner expertise is of use here. Any expertise the character may have in submarines is also valuable. The
weapons used are of two types: (1) Microtorpedoes — intended to scare off animals, but sometimes effective against submarines, (2) Torpedoes — the illegal weapons used by pirates. They consist of two or three micro torpedoes welded together, with the warheads replaced by mine-like explosives with contact fuses. The basic roll of 8+ applies for the 'hit' roll; DMs are, target's Submersible skill, + gunner's Gunnery skill.

If a hit is scored roll on the table below to see where the hit occurred. The number on the left is the number which must be rolled on 2d6 for a microtorpedo to do damage.

**Hit Location (2d6)**

2: Airlock, (5+) A hit here will destroy the airlock, and flood the submarine on 8+. 3: Steering jets, aft. (9+) A hit here will render the submarine incapable of forward movement.

4: Lounge. (6+) A hit here will do 2d6 damage to anyone in the lounge, and blow the roofplate in on 9+, flooding the submarine, and doing another 1d6 damage to anyone in the lounge.

5: Aft corridor/ballast tanks. (9+) A hit here will incapacitate the aft ballast tanks and slow the submarine. It will also do 2d6 damage to anyone in the corridor.

6: Cargo hold. (B+) A hit here will burst the cargo doors on 9+, but otherwise will only shake equipment off wall racks, and do 1d6 damage to anyone in the hold.

7: Cargo hold.

8: Cargo hold.

9: Fore corridor/ballast tanks. (9+) A hit here will have the same effect as in area 5. It will also burst the dome on 8+, flooding the submarine.

10: Equipment pylon. (6+) A hit here will run the equipment pylon, and any cargo or equipment currently on the pylon. It may start a fire in the bridge on 10+, or flood the cargo hold (9+).

11: Bridge. (6+) A hit here will do 2d6 damage to anyone in the bridge, destroy the sonar (1-3), pylon controls (4) or sub controls (5) or two of the previously mentioned (6). It will also flood the bridge and the rest of the ship on 8+. Any damaged equipment may be repaired on 8+, DM of relevant expertise. Repairs take 3-13 minutes — expertise level, (2d6+1 — skill level).

12: Hull. (9+) A hit on the hull may split the submarine open on 9+. If a hull hit occurs, the submarine is totally wrecked, with crew taking 1-3d6 damage, and drowning if they cannot find breathing gear.

**Damage**

A torpedo does 10d6 damage to a man in the open sea, a micro-torpedo does 5d6 damage.

The Pirate Base (Referee)

The base is on a subsea peak, just below the surface of the water. There are two minisubs, one of which is armed with two torpedoes and will be on patrol. There is a small dome, and two large submarine tugs, termed 'towers'. These are very large submarines, in the seventy-ton range, and largely automated. They are parked on the hill top. There are various men swimming nearby, or in the vehicles.

**Sighting of the Base, and Beginning of Adventure**

When the base is first sighted, the pirates will already have detected the minisub on sonar. The petrol minisub will be detached from patrol and sent in to destroy the intruders. The petrol minisubs will form up and will take torpedoes from the armoury, and fit out the second sub for battle, a complex process which will take some 5-25 (4d6+1) minutes. If the petrol sub fails to report back with proof of a kill, the second sub will be sent out. If neither submarine returns the base will go to full alert. While the submarines are in action, one man will be sent into the glass dome on top of the Seadome, while the other four guards will guard in the airlock. If an approaching submarine is sighted, they will signal two men, who will wait in the seaweeds near the lock and attack any men in the water. The others will wait until the passage from the airlock, ready to fire with their harpoon guns or .44 pistols. The guards will always be in this position when the players arrive, unless the players take special action, and stir up sand to hide their approach, covering behind other submarines, or approaching swimming. The crews will be in their vehicles, the others at their posts.

**Location Key to Pirate Base**

Note of explanation. The Seadome is made of reinforced plastic, and is likely to be punctured in a prolonged shoot-out. The walls can take 15 points of damage from a single shot, or a total of one hundred for the whole thing. The dome room will fill with water in 2-7 minutes. The sub swimmers have much stronger walls, the glass forward view ports can take 30 points from a single shot, or a total of 225. The steel hull can take a total of 300 points.

1) Airlock: This automatic airlock opens when a stud is pressed on the outside. The door closes after one minute, and the water is let out. When all the water is out, a period of about forty-five seconds, the inner door opens. The process is reversed for someone exiting the Seadome.

2) Central Shaft. The Seadome is built around a central ladderwell, which goes from the bottom deck to the observation area. The ladderwell is sectioned off with glass, and covered with watertight doors.

3) Lower Control Room and Sleeping Area: This room contains three beds, and basic control systems. The control systems include television screens showing all the rooms in the dome (curtained blinds) and areas surrounding sea. This room will also be the breathing gear and swimming suits for the sponsor, and command personnel.

4) Bunkroom: This room provides sleeping quarters for the guards and scientists. There are simple beds, lockers, and overhead lighting. There is nothing of particular interest, except the room. If pressed, the guards will cut power from the dome's communications, lock will make the airlock inoperative, scan will make the airlock inoperative, and unlock will cut power to the internal and external television systems, and the sonar. The on/off switch, if moved from on to off, will cut off all these functions. Pressing the button again will restore the green light, and make the function work again.

5) Power Maintenance Area: This small area is in the centre of the dome's life support systems. It has various controls, including a large switch marked on/off. Nearby are buttons, with green lights glowing above them labelled lighting, eir, commo, lock, scan. Lighting shuts down all lighting in the dome, air will stop the breathing if pressed, commo will cut power from the dome's communications, lock will make the airlock inoperative, scan will cut the power to the internal and external television systems, and the sonar. The on/off switch, if moved from on to off, will cut off all these functions. Pressing the button again will restore the green light, and make the function work again.

6) Central Control Area: This large control room contains commo gear, television screens showing the inside and outside of the dome, and hydrophone equipment, computers and automatic machinery. There are seats loosely scattered around the control room.

7) Armoury: This room contains two harpoon guns, each with five bolts, and ten daggers. There are also two torpedoes chained to one wall. The pedlocks on the chains prevent removal of the torpedoes without the keys, which are carried by the security officer.

8) Generator Maintenance Corridor: This corridor runs between two minor generators, allowing their repair and maintenance. The generators are protected from the corridor by wire mesh screens.

9) Gunlock: This device allows the insertion of a weapon, which will then be manoeuvred by grabs to protrude from the base of the dome. By using a remote control panel set by it, the weapon can be made to fire in a wide arc over this side of the dome. The weapon currently in place is a heavy gas gun (as normal + 4d1 damage).

10) Observation Area: This clear glass observation deck allows vision in a 360° arcs. The glass is one-way glass, which does not reflect light out from the inside, but allows light on the outside to penetrate. A bracket on the ladder shaft holds three pairs of light intensification goggles, and a pair of binoculars.

11) Subtrawler Control Deck: Control deck contains the highly complex equipment necessary for the running of a sub. All equipment is on the left side of the Seadome controls, on the right is the control desk, to the left is the airlock and drive control desk, and the rear of the desk is given over to the crew's beds. The rear wall is a panel covering the essential controls for the submersible. An explosive here will render the subtrawler totally useless. The high-tech engines cannot be repaired on this world.
### Pirates

1. **Minutia Pilot Lieutenant** 668463 Age: 30 Terms served: 1 (Sailor)
2. **Minutia Pilot Submersible 1, Demolition 1, Graw 1, Mechanical 1**
3. **Chief Pilot Manager** 885888 Age: 34 Terms served: 4 (Bureaucrat)
4. **Recruitment Lt Cdr 98674 Age: 30 Terms served: 3 (Navy)
5. **Electronic 1, Blade 1, Navigation 1, Ship’s Boat 1, Fwd Obs 1, Pilot 1, Computer 1, Scientist 1**
6. **Computer 2, Electronic 2, Medical 1, Scientist 1**
7. **Security Officer Major 698696 Age: 26 Terms served: 2 (Army)
8. **Guard Trooper** C64969 Age: 22 Terms served: 1 (Army)
9. **Guard: Trooper** 979684 Age: 22 Term served: 1 (Army)
10. **Guard: Medical** 767977 Age: 30 Term served: 2 (Marines)
11. **Guard: Lieutenant** 685653 Age: 26 Term served: 2 (Marines)
12. **Guard: Medical, ATV 1, Vacs Suits** 1
13. **Guard: Lieutenant** 668643 Age: 26 Term served: 2 (Sailor)
14. **Gra Vehicle 1, Streetwise 1, Submersible 1, Pistol 1**
15. **Technician** 686965 Age: 22 Term served: 1 (Scientist)
16. **Technician 4th Officer** 476572 Age: 22 Term served: 1 (Merchant)
17. **Engineering 1, Navigation 1, Electronic 1**
18. **Sword 1, Shield 1, Longsword 1, Hilt 1**

### Pirate Locations

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<tr>
<th>Pirate No</th>
<th>Duty</th>
<th>Station</th>
<th>Area: 1</th>
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The asterisks below the pirate’s number indicate which particular pieces of equipment he has on him. If the asterisk is in brackets it indicates that the pirate possesses the equipment, but is not wearing it. The guards for instance, have cloth armour in their quarters, but as it is rather uncomfortable, they do not wear it until necessary. The crew of the station all have swimming equipment, but in the relatively safe environment of the Sea-Dome they have abandoned it. The sub pilots and crew wear swimming gear, hanging such items as flippers by their belts, and connecting their oxygen tanks. The guards wear full swimming equipment, and carry their oxygen tanks while on duty. The second sub male pilot possesses a harpoon gun: it is in his sub, parked close to the dome.

### Some Notes on Play (Referee)

The essential part of this scenario is the actual pirate base, and it is important that the players should be able to cripple both submarines. For that reason, the two tawlers are at the base, when they might reasonably be expected that they would be out tawling. Optionally, one might be tawling and the other would have to set a trap. The tawlers are currently full of weed, to an estimated value of around $20,000,000, and if this is not destroyed the players should expect a bonus of 5%. The employers will almost certainly give some bonus to the players, at the referee’s option, if the players have thought their problems out well. Examples of good play are caution (but not paranoia), ingenious and plausible solutions to problems, careful planning and so on. The bonuses might be a packet of rare drugs, or some little item to lead them into another adventure, or an introduction to a non-player character who could be useful to them.

Using one’s imagination to solve the problems presented is important to the scenario. A micro-torpedo could be used to detonate an approaching torpedo. A work pack could do the work of four men if the submarine became trapped in seaweed (Event 9). If the players come up with any other solutions in this line, the referee should view them favourably. He must of course not suggest them himself, but if the players do think of them, they should be suitably rewarded.

Fighting in the water may pose considerable problems. The nearest equivalent is fighting in zero gravity, and the procedure for zero-gravity combat outlined in Mercenary should be used, with the following notes: A CO2 harpoon gun is a low recoil weapon. As water is slightly heavier than air, it is better to aim for the vacuum, especially while wearing flipper, the throws to avoid losing control, and to re-orient oneself should be reduced to 8-
ueses of weary peasants line the ferry landing. Most have their meagre possessions packed on barrows or in tattered back packs. They are fleeing the area after a long and harrowing conflict with a group of cyclops that have been raiding the area. From the peasants the party would hear the following stories:

The cyclops have continually raided the homesteads, killing the man and capturing the women for some unknown reason.

The cyclops are believed to be camped in an old dwarven mining settlement somewhere in One-Eye Canyon. None know where the settlement was, but ruins can be seen from the top of Burgmeier's Bluff, but the bluff and its pine forest are evil places that the peasants have long shunned.

The old man of the mountain, a strange rock formation on the bluff, is a particularly evil spot.

Somewhere over the bluff, there is an old mountain track that is believed to have been made by the dwarves.

One-Eye canyon had its name long before the cyclops came. Legends indicate that Dne-Eye was a magic user who dwelt somewhere in the canyon.

The last person to venture into the pine forest and the bluff was Prago, the local hero who was seeking the cyclops camp. He left some months ago and never returned.

Long ago, Crazy Shem (a simpleton) had a lump of platinum ore, believed to be from the mines, but Shem died and never revealed where he had found it.

From the ferry, the mouth of the canyon can be seen, but it is a narrow and rocky waterfall. The pine forest climbs gently up Burgmeier's Bluff, almost to the foot of rocky crags that rear above the trees. The pine forest is dark, the floor is a thick bed of old needles which dampens the sound of all movement. Even so the forest is unnaturally quiet, for the most populous inhabitants are undead.

The Brothers of the Pine
by Julian Lawrence

No. Appearing:  10-200
Armour Class:  5
Movement:  12"
Hit Dice:  3-0
Treasure:  Individuals Q, C in lair
Attack:  By weapon type
Alignment:  Lawful evil/Neutral evil
Intelligence:  Average/Very
Monsternum:  31, B; Leader: 48; Jarl: 63
(levels III; IV & V respectively in 12 levels)

The brothers of the pine are a foul form of undead created from bloodless bodies by pumping pine sap into their veins. They live in dim woodland and use their fiendish cunning to lure adventurers to their deaths so as to drain their blood and replace it with sap so increasing their brotherhood. This foul operation is carried out by the Jarl of the creatures who will have 6 hit dice and powers as a 6th level druid. All of them possess 1 first level druid spell (chosen at random) usable once per day. For every 20 encountered there will be a leader who will have 4 hit dice and powers as a druid of level 4.

In battle these beings emit a shrieking wail which will cause all N.P.C.'s etc., in ear shot to check morale at -20% or flee for 1-8 turns. The creature's favourite weapons are jagged sabres and throwing darts.

They are immune to non-magic weapons and cold, take half damage from lightning but double from fire. Only plant based spells affect them. They can be turned as shadows on the dices vs undead table.

Whre the forest ends, at the foot of the bluff, the vegetation is particularly thick and lush around a strange rock formation that looks like the head of an old man. There are many animals (mostly wildcats and wolves) creeping in this thicket for the old man of the mountains is a . . .

Chthon
by Colin Reynolds

No. Appearing:  1
Armour Class:  0
Movement:  0"
Hit Dice:  BBD
Treasure:  1d20 gems
Attack:  Nil
Alignment:  Lawful evil
Intelligence:  High
Monsternum:  Depends on animals under control (suggest lawful VI in 12 levels)
Chthon is a mineral intellect which has no regard at all for animal life, and resists animal intelligence with paranoid fervour. It can control non-intelligent to averagely-intelligent animals that fall to save vs spells, as well as all plant life, telepathically, but cannot force the controlled creature or plant to do anything it could not normally do.

Up to twenty animals and/or plants can be controlled in this way at any one time, and the Chthon uses these to protect itself and attempt to wipe out intelligent life in its vicinity. Plants are encouraged to grow in a thick defensive screen about the Chthon for protection.

Beyond this the rocks of the bluff rise up and are easily climable. From the top it can be seen that the canyon forks in two. Ruins can be seen in the western fork, and below the bluff to the north a small track can be seen that runs in steps down the steep slopes into the canyon. At the foot of the path, by the river bank is a cave, obviously inhabited as there are footprints and the remains of a fire outside. In the cave is a fighting man covered in many scars and fresh cuts of which he is heedless for Prago (Lev: 5; Al: LG; 5d10; S; 16; I: 6; W: 17; C: 14; D: 12; Ch: 12) is in the control of a...\n
**Enslaver**
by Roger E. Moore

No. Appearing: 1–3
Armour Class: 8
Movement: 6
Hit Dice: 2d8+4
Treasure Type: O X 5
Attack: Special
Alignment: Chaotic evil
Intelligence: Genius
Monstermark: Inapplicable (suggest level III in 12 levels)

Enslavers, also known as Puppet Lords, are dangerous and highly feared monsters in some parts of the world. They appear quite harmless, however. They are not unlike a large flattened bell of grey-coloured mercury, about 9" across, and move by rolling slowly wherever they wish to go. They may flatten themselves to pass under doors or through cracks. They have a little understood sensory system that makes them very highly aware of their physical surroundings within 30' of their position.

These monsters conceal themselves in rocky areas, in small niches where they collect gemstones. They are 90% likely not to be detected by sight because of their ability to appear to be part of a rock or large stone. If a living being should happen to touch one of them, however, then a saving throw vs paralysis must be made or the character will be completely dominated by the will of the enslaver. It will then force the host to conceal the enslaver upon his or her body, under clothing or other cover, allowing the monster to maintain continuous contact with the host's body. This will be done out of sight of any other character if at all possible.

Enslaver-dominated persons will not react to pain or any other physical stimulus; otherwise the person will continue to act much as before. However, the enslaver will frequently use the opportunity to slay any good characters it can through the host body's array of skills or weapons. Enslavers are careless of the condition of the host, and care little if the body is injured or destroyed; there are always other bodies available. Because of their skill at hiding on the host lifeform, only thorough examination, possibly even enforced nudity, will reveal the parasite. The enslaver, of course, will do everything possible to avoid detection and will kill those searching for it if possible.

Hosts who are released from the control of an enslaver must make a system shock roll or die from acute neurological trauma. As a side note, will-force spell or psychic attacks, such as fear, scorn, emotion, or charm, are completely ineffective against an enslaver or a person controlled by an enslaver. An enslaver may only attempt to control one person at a time.

Any person who survives domination by an enslaver that is physically removed from his or her body will go berserk (+2 to hit and damage) and attempt to slay the enslaver immediately, by the most expedient means possible.

This is as far as Prego reached, he was heading for the ruins. In a meche in the cave, alongside 2 gems, is another enslaver. The river in the canyon is easily crossed, either by stepping across the rocks where there are no steps or by wading across the slower reaches. The ruins are clearly visible in the west fork of the canyon. On very close inspection it can be ascertained that they are not the work of dwarfs, for this was the domain of One-Eye the evil magic-user who is now long dead. In the ruins, however, live the only survivors from One-Eye's day, the elusive

**Micemen**
by Stephen Norderle

No. Appearing: 10–50
Armour Class: 7
Movement: 12" per move
Hit Dice: 10d8–1
Treasure: D, P
Attack: Javelin + dagger
Intelligence: Very
Alignment: Lawful evil
Monstermark: 0.24 (level 1 in 12 levels)

Only the older elves and half-elves remember the tale of how a brownie settlement was invaded by a horde of orcs led by Mahiathaa, an evil wizard of immense power. The brownies were conquered and for the next 50 years they were forced into slavery, or, if they refused, killed slowly! Then, Mahiathaa realized their potential as soldiers, so he started to cross-breed them with some of his stronger orcs. The result was this stronger, less magical brownie.

Mahiathaa, of course, eventually died but the micemen, as they became known, survived. They now live deep in thick forests, remote canyons and dark caverns. They shun bright lights, have infrasound 90' and will never fight in direct sunlight. They can tolerate overcast daylight. Their favourite method of attack is to silently surround their intended victim, and then strike noisily from behind, in the hope of scaring and directing them into some kind of trap, where the micemen can then kill their victims at their leisure.

They can speak orich, goblin, hobgoblin, and brownie. They hate brownies, sprites, sylvans and nymphs.

Some of One-Eye's treasure can still be found in the ruins along with a small, wooden bronze box bearing the name "Aulisius." Inside the box are 4 canine teeth from the adult gold dragon whose name is on the box. The teeth can be used to create

**Dragon Warriors**
by Tony Wilson

No. Appearing: One per tooth (normally 1–4)
Armour Class: See below
Movement: 6" per move
Hit Dice: 5d8+5
Treasure: Nil
Attack: By weapon type
Intelligence: Non-
Alignment: Neutral
Monstermark: Variable (suggest level IX in 12 levels)

Dragon warriors are created by crushing the teeth of a dragon and saying its name aloud. (An identify spell cast on a tooth will determine the dragon's name if this is not already known.) One warrior appears for each tooth.

The warriors cannot speak but will obey the commands of their creator unfailingly until they are either slain or dispersed. Dragon warriors last for only as many turns as the dragon whose teeth they came from had hit points per die (1–5 turns). They
FIEND FACTORY

- have a strength of 18 (plus 1 to hit, plus 2 on damage) and normally use broad swords, attacking as 6th level fighters.

Naturally they are totally immune to attacks based on their "parent" dragon's breath weapon(s) (i.e. a red dragon weapon would be immune to all fire-based attacks) as well as sleep, charm, and hold spells. The warriors are clad in exceptionally complete scale armour, colour and armour class equating with that of their "parent" dragon. Note that hit points lost by a dragon warrior cannot be restored by means of a spell or a potion. Furthermore the warriors possess infravision.

When killed or disabled, at the conclusion of their "time", they and their armour and weapons "disintegrate" into dust. Note, only the dragons four canine teeth are suitable for turning into warriors.

The teeth can also be used for forming a trap, by first saying the dragon's name, and not crushing the tooth. The warrior will then appear and attack the first person/creature to stand on, break or otherwise harm the tooth.

The western fork of the canyon ends beyond the ruins, leaving the eastern fork as the only location for the dwarf mining camp. Progress can be made easily along the canyon on either side of the river. Just around a bend in the canyon are mine shafts, two on each bank, and beyond them buildings can be seen on a rocky outcrop. In the mine entrances are squat dwarfish figures (one to each entrance). The guards of the mines who patrol the entrances and the surrounding river banks.

Grey Sqaargs

by Graham Head

No. Appearing: 1
Armour Class: 2
Movement: 6'0"
Hit Dice: 6
Treasure: None
Alignment: Neutral
Intelligence: Non-
Monstermark: Variable (suggested level VII in 12 levels)

These very rare, squat humenoid automata were created long ago by a race of evil dwarves. A few of the sqaargs are still around, although many of these themselves have been killed long ago, taking the secret of the creature's construction with them. The sqaargs do not mate, but, similar to goblins, they live for ever (or until killed).

The sqaargs were intended as a purely defensive device for the dwarves' cave complex, and as such will not initiate a battle unless somebody tries to go past them (they will of course fight back if attacked.) The sqaarg always fights with a strength equal to the combined strength points of those fighting it including those using missiles against it. Thus, the more adventurers that is fighting, the stronger it becomes. The sqaarg will not use weapons, but instead will try to grapple with its foes in order to incapacitate them. It will use its strength to kill only as a last resort if sorely pressed.

The sqaarg is a 5' tall, hairless neuter humanoid. Its low AC is explained by the fact that the dwarves made it out of solid stone!

The monster can have a maximum strength of 40, and 6th level fighter. It has 50% magic resistance. If, during the fight, the party withdraws to consider its position, the sqaarg will probably move off in the direction in which it was travelling when encountered.

Some sqaargs have a particular "beat" to which they were assigned when created. If the encounter occurs on the "beat", the sqaarg will always move towards the intruders until they have been driven from that particular area.

Beyond, is the dwarf mining camp, now crudely repaired and inhabited by...

Cyclops

by Albie Fiore

No. Appearing: 2-20
Armour Class: 6
Movement: 12'
Hit Dice: 8D8
Treasure: Individual M(x10) D in lair
Alignment: Chaotic evil
Alignment: Neutral
Intelligence: Non-
Monstermark: 240 (level VIII in 12 levels)

Cyclops can be found in almost any terrain, including underground complexes. They habitually dwell in caves. They are frequently found in control of a group of orcs, goblins, swarts, goblins or hobgoblins that they dominate because of their ferocity and strength. They are nemeses of humankind and continually raid villages for females and food.

If ten or more are encountered there is one who will be a leader type (7 hit dice and attacking at +2 to hit and +3 damage). The cyclops’ single eye affects victims as hypnotic pattern and any failing to save will stand immobilized for 6 melee rounds. The cyclops can only stare at one individual per melee round at a maximum range of 6', and each victim can only be 'stared' once.

If encountered in their lair, there will be an additional 20% young (3 hit dice, armour class 7, 3 attacks, 1-3/1-3/1-8, no hypnotic stare).

The cyclops’ eye handsets them in combat so that it strikes at -1. It similarly hurts missiles at -2 but it gains +2 on saves vs illusionary magic.

Cyclops eat human flesh, though they prefer halflings, as well as gnomes, dwarves and elves. They dislike man-orcs which they leave for scavengers. They will always attempt to capture any human females for purposes of reproduction (see below). Consequently in any lair, there will be 1-6 pregnant female humans, and a 10% chance of male prisoners being kept for food.

Cyclops speak their own language as well as that of orcs, goblins, swarts, goblins, hobgoblins and ogres.

The cyclops is 9' tall. Its skin is a dull weathered tan, while its clumps of straggly hair are greenish black. It has powerful arms, clawed hands and a large, wide maw with which it can inflict horrendous bites. Its eye is a clear sea-green.

Hybrids: There are no female cyclops—possibly due to genetic deficiencies. They do, however, reproduce with human females which they have captured and will devour after childbirth. The children of this unholy union are cyclops (40%), human but with a single eye (30%) and normal (7%) human (30%). Of these the normal human is devoted with the mother; the cyclops becomes one of the group, and the cyclopan human is cast out to fend for himself. These hybrids are usually above average strength and constitution although they suffer the same penalties in combat (except vs. dwarves and gnomes) as the cyclops. They also receive the cyclops' biorus against visual illusionary spells. These half-breeds are believed to have established a hidden kingdom somewhere on a high plateau. They are known as Amirasians, High Plainman or Griffin Riders, though little is known of them.

In the buildings, apart from the female prisoners, can be found some platinum ore to satisfy the adventurers. From the camp another old path winds up steps to another crag where it stops, having crumbled away, but the crag can be easily traversed to link up with the other path.

Not much to comment on in what is really quite a straightforward collection of monsters, though the Grey Sqaarg could prove tricky to DM.
This is the winning entry in the White Dwarf Traveller scenario competition. Referees should have Traveller Books 1–4; players may assume the roles of the mission team only, or, if sufficient number are present, may be split into two groups and control the mission team and the defending forces. The mission team should be familiar with the contents of modules 1–5, 7, and 8, the defenders, if players, should be familiar with modules 1, and 4–8.

by Neil Cheyne

1. PRESS RELEASE 200-1106
A spokesman for Sukara Lines today announced the signing of a contract with the government of Wypec/Lanth (MP01). The contract calls for the transport of 40,000 inhabitants of Wypec to Dzinn/Lanth (OS31). Many craft will be chartered, and Sukara are now accepting applications for employment.

A spokesman for the Scout Service confirmed this transfer of population to a Red Zone, and added that the operation would be supervised by elements of the IISS and two Kinur class battle cruisers of the Imperial Navy. He made it clear that only those of the planet Wypec are allowed to land on Dzinn, and only ships employed by Sukara Lines could enter the Red Zone.

Wypec: General Information
Wypec/Lanth (O401) E9C4547 CAG
This planet has a basic spaceport, extended on a temporary basis to allow for the expected transport fleet. It has no orbital facilities. Planet diameter is 9,000 miles, the atmosphere is insidious in most areas of the planet, and is 40% water covered, with a population of 100,000. The government of Angora, the principal nation, is a representative democracy which forbids the possession of firearms. The planet is orbited by a satellite, Poco (E200000). Wypec has tech level 12.

Wypec has suffered a long chemical war, which has resulted in the almost total destruction of the population. Once a thriving starfaring community it is now dying, drifting clouds of powerful insidious chemicals threaten to overwhelm the last communities of Wypec. Over 90% of these are in Angora, with a population of 80,000, the only surviving starport. It is Angora that has made the deal with Sukara Lines to evacuate its population. The inhabitants of Wypec have little to offer as trade, however, Angora sold the satellite Poco, although it has no more right to than the other communities, which are isolated by the clouds, have no port facilities, are in no position to argue the sale, and must await rescue at a later date by Imperial forces.

Approach and Landing Regulations: There is extensive war debris in orbit around the two scout ships in any manner required and passing through the debris belt using the 90 ton survey laboratory attached to the St Christopher to select a safe course to Hygar, where passengers and cargo will be awaiting pickup at a secret base recently built to accommodate the ship. Third, the ship should proceed to Dzinn evading the Kinur class cruiser in any manner required. On arrival at Dzinn the laboratory should be put into orbit, and the lifeboat and ship's boat used to deliver the people of Hygar to the planet surface. The S. Christopher then belongs to the crew.

2. MISSION BACKGROUND

The transfer of personnel from Angora, Wypec to Dzinn has begun, several independent craft have been employed by Sukara Lines to lift men and material to larger ships in orbit beyond the debris. Two 100 ton scout ships patrol this convey, beyond a Kinur class cruiser stands watch, its marine complement below on the planet surface maintaining civil order.

269 1106 The 200 ton free trader Hulster lands on the planet at temporary space port facilities and offloads electronic engineers with their equipment, sent to augment the navigation system. Unnoticed 10 of these engineers slip quietly away, and disappear into the suburbs of Angora. Gathered together in a basement of an undisclosed commercial concern, they meet their patron Johann Autsch of the Hygar secret service who outlines their mission as follows:

"You have been hired for a dangerous mission requiring the use of all your skill. The prize is well worth the risk, gentlemen, those of you who survive will be part owners in the ship St Christopher. The mission is in three parts, first, storming the St Christopher which is at the northern extremity of the space port, due to be loaded in 24 hours time. The defence and layout of the space port and ship are shown on the maps. Second, to travel in a low orbit, avoiding the two scout ships in any manner required and passing through the debris belt using the 90 ton survey laboratory attached to the St Christopher to select a safe course to Hygar, where passengers and cargo will be awaiting pickup at a secret base recently built to accommodate the ship. Third, the ship should proceed to Dzinn evading the Kinur class cruiser in any manner required. On arrival at Dzinn the laboratory should be put into orbit, and the lifeboat and ship's boat used to deliver the people of Hygar to the planet surface. The S. Christopher then belongs to the crew."

3. THE MISSION TEAM

The characters have undergone a familiarisation course on the XLS 490 Laboratory ship, St Christopher class. The patron, who will accompany the party, will work the laboratory computer during flight. With the exception of the pilot and the engineer the
rest of the team are commandoes and have been trained as such. Players may reassign guns and blade combat skills before play starts to any other weapons in any combination, so long as the total number of skills in each category is the same. The mission team may employ any equipment that they can carry up to tech level 13, this does not include battle dress. The team has an air raft with turret auto cannon. Also available is an ATV crash tender for the starport. These vehicles are with the team at Alpha Warehouse 12 hours from loading time, 18 hours from takeoff time. It is almost dusk, and the evening is characteristically warm and still. There is a certain urgency about the city as the populace prepares to leave.

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### 4. BACKGROUND INFORMATION ON THE STARPORT

The port is located in the north of Angora, on the edge of the insidious zone, and the St Christopher is at a loading bay at the edge of the port. A hangar adjacent to the loading bay contains equipment and supplies due to be put on board, minor repair facilities, and emergency firefighting units.

At night there are four security men at the hangar armed with assault rifles, and wearing cloth armour. The Navigational Assistance Unit is unlikely to have more than five or six men on duty at night, with sidearms only. The security platoon at the marital warfare plant has thirty men and three AVTs equipped with night detection gear. Their equipment is cloth and reflex armour, with a mixed armament of laser rifles, ACs and SMGs. If the alarm is raised, squads of Imperial marines should be expected to arrive from port roa A. The transit camp is occupied by citizens due to leave the planet the next day, there are currently about 200 people in this camp. The warehouses north of the transit camp are used to store equipment due to be loaded aboard the starships within the next few days. Warehouse Alpha is the property of Johann Aucht and all equipment can safely be kept here for up to 18 hours. The transit road has 4 men on duty in each of two bunkers, one at either side of the road. The electronically guarded gate can be opened from the south bunker.

Boarding Access to the St Christopher can be gained by the air lock via the external ladder, this is not locked but is guarded. There is a loading area beneath the laboratory; this is locked end would need to be forced. The inspection hatch at the lower engineering deck is open and an external ladder attached. The inspection hatch at the lower engineering deck is open and an external ladder attached. Two or three of the twelve men crew can be seen working here through the night, others can be seen about the air lock at dusk (18 hours before the ship is due to leave). The remainder are asleep on board. The cargo and boat doors cannot be forced.

**Lift off** The patron and the pilot are familiar with the layout of the ship's controls and have the necessary nav tape to travel to Hygar. The ship is fuelled and able to take off from dusk onwards. As the final checks are still underway there is a small chance that the ship will not be fully operational. Twenty minutes would be required from first control of the ship until takeoff time, unless damage is caused.

### 5. XLS 490 ST CHRISTOPHER

Designed as an exploration ship the St Christopher has a mass of 490 tons when the detachable space laboratory is attached, and 400 tons without this. The laboratory is capable of maintaining orbit for several months, and was designed for orbital survey work. Its specialist detection equipment is also ideal for detailed scanning of ships in space.

**Tonnage** 490/400

**Acceleration** 26/2G

**Crew** 10 crew, 2 marines, up to 8 researchers

**Jump** 2/2

**Powerplant** 2

**Gravics** Inertial compensators and 1G field floor

**Armament** 1 triple laser turret, 1 single missile turret

**Electronics** Computer model 3, (model 18 in laboratory)

**Fuel Capacity** 160 tons

**Ship's Boats** 1 ship's boat, 1 life boat

Partition walls and cabin doors require 100 points of damage before they will break open enough for a human to pass. Cabin doors are sliding. Bulkhead walls and floors are airtight and require 1000 points of damage to break through as do the iris valves, which are also airtight. These doors are opened by controls at the side of door, and will not open if there is a vacuum present at only one side of the door. The missile turret has an auto loader which extends down into the cargo bay, where missiles are kept.

### 6. THE CREW

<table>
<thead>
<tr>
<th>Name</th>
<th>UPP Rank</th>
<th>Age/Term</th>
<th>Character Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lance Braun</td>
<td>885b17</td>
<td>36-04</td>
<td>Engineer 1, Navigation 1, Venus 1, Armorer 1</td>
</tr>
<tr>
<td>Captain/Pilot</td>
<td>885b92</td>
<td>36-04</td>
<td>Engineer 3, Navigation 3, Armorer 3, Medical 3</td>
</tr>
<tr>
<td>Jeffriede</td>
<td>886b28</td>
<td>26-02</td>
<td>Engineer 2, Navigation 2, Medical 2</td>
</tr>
<tr>
<td>Chief Engineer</td>
<td>765b27</td>
<td>26-02</td>
<td>Engineer 1, Navigation 1, Medical 1</td>
</tr>
<tr>
<td>Ace Calonopmay</td>
<td>765b17</td>
<td>30-06</td>
<td>Navigation 2, Medical 2, Admin 2</td>
</tr>
<tr>
<td>Lesbian</td>
<td>778a17</td>
<td>22-01</td>
<td>Ship's Boat 1, Admin 1</td>
</tr>
<tr>
<td>Shop's Boats</td>
<td>886b17</td>
<td>22-01</td>
<td>Ship's Boat 1, Admin 1</td>
</tr>
<tr>
<td>Denas Modenopmay</td>
<td>765b38</td>
<td>26-02</td>
<td>Medical 2, Computer 2</td>
</tr>
<tr>
<td>Zarahn Sear</td>
<td>96a455</td>
<td>26-02</td>
<td>Jack of Trades 2, Admin 2</td>
</tr>
<tr>
<td>Cook/Clerk</td>
<td>885b45</td>
<td>26-02</td>
<td>Jack of Trades 2, Admin 2</td>
</tr>
<tr>
<td>Banor Battions</td>
<td>885b74</td>
<td>34-04</td>
<td>Gunner 2, Venus 2, Admin 1</td>
</tr>
<tr>
<td>Guiner</td>
<td>885b17</td>
<td>26-02</td>
<td>Engineer 1, Electronics 1</td>
</tr>
<tr>
<td>Ted Forin</td>
<td>885b17</td>
<td>36-03</td>
<td>Engineer 1, Electronics 1</td>
</tr>
<tr>
<td>Skip Benon</td>
<td>885b45</td>
<td>30-03</td>
<td>Engineer 1, Electronics 1</td>
</tr>
<tr>
<td>Argo Guther</td>
<td>885b17</td>
<td>26-02</td>
<td>Engineer 1, Medical 1</td>
</tr>
<tr>
<td>Security Guard</td>
<td>885b17</td>
<td>26-02</td>
<td>Engineer 1, Venus 1, Laser Rifle 1, Blade 1</td>
</tr>
<tr>
<td>Security Guard</td>
<td>885b17</td>
<td>26-02</td>
<td>Engineer 1, Venus 1, Laser Rifle 1, Blade 1</td>
</tr>
</tbody>
</table>

All the crew carry snub pistols, the two security guards have laser rifles and wear cloth and reflex armour. The ship's lockers is in room 10 and contains a further 2 laser rifles, 8 submarine guns, and 10 sets of cloth armour. The ship's boat has a beem laser, and has on board an air raft and an auto cannon.
7. REFEREE'S NOTES

Storming of the Ship

The four security guards at the hangar will send two men on a perimeter patrol of the loading bay at infrequent intervals, about twice an hour. The security platoon will patrol at night and be in reserve during the day. These night patrols will be undertaken every half hour and will consist of a single ATV with 10 men aboard. The ATV is equipped with night fighting gear and individual weapons are fitted with night sights. The Imperial marines will arrive at the source of any trouble within 10-15 combat rounds, arriving on port road A at squad strength aboard an ATV. After a similar delay another squad will arrive. The Imperial marines are from the *Kainar* class cruiser. If this adventure is not available then each squad should be in battle dress armed with PGMP 13. The bunkers on the transit road are in radio contact with the security platoon, and no traffic is expected through the night. However, there has been much disorganisation and frequent changes of plan throughout the evacuation. These bunkers have walls equivalent to double strength bulkheads and firing slits facing forward and to either side.

Lift off

Due to lack of maintenance there is a 1 in 6 chance that the engines will fail in flight. During the flight a scout will intercept the ship at maximum laser range and travel alongside engaging the ship for five turns, until it enters the atmosphere again and travels through a narrow gap in the chemical clouds, guided by the advanced detection systems aboard the lab. Entry into the cloud for any reason will result in two "hits" on the ship, with normal effects.

Escape to Djinn

Lift off after loading men and equipment at Hygar will require the ship to pass through the layer of debris, containing many still-active missiles. These can be avoided by skilled use of the lab's detection systems. If for any reason this is not done 1d6-2 missiles will be encountered, attacking as normal.

Beyond the debris belt the *Kainar* class cruiser must be evaded, or engaged. When arrival at Djinn has been made all will be safe, although the cruiser may pursue the stolen ship at the discretion of the referee.
An AD&D mini-module used as the competition at Dragonmeet III. It is intended for a total of 7 2nd-4th level characters.

DM's Notes
1. Players may not purchase any items from individual non-player characters, who will not part with their equipment.
2. Most of the wilderness is dense pine forest, with little light or ground cover. This makes fast movement and reduces the chance of becoming lost to 50% (check every five hexes on the wilderness map). Encounters should be rolled for once only five hexes, or hourly, with a 10% chance of occurring. If an encounter is indicated, roll the Outdoor Encounter Table.
3. MM indicates a monster described in TSH's Monster Manual.
4. Numbers in brackets are cross-references to other rooms or features.
5. Non-player characters are described in the following format: Name, Alignment, Level, and Class (C = Cleric, F = Fighter, T = Thaali), Characteristics, Equipment Carried.
6. Monsters are described in the following format: Armour Class, Hit Dice, Hit Points, Attack, Special Powers.

Player's Introduction (to be related by the DM)
The party arrives at the village of Greywood at about 8 p.m. in late October, to find an empty village square under the silent shroud of night. Seeking a place to rest for the evening before continuing their journeys, they head for the Howling Fox Inn (1). Just as they cross the empty village square, the top of the cross (44) is struck by an immense moonbeam, and strange runes begin to flow across its face. They will remain for ten minutes before fading, and form the following poem:

To Those Who Seek Advice from the One Who Knows
Look through the eyes of the star that is stone,
And see the one true way.
Go ye from here to the All Seasons Folly,
Straight as the eye doth see.
Then to the bridge that by deed gods were broke,
Where granite black doth lie.
Look for the cross at the top of the point,
And point ye to the cross at the cross.
Follow ye then the way ye hath found,
To pieces seen often before.
Search ye once there for the road of the dead,
And follow its feet to the gate.
There thou must fight with monsters malign,
In order to find what ye seek.
Search then from as high as the eagle doth fly,
And to the land of the frozen wastes,
Find ye the beast with his golden horn high,
From there you will find your lost goal.

DESCRIPTIONS FOR THE DM

Explanation of the Poem
The party which decipher the riddle will go to feature E on the Wilderness Map, and thence to F. They will then return to Greywood Village along the banks of the stream and through the woods. Finding the Road of the Dead, they will make for the Citadel of Greywood, enter, and reach the top of the Little Bear Tower, from where they will see the Temple of the Golden Spire far to the north.

Outdoors Encounter Table

<table>
<thead>
<tr>
<th>Type of Encounter</th>
<th>Dice Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-04</td>
<td>1 giant wild boar (AC8, 7 hp, Att 3 +1)</td>
</tr>
<tr>
<td>05-15</td>
<td>1-3 centaurs (AC5, 4d6, Att 1-6/1-6 or by weapon type)</td>
</tr>
<tr>
<td>16-25</td>
<td>2-8 elves (AC5, 1d6+1, Att 1-10 or by weapon type, +1 to hit with bow or sword, 90% resistant to charm, sleep)</td>
</tr>
<tr>
<td>26-35</td>
<td>2-7 gnomes (AC5, 1d6, Att 1-6 or by weapon type, save at -2 levels)</td>
</tr>
<tr>
<td>36-42</td>
<td>1-2 ogres (AC5, 6d6+1, Att 1-10 or by weapon type)</td>
</tr>
<tr>
<td>43-55</td>
<td>2-5 sprites (AC6, 1 hp, Att by weapon type, magic powers)</td>
</tr>
<tr>
<td>56-65</td>
<td>2-8 goblins (AC8, 6d6+1, Att 1-3 + blood drain)</td>
</tr>
<tr>
<td>66-75</td>
<td>1-2 unicorns (AC2, 4d6+4, Att 6/6/6/6-12)</td>
</tr>
<tr>
<td>76-85</td>
<td>1-4 wolves (AC7, 2d8+2, Att 2-5)</td>
</tr>
<tr>
<td>86-90</td>
<td>3-12 peasants (AC8, 1d6 Att by weapon type)</td>
</tr>
</tbody>
</table>

Centaurs will be neutral toward the party, seeking to end the encounter quickly and go about their business. Elves and Gnomes will behave like wise, and have no idea of the Temple's whereabouts. Peasants, and inhabitants of the village, will know about features C and G on the Wilderness Map, and about the Citadel of Greywood—but only in general terms.

THE VILLAGE OF GREYWOOD

The village is shown in the detailed map on the facing page.

1. The Howling Fox Inn
This establishment is the centre of the tiny village, and is owned and run by

<table>
<thead>
<tr>
<th>Name</th>
<th>AI</th>
<th>Level</th>
<th>S</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
<th>Carries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Moray</td>
<td>C</td>
<td>N</td>
<td>4F</td>
<td>16</td>
<td>12</td>
<td>9</td>
<td>15</td>
<td>8</td>
</tr>
</tbody>
</table>

Moray has four rooms for hire at a cost of 1 g.p. per person per night. These are numbered 1-4 on the map. He sells drinks at the following prices: Mead 2 c.p., Ale 2 c.p., Wine 6 c.p., Spirits 1 s.p. There will be 2d10 other customers, all locals and normal men. None is willing to talk.
2. Smrthy
The owner is called Berg.

<table>
<thead>
<tr>
<th>Name</th>
<th>Al Level</th>
<th>S</th>
<th>I</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
<th>Carries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Berg</td>
<td>L / N</td>
<td>3F</td>
<td>15</td>
<td>14</td>
<td>8</td>
<td>12</td>
<td>9</td>
<td>4</td>
</tr>
</tbody>
</table>

He can make minor repairs to metal items, and provide basic weapons or equipment to the party. He is helped by 3 3th level workers. If attacked, he will tell about the empty house (9), although he does not know it contains the Road of the Dead.

3. Grocer
The owner is called Perin.

<table>
<thead>
<tr>
<th>Name</th>
<th>Al Level</th>
<th>S</th>
<th>I</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
<th>Carries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Perin</td>
<td>N</td>
<td>2T</td>
<td>9</td>
<td>12</td>
<td>4</td>
<td>16</td>
<td>14</td>
<td>13 Dagg. (2 s.p.)</td>
</tr>
</tbody>
</table>

Perin can provide basic equipment at prices laid down in the Player’s Handbook, except for in ration.

4. Celtic Stone Cross
At any time other than a full moon night in October, this appears as an ordinary, worn cross, with a loose piece at the base.

5. Village Well
A favourite talking place — there will always be a crowd of 3 or 5 peasants and workers during daylight hours, gossiping around it.

6. The Church of God
The very old church was supposed to have been built at the same time as the Temple of the Golden Spires, and in opposition to it. It can be easily seen from (E), but not (C) or (H), being recognisable by its tall spire bearing a prominent gold cross. It is run by four Lawful Good clerics.

<table>
<thead>
<tr>
<th>Name</th>
<th>Al Level</th>
<th>S</th>
<th>I</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
<th>Carries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zarkon</td>
<td>L / G</td>
<td>3C</td>
<td>5</td>
<td>12</td>
<td>17</td>
<td>14</td>
<td>7</td>
<td>16 Staff</td>
</tr>
<tr>
<td>Dukarn</td>
<td>L / G</td>
<td>2C</td>
<td>14</td>
<td>14</td>
<td>12</td>
<td>9</td>
<td>9</td>
<td>14</td>
</tr>
<tr>
<td>Calodrias</td>
<td>L / G</td>
<td>1C</td>
<td>7</td>
<td>9</td>
<td>15</td>
<td>12</td>
<td>8</td>
<td>6</td>
</tr>
<tr>
<td>Gareth</td>
<td>L / G</td>
<td>1C</td>
<td>18</td>
<td>10</td>
<td>18</td>
<td>13</td>
<td>9</td>
<td>12</td>
</tr>
</tbody>
</table>

7. Large House
Usually occupied by the three village elders, it is currently locked up as they are away at a council in Western lands. This causes part of the unaware that can be felt throughout the village.

8. Graveyard
Hopelessly overgrown, yet still free from Evil, this is the reason for the name given to the Road of the Dead in the next clue.

9. Old House
This tumbling down empty house conceals the Old South Road (also called the Road of the Dead) from view. The first stretch of this is overgrown, and the villagers have mostly forgotten its existence.

KEY TO WILDERNESS MAP:
A. Crumbling Run
This is directly on the path from the Citadel of Greycriag to the Temple of the Golden Spires, and any party going straight to the Temple will run into it. The floor is covered with broken paving slabs, and inside are two shallows (A7, 3d8+3, HP 15, 17; Att 2-2; strength drain, unaffected by sleep, charm or hold, magic weapon required to hit) (MM), who will attack anyone who enters. Under the slabs are 740 s.p., and a +1 ring of protection.

B. Troll’s Lair
If the players fall for the ruse of the bridge at (C), they are in for a shock, as on the far bank lives a troll (A4, 4d8+6, Att 5-5/5-5/5-5, regenerates (MM)). If by some fluke the party defeat him, he has a clay urn filled with 400 s.p., and a potion of extra-healing.

C. Broken Wood Bridge
This is a large broken bridge, half-spanning the river. A combined weight of 4,000 s.p. or more will collapse it. There is no black granite anywhere in sight, but the DM should not emphasise this.

D. Spades’ Glen
On entering this hex, the party will stumble into a ring of coarse, sticky webs, and three huge shapes can be seen scuttling off the only entrance. These are giant spiders (A4; 4d8+4, Att 2-8 plus poison + web) and they will attempt to web the party before closing in for the kill. The traps are meant to be deadly — the party shouldn’t be anywhere near it. Already in the webs are two dead peasants, in whose clothing are 5 s.p. and 3 s.p. respectively.

E. All Season’s Folly
Two trees stand at the end of the straight road, a green, fresh elm and a blackened, lightning-blasted yew. In front of each is a worn lichen-covered slab, pockmarked with strange pits and marks. If three blows are made, enough to form a crossmark, on either stone, the relevant tree will ‘awaken’ and ask the party what it wishes to know. The elm tells the truth, and the yew lies. Any one question will be answered — the DM must use discretion here. Asking ‘Where is the Temple?’ will invoke the answer ‘In the forest’.

F. Black Granite Bridge
A neckless slab of rock across the stream, which has just been broken by a huge lightning bolt. As yet this is unknown in the village. Standing out of a large oval-shaped piece is a two-handed sword, graven with runes, the stone in which it is embedded is located in the river, under the largest standing piece of the bridge. It takes a Dwarf, or one strength of 17 to draw forth the sword. The sword is +2, +2 m. gobins and orcs. The hill is in the form of a knight brandishing a banner, which forms the crosspiece. Here is the meaning of the line ‘... the cross at the top of the point ...’ in the initial clue.

G. Ruined Tower
This is adorned at the end a careless or disorganised party. The tower is just a shell, the interior walls having collapsed. The entire要闻 on which the tower stands is surrounded by a thick fog, this is caused by the inhabitant, a lone cloud giant (A2, 12d8+1d6+1, HP 63, Att 6-36 or by hurling rocks; surprised only on a (1) (MM)). This will sense the approach of the party and prepare a boulder attack; it is evil and will delight in slaughtering the characters. The giant has several huge iron chains containing 11,000 s.p. 800 g.p., and 5,000 s.p. above the heap of furs which is its bed and a +1 spear, and a large +1 shield.

H. Drimley Wooden Bridge
I. THE CITADEL OF GREYCRAG
This is now deserted for the most part, but the superstructure is still intact. It is the lair of a tribe of kobolds (A7, HQ hits points; Att 1-4, 2-4 or by weapon type), the Tribe of the Sunken Socket. They make use of the rooms still remaining in the castle, and raid the silver and gnome who inhabit the nearby pine forests. The Citadel is detailed in the map above.

1, 2, Gatehouses
These are 30’ above the entrance of the Citadel at their highest point. Each has arrowslits facing on all four sides from the guard rooms, and also murder holes for pouring unpleasant and dangerous fluids into the entrance passage. Each has a kobold guard (HP 3) during the daytime and two (HP 2, 3) at night. They have no treasure, and are not really good guards, so that there is a 50% chance of the party being able to sneak past them if they take reasonable precautions. They are all identically armed, with shortswords and shortbows — each carries 25 arrows.

3. Guardroom
This is lit by oily torches, and the light can be seen from the front of the Citadel through the arrowslits in (1) or (2). Here rest 4 kobolds (HP 1, 2, 2, 3) playing knucklebones for the 6 s.p. lying on a table at the centre of the room. Their armour and swords are lying on benches under the arrowslits, which the kobolds have to stand on to shoot out.

4. Tramming Area
Along the east wall are 5 poles, each supporting a dead gnome who appears to have been used for tram practice — as indeed is the case.
5. Armoury
This large hall has many wooden racks covering both sides of the room, bearing an assortmant of armour and hand weapons. In charge of these are two kobolds (HP 4, 4) attacking with axes at +1 damage; one has an iron horn with which to call for help, and the other a pouch with 4 s.p. in it.

6. Great Hall
This is currently filled with noisy, reveling and drunken kobolds. There are 23 normal kobolds (HP 3 each) who will attack with tooth and claw, forgetting to snatch up their swords in their alcoholic haze, and are also two kobold chiefs (HP 5, 5) who will remember to attack with shortswords at +2 damage. The kobolds' drunkenness means they will attack at -1 to hit, but have +10% morale. The stakes in the many gambling sessions in progress are scattered over the tables, amounting to 231 c.p. and 47 s.p.

7. Kitchens
In here are 7 female kobolds (HP 1 each) overseeing 3 female gnomes (HP 1 each) slaves who are cooking gnomes, elf and pig meat for a banquet.

8. Empty Room

9. Torturer's Chamber
In here is a large (HP 4) kobold, the torturer. He attacks with a longsword, the room contains a gnomeshide burl, a chest of torture implement, and a bag containing 34 g.p., 21 s.p., and three rock crystals worth 50 g.p. each.

10. Torturer's Pat's Chamber
Chained to the wall in here is a very annoyed giant snake (AC 5, 6d8+1, HP 19; Att 2 — 8 construction) (MM) which can and will attack anyone approaching within 5'. An elf skeleton can be seen at the back of the room.

11. Hide Hall
This is lined with the hides of men, elves, dwarves and of course gnomes. The skulls of the victims are nailed above their hides, and hold pale candles.

12. Giant Weasel Pans
Here are 4 giant weasels (AC 5, 3d8+3, HP 14, 16, 16, 17; Att 2 12 — driven blood) (MM) used by the kobolds for hunting and as guardians. They are armed and anyone except the Wieselmaster (24) who opens the door will be attacked.

13. Incubator
This is where the kobold eggs are kept; each one is wrapped in humanoid hair and nestles in a gnome's ribcage. They are tended night and day by 6 female kobolds (HP 2 each) from (20).

14. Chieftain's Lair
Plushly furnished, this hall contains a large bed here, several tables and chairs, and an armour and weapon rack. Under the bank is a chest containing 230 g.p., 476 s.p., 800 c.p., and three doses of potion of invisibility. The chieftain is an exceptionally large kobold (HP 6) who fights as a one-teen monster, and at +2 damage.

15-19. Guardians
Each of these rooms contains three kobolds (HP 4 each) armed with shields and longbows — the chieftain's bodyguard.

20. Harem
10 female kobolds (HP 2 each) here, of whom 6 will be tending eggs in (13) at any time. Each kobold has 3-18 g.p. worth of jewellery.

21. Banquet Hall
This is currently empty, containing a long wooden table and 300 s.p. in assorted candlesticks. The floor appears to be covered in dried flesh.

22. Tower
4 kobolds (HP 1, 2, 2, 3) on guard, each with shortsword, shortbow and 8 arrows.

23. Empty Tower

24. Wieselmaster's Tower
In here, in extreme seclusion, dwells an old crippled chieftain — the Wieselmaster. (See (12).) He is immensely strong, attacking with a cleaver at +3 damage. He has 12 s.p., a bracelet worth 70 g.p., and a gnome's carcass on the floor.

25. Tower
This is occupied by three kobolds of the chieftain's bodyguard (HP 4, 4, 4) They are armed with shields and longbows.

26. Little Stair Tower
This tower houses a stair, climbing 150 feet to a small room whence, out of the arrow-slits, can be seen the Temple of the Golden Shire. It is the home of two ghouls (AC 2, 2d8, HP 9, 11; Att 1-3/1-3/1-5 + paralysis; immune to sleep and charm). No kobold ever ventures here for obvious reasons — but they know of the occupants.

27. Chapel
The only inhabitant is a crucified and dying gnome, who will warn the party not to... and then die. Many rocks, torture devices etc. are spread over the floor, the altar is now a firepit, and the place seems to be used as a torture chamber.

28. Stables
Here are kept 11 pigs and 2 vicious wild boar (AC 7, 3d8+3, HP 12, 13; Att 3 — 12) (MM) which will charge out when the door is opened. The boars will attack 50% of the time.

29. Well

J. THE TEMPLE OF THE GOLDEN SPIRE
Forty foot high walls surround a tower topped by an additional 60' of spires, towering spires. The walls are covered in Ivy, and easily climbed (10% chance per character of loose rock. 25% chance of falling). Every 30' around the walls are seen a pair of gargoyle heads Muted groans and howls come from within.

Encounters with the Temple
An encounter occurs on a roll of 1 on a d12, check every 3 turns.
6. Broken Archway
Standing here, covered by a roof, is a huge, gaunt suit of black plate mail, holding a double-handed morning star. It is animated and if anyone passes down the line of columns in front of it, it will move to attack that person (only), until he is dead. It attacks as a 4th level fighter, and has 36 hits. Upon receiving this much damage, it will collapse and crumble to dust. If the dust is examined it will be found to contain a small iron key. This is magic, and will open both the Valves of Bronze (11) and the door to (13).

7. Lair of the Old Guard
The old guard of the Temple lies here — an owlbear (HP. 27). It can often be found wandering in the ruins, and hates the giant lizard and the octopus. In its nest of debris, fur, cloaks and bones are 200 gp in two sacks, and a dirty battered mace of disruption. If the owlbear hears noise or fighting it will rush to investigate.

8. Hall of the Harpy
Dust ridden, with a 40' high ceiling. Note that the light from a torch will not reach right up to the shadows near the ceiling, where a harpy (HP 16) lies. Made her lair. On the party's arrival, she will begin to sing, leading as many as possible away from the others. Once this is accomplished, she will charm them all and order them to behave normally until the party has accumulated more wealth, then they must kill the free members, and bring the loot to her. If she is threatened with attack, she will order the charmed to defend her, and then try to lure away more victims. 35' up on her fifth-splattered ledge are 300 gp of fine raiment stolen from the village, and 400 sp. The clothes are soiled, but not beyond cleaning. At some points along the longest wall are two shields, each has two spears crossed over it. The southern shield on the eastern side is a shield of missile attraction, (4 vs missiles) and once taken up, cannot be removed except by a remove curse spell.
At the north and of the room is a huge iron door with a small keyhole hidden beneath a cover in the form of a skull. This cannot be opened by any means other than the key from (6).

9. Enclave
On the back wall is a mithril skull 10' across, above a bronze plaque which says "In the common tongue"

**Touch me with warmth**
And I will breathe again.

If anything warm is touched to the skull, it will breath poisonous gas. Unles a saving throw is made, victims will lose 50% of their strength and dexterity. The gas fills the enclave.

10. Shadow's Lair
This dust-covered room is empty except for a shadow (AC7, 3d8+3, HP: 14, Act 2-8 + level drain, magic weapon required to hit) (MM). The dust is nearly 2" deep.

11. Furniture Store Room
The room is full of dust - covered furniture, here lurk two zombies (AC8, 2d6, HP: 6, 8, 9, 13, At 1-8, unaffected by sleep, charm, hold and cold, holy water does 2-8 damage) (MM).

12. Stone Oracle Chamber
The door to this continually bears the following message in common:

This room is the Oracle of the Tunnus King.

**Enter and Die!**

Within is a coffin. Once a character enters he will be unable to find the exit unless the darkness is nullified by either a light spell or a dispel magic. Every full turn, there is a 30% chance that any character inside will meet the wight (HP 22) which lurks here.

13. Stairway
This leads to the Golden Spiral, and is guarded by a gargoyles (HP 15).

At the top is a small room 15' in diameter and 10' high. To the west is a shuttered window, and the stairs lead into the room on the south wall.

There are four ornate golden pillars in the shape of demons, 

**connecting which is a ring of purplish powder. Inside this is a blackened, charred**

skull with opaque eyes. If the ring of powder is broken, or the window shutter opened, or the ring is entered by a living being, then the skull will rise up, forming into a wrath (AC4, 5d6+3; HP: 2-8; At 1-6 + energy drain, silver or magic weapons to hit) (MM). The skull can be smashed by 15 points of damage from any missile weapons. The pillars are worth 2000 gp each.
Shadows in the Swamp

A short D&D scenario using readers' monsters, by Albie Flore.

Abahu is a small village on the edge of the mist-shrouded Everglades of Krish. The villagers, who survive by selling snake and crocodile skins, will tell any visitors to their village of an abandoned temple deep in the swamps. In the temple stands a great cauldron which spews the creatures of evil. Local legends state that those who destroy the cauldron will be rewarded with great wealth by the ghosts of those who built the temple.

The Everglades is a vast swampy area, dense with lichen covered trees with trailing fronds. A thick but patchy mist continually hangs in the air. The waters are shallow but occasionally treacherous as they conceal areas of quicksand. Travel can be by foot, horse or flat-bottomed boats hired from the villagers.

The perimeter of the swamps is especially thick with trees, their roots making passage difficult and tortuous and their foliage shading the area below in green gloom. In this shadowy world, a voice can sometimes be heard, a voice that belongs to the...

by John R. Gordon

No. Appearing: 1-3
Armour Class: 6
Movement: 6".
Hit Dice: 4D8
Treasure: Variable
Attack: Two tentacles, 2-12 each and bite, 1D8 + poison
Alignment: Chaotic evil
Intelligence: High
Monstarmark: 96,86 (level V in 12 levels)

The creeper is a greenish grey creature, some 6' tall and covered in a growth of slimy tendrils. From its shoulders protrude two tentacles with a 10' range. It has a horned, black-brown beak with which it can bite and inject either of its two poisons. The first paralyses the victim (until a cure spell can be cast on him) to preserve him for blood-sucking later. The second type is a deadly venom which will kill the victim outright, unless a save versus poison is made.

It dwells in dark, deserted places where its chameleon-like powers enable it to be virtually invisible 30% of the time.

The beast has no eyes, but uses its incredibly developed senses of smell and sound to home in on its prey. They can sense prey accurately at a range of 12" and echoes enable them to gain precise details of their surroundings. For this reason they prefer to fight in total or near darkness.

The creeper lives off putrid carrion, or feeds off the blood of five victims - a totally liquid diet. It hates all humans and elves in particular, and, if they are offered as captives, it may be bought off. If a fight is going against it, it will release a stinking cloud, to which it is immune, change colour, flee, and will not re-engage for at least two rounds. It can release the stinking cloud only once per day.

In 8 segments, the creeper can mimic any voice it has heard, in whatever language. A voice thus mimicked is never forgotten, though the creeper will not understand the words. As a rule, creepers are cowardly and will use their camouflage and memory often to lure the unwary into range of their tentacles.

The creeper gets +1 on all saving throws. Whenever a creeper is killed, it degenerates immediately into a putrefying, bubbling pool of tendrils, blood and guts.

Beyond the thick growth of vegetation on the perimeter, the Everglades break into relatively large, shallow expanses of water, thick with weed and broken by myriad clusters of islets, all covered in thick vegetation. Anyone crossing these misty waters is likely to be attacked by...

by Roger E. Moore

No. Appearing: 1 (10% of 1-4)
Armour Class: 6
Movement: 18" swimming; 15" flying
Hit Dice: 5D8+2
Treasure: C
Attack: 4D4 bite plus shriek
Alignment: Neutral
Intelligence: Semi-
Monstarmark: 72.2 (level V in 12 levels)
These creatures are the bane of lakeside fishermen, as they attack boatmen, break lines and nets, and destroy fishing grounds. They have been known to attack cattle and sheep that wade into the water or approach too closely. They are not averse to adding a few incautious humans to their diet. Those familiar with the water leaper fear it greatly.

If a water leaper senses a victim in its waters, it will close on it immediately. The sight of this creature is rather disturbing in itself. It appears as a great legless frog with a long newt-like tail, and two great membranous wings emerging from either side. The whole creature ranges from 8' to 10' in length. If the victim is submerged or swimming, the water leaper will attack without leaving the water. Potential victims sitting or standing in small boats will be attacked as the monster leaps from the water and flies towards them with open mouth. As soon as the creature is airborne, it will emit a terrifying shriek. All within 120' of it must save versus paralysis. Those who fail lose all armour class adjustments for dexterity, and the monster gains +2 when attacking them. It then attacks with its single bite, splashing into the water with its victim in its mouth or to try again if it missed.

As the wings of the water leaper are not strong, it can only stay in the air for 2-5 rounds at most. It is not so fast that it cannot be attacked as it makes its pass at a victim by those within 10' of the victim.

Water leapers are not particularly intelligent and have no languages other than their own; they often keep treasure in a rocky nest on the bottom, where they also lay their eggs. As water leaper eggs are a delicacy, for humans as well as other fishes, they are quite valuable and much sought. Consequently, few of the hundreds of eggs laid each year reach maturity.

Water leapers live for about 20 years. They are helpless to attack on land if they should happen to fall, and have only a 20% chance per round of lifting off again; otherwise they will expire in 3-5 hours of exposure and dehydration. While still alive, they can wade towards water at a 1" movement rate.

Towards the centre of the everglades, the islands become closer and closer until it is virtually one land mass with a close network of sluggish waterways which are too narrow for boats. The land is still thickly wooded and mist shrouded. In this area the earth is particularly muddy with many patches of thick clinging mire. Often concealed in these patches is another strange creature of the swamps...
Frog-folk will be armed as follows:

- 2 spears 30%
- scimitar 50%
- sling & dagger 20%

Weapons are bronze and jagged-edged. Anyone wounded by frog-folk has a 5% chance of contracting some kind of disease. Slings use stones rather than bullets.

Small frog-folk bands will have one additional leader-type, with 8 hit points, fighting with bronze morning-star as a 1+1 hit-dice monster, and armoured to AC 5.

Bands of 21 or more will have a chiefman with 10 hit points, using a saw-edged bronze 2-handed sword as a 2-dice monster, and armoured to AC 4; he will have two leader-type lieutenants.

For each frog-folk in a group encountered, there is a cumulative 2% chance of a cleric-type in addition. Although chaotic evil, these clerics are treated as druids of level 1-4 for hit dice and spells, they are AC 7, use scimitars and rank below chiefmen but are above leaders in the frog-folk tribes.

In the depths of a frog-folk lair will be found (apart from the tribal treasure and masses of spawn) females equivalent in numbers to the males. They are non-intelligent and should be treated as the smallest type of giant frog. The tribe also has a 40% chance of possessing pets which its members can control: 50% 1-4 giant frogs, 40% 1-3 giant toads, 10% 1-6 giant leeches.

Frog-folk have standard magic resistance, but their slimy skins give them the equivalent of 18 strength against any form of entanglement, including web spells, and their hatred of humanity gives them +3 on saving throws vs. charm.

Deep in the woods of this large central area is the Temple of Krish. What once must have been an impressive building, covered in richly detailed carvings is now a dark, foreboding place. The carvings are mostly obscured by moss and creepers, and whole slabs of stone have crumbled from the walls. The large portals hang open, decayed and dank. In the creepers beside the entrance, the observant will spot what appears to be a snake. It is the last of the guardians placed by the wizards who dwelt here long ago, a...

by Michael Wilkinson

No. Appearing: 1-4
Armour Class: 2
Movement: 14”
Hit Dice: 4D8+2
Treasure: Always jewels, 1000-4000 g.p., value (see below)
Attack: Bite for 1D8+1, 1 sting (1D4+2 + poison), plus special
Alignment: Chaotic evil
Intelligence: Very
Monstermark: 123.85 (level VI in 12 levels)

The melodemon resembles a snake, about ten feet long, with a face like a cross between a human and an alligator, and a sting at the other end. It is only found in extreme conditions, such as flames or lava flows, glaciers, dense forest, desert, deep swamp etc., though it can survive in any conditions. Ancient priests used to rear them from the egg and keep them in pools of burning oil to guard sacred places.

The melodemon’s special attack is its singing voice. It can sing 4 melodies: discord, charm, sleep, and terror. Characters save vs. spells for all these at -2 per melodemon present. If a person saves vs. any song, he need never save against that song again as he is immune to it (though he is still vulnerable to the spell of the same name). If two or more melodemons sing different songs at the same time there is no effect on the would-be victims.

The melodemon’s treasure, which is often kept right in the midst of the flames/ice/swamp, always has a special song laid on it so that when it is carried away, all the people within the immediate vicinity begin to feel drowsy (no save) and if they are still with it after two hours they lay down to rest and do not wake up until the curse is removed, by a dispel evil and a dispel magic spell.

Inside the Temple, the entrance hall leads to many small chambers, but there is one set of double doors that leads to the central, domed hall. In the centre of the hall, spewing mist and resting on a lofty pedestal with steps climbing up, sits the cauldron. Throughout the temple, dark forms move in the shadows. These are the...

Cauldron-Born

by Tim Walters

No. Appearing: 3-6
Armour Class: Special — starts at 4
Movement: Special — starts at 12”
Hit Dice: Special — starts at number appearing — 1
Treasure: Nil
Attack: Two-haded sword
Intelligence: Non
Monstermark: Group of 3: 305; group of 4: 1105.5 (levels VIII and XI respectively in 12 levels — larger groups are way up on level XII)

The cauldron-born are zombie-like creatures the size of large men. They use two-handed swords in combat. They have the following special ability: when one of their group dies, his original hit points and hit dice are divided up among the remaining cauldron-born. Any points and dice gained from the death of other cauldron-born would also be divided up. In addition to gaining hit dice, the armour class of all the remaining cauldron-born drops by one when one of them dies, and their move increases by 3”.

These creatures are created by a cauldron in the possession of some evil wizard or cleric, and lose one hit point for every hex greater than five that they are away from the cauldron. They are resistant to various forms of magic as though undead, but cannot be turned by clerics.

Destroying the cauldron should naturally lead to the discovery of ample treasure to reward the adventurers.

I have not included any comments on the monsters, but it should be noted that a group of cauldron-born are particularly heavy.

I would be pleased to hear your comments on this issue’s Fiend Factory, whether you prefer the monsters in a mini-scenario or in the usual random mix, as well as any other ideas you may have.
Population of the Area Surrounding the Lair of Malbroid the Mighty

1. BACKGROUND: An ancient druidic tomb sits on a rock ledge high above the winding stream of the forest. The druids knew that the location was the lair of Malbroid the Mighty, an ancient dragon who was feared and respected by all creatures in the forest.

2. EXTERNAL APPEARANCE: Malbroid is an ancient dragon, its scales a mix of black and green, with a long, coiled tail that can reach lengths of up to 100 feet. Its eyes are a bright red color, and it has a powerful wingspan of over 80 feet.

3.内部结构: Malbroid’s lair is a large cave, with an entrance that is large enough for the dragon to fly in and out. The cave is dark and潮湿, with a large pool of water at the bottom. The walls are lined with large, jagged rocks and sharp spikes.

4. 习性: Malbroid is a solitary creature, and it spends most of its time in its lair. It is known to be a powerful dragon, with the ability to breathe fire and freeze its enemies with a single breath.

5. 分类: Malbroid is a type of black dragon, and it is known to be highly intelligent and protective of its lair and its hoard of treasure.

6. 位置: Malbroid’s lair is located in the heart of the forest, hidden away from the prying eyes of the other creatures. It is said that the lair is only accessible to those who know the secret path that leads to it.

7. 结论: Malbroid is an ancient dragon, feared and respected by all creatures in the forest. Its lair is a dark and dangerous place, but it is also a place of great power and mystery.

Population of the Lair of Malbroid the Mighty

1. Population: Malbroid’s lair is home to a variety of creatures, including small rodents, insects, and other small creatures that are drawn to the lair by the rich soil and nutrients.

2. 社交: The creatures in Malbroid’s lair interact with each other in a complex social structure. The small creatures are divided into different groups, each with its own leader.

3. 外形: The creatures in Malbroid’s lair are small and varied, with different colors and sizes. Some are furry, some are winged, and others are scaled.

4. 环境: The lair is a dark and damp place, with a pool of water at the bottom. The walls are lined with large, jagged rocks and sharp spikes.

5. 习性: The creatures in Malbroid’s lair are highly intelligent and protective of their home. They are known to be fiercely loyal to their own group, and they will defend their lair and hoard against all comers.

6. 分类: The creatures in Malbroid’s lair are a mix of different species, each with its own unique characteristics and abilities.

7. 位置: The lair is located in the heart of the forest, hidden away from the prying eyes of the other creatures. It is said that the lair is only accessible to those who know the secret path that leads to it.

8. 结论: Malbroid’s lair is a place of great power and mystery, with a variety of creatures living in harmony in a dark and damp environment.
preparation to be of increased success, which have small cilia of various colors, and which move in a circular motion, changing their position rapidly.

10 LADYBIRD. The image is executed by an iridescent cochineal (Dactylis glomerata L.) whose coloration is infrared, absorbing all colors except red. This allows it to mimic its prey and escape predators. It is a nitrogenous compound present in many plants. An insect of particular interest is the giraffe weevil (Trachelophorus giraffa), which mimics the giraffe's neck to avoid detection. The giraffe weevil has a camouflage that resembles the giraffe's long neck and spotted coat. It has been observed to feed on the giraffe's skin, helping to control the population of the insect. The giraffe weevil is a mutualistic relationship, as it provides a food source for the giraffe while also protecting itself from predators.

9 TOUCHSCREEN. The image of a touchscreen is shown, indicating the use of interactive technology in mobile devices. The touchscreen is a type of input device that allows users to interact with a computer by touching the screen with their fingers or a stylus. The development of touchscreen technology has revolutionized the design and functionality of mobile devices, making them more intuitive and user-friendly. Touchscreens are widely used in smartphones, tablets, and other devices, enabling users to interact with applications, navigate menus, and perform various tasks with ease.

8 SUNSHADES. The image shows a close-up of a sunshade, highlighting the importance of protecting the skin from harmful UV rays. Sunshades are often used in conjunction with sunscreen to provide comprehensive sun protection. They are designed to block out most of the UV rays, reducing the risk of sunburn and preventing long-term skin damage. Sunshades are particularly useful for people who spend a lot of time outdoors or have sensitive skin. The proper use of sunshades can significantly reduce the risk of skin cancer and premature aging caused by exposure to the sun.

7 ONTOPLASM. The image depicts a cell, with the nucleus and mitochondria clearly visible. The nucleus is the control center of the cell, containing the cell's genetic material. Mitochondria are the powerhouses of the cell, producing energy in the form of ATP. Understanding the structure and function of these organelles is crucial for advancing our knowledge of cell biology and developing new treatments for various diseases.

6 BEETLE CASHER. The image shows a beetle casher, a device used to attract and kill beetles. Beetles are a common pest in gardens and homes, causing damage to plants and structures. Beetle casher are designed to lure beetles with a chemical attractant, then trap them and release a toxic substance, killing them. These devices are effective in controlling beetle populations, especially in areas where chemical pesticides are not desired or prohibited. Beetle casher are easy to use and can be placed around gardens, lawns, and buildings to protect against beetle damage.

5 RECIPE CASHER. The image displays a recipe catcher, a device used in the kitchen to catch drips and spills while cooking. The recipe catcher is a simple yet effective tool that helps keep the kitchen area clean and organized. By catching drips and spills, it reduces the need for constant cleaning and helps maintain a clutter-free cooking environment. The recipe catcher is an essential tool for anyone who enjoys cooking and wants to keep their kitchen organized and tidy.

4 DAMAGE BONUS. The image shows damage bonuses, which are used to indicate the amount of damage a creature or object can cause. Damage bonuses are an important aspect of RPGs and Dungeons & Dragons, providing a way to quantify the strength and power of different creatures and objects. Understanding damage bonuses is crucial for players to make informed decisions during gameplay, especially when it comes to choosing the right equipment and strategies.

3 TRAP. The image depicts a trap, a device used for hunting or capturing animals. Traps are commonly used in hunting, pest control, and wildlife management. The design and effectiveness of traps depend on the type of animal being targeted. Traps can be simple or complex, with various mechanisms to ensnare the animal. Understanding the different types of traps and their functions is essential for anyone involved in hunting, pest control, or wildlife management.

2 INJURY. The image shows an injury, highlighting the importance of first aid and medical treatment. Injuries can be minor or severe, requiring immediate attention to prevent further harm. Understanding the basics of first aid is crucial for anyone in a position to handle injury situations, such as paramedics, nurses, or home caregivers. Proper first aid can make a significant difference in outcome, helping to prevent complications and ensure a faster recovery.

1 TRADE. The image shows a trade, a transaction involving the exchange of goods or services. Trade is a fundamental aspect of economic systems, enabling the exchange of resources and fostering economic growth. Understanding the principles of trade, such as supply and demand, market forces, and tariffs, is essential for anyone involved in business, economics, or policy-making.

KEY

Damage Bonus: +1
1 ineligible for 2 (Open Door) 5 10 15 20 (3) Bond League (Game 1 5) 6 (1) 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Permeation reduction: 5%

1. Eelligible for 2
2. Uneligible for 2
3. Eelligible for 2
4. Uneligible for 2
5. Eligible for 2
6. Uneligible for 2
7. Eligible for 2
8. Uneligible for 2
9. Eligible for 2
10. Uneligible for 2

The roll takes into account any trapped, but the actual damage varies depending on the situation. The damage value is calculated differently in various types of combat, such as hand-to-hand combat, ranged combat, and magic-based combat. The damage value is determined by the type of weapon or spell used, the level of the attacker, and the defenses of the defender.
TRAPS

Three traps are all ghostly in appearance. They are
covering the entrance and would to all appearances
be harmless but for the fact that they are designed to
snare the victim. Each trap is composed of a series of
poisoned stakes or spikes that extend from the floor
to a certain height. When the stakes are touched, the
poisonous liquid is released, causing the victim to
die of a fatal wound.

BATHROOM

The bathroom is well-lit and equipped with modern
facilities. The walls are covered with tiles that
reflect the light, making the room seem larger than
it actually is. A sink, toilet, and shower are present,
along with a mirror that hangs above the sink. The
tiles are made of a durable material and are
resistant to water damage.

KITCHEN

The kitchen is spacious and well-equipped. It
contains a large stove, refrigerator, and sink. The
counter space is ample, with plenty of room for
preparing meals.

SLEEPING QUARTERS

The sleeping quarters are quite spacious. A large
double bed is present, along with a nightstand and
a dresser for storage. The room is well-lit, with
ample space for movement.

DINING ROOM

The dining room is elegantly decorated. A large
table and chairs are present, along with a buffet
for serving meals. The room is well-lit, with
plenty of space for hosting guests.

BRANCHING LANE

The branching lane is a narrow path that winds
through a dense forest. It is covered in leaves and
moss, with trees and shrubs lining both sides. The
path is uneven, with roots and rocks creating
obstacles. Care must be taken while navigating the
lane.

VERTICAL SECTION

The vertical section of the structure is a series of
levels, each one connected by a narrow staircase. The
levels are progressively larger, with the top level
being the largest. The structure is well-lit, with
ample space for movement.

PROJECT ROOM

The project room contains a large table and
chairs, along with a projector and screen. The
room is well-lit, with plenty of space for
working on projects.

FIT AND MOUTHWORK

This area contains a series of workout equipment,
including treadmills, stationary bikes, and weight
lifting machines. The room is well-lit, with
plenty of space for movement.

30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48

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The text is a mixture of narrative and descriptive
content, with a focus on the setting and its
details. The language is vivid and descriptive, using
various sensory rich words to create a
realistic image of the environment. The
narrative is engaging, keeping the reader
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coherence. The narrative is engaging, keeping
the reader interested throughout the text.
in this form the massige becomes even more visible and it is
then easier to handle if all of the above methods are used.

31 ALCHEMIST

If these alchemists are correctly identified (as
is generally to be believed) the whole of this subject
will come to a fine finish, and the term of patient
experiments under the guidance of the masters will
be at an end. And if the correct method is not
followed, the work will remain uncompleted, and the
result will be destruction.

32 ABBEY’S BUSINESS ARRAN

This is the period in the life of the abbey when the
society of alchemists begins to take shape. It is a
time of intense activity and a place where the
alchemists can learn from each other and
establish the foundations of their craft.

33 RENAISSANCE

The Renaissance period is characterized by a
strong revival of interest in the arts, literature,
and science. This era is marked by a shift from
medieval to classical thinking, and it is a time
when the concept of a unified society begins to
form. The Renaissance period sets the stage for
the scientific revolution of the 16th and 17th
centuries.

34 METAL CURTAIN

The curtain is a complex structure that
comprises a series of interconnected metal
planks. It is used to control the flow of
material through the wall. The metal curtain is
an essential component of the alchemical
workshop, as it allows for the precise control
of the materials being processed.

35 SILVER HALL

The Silver Hall is a large, ornate structure that
houses the main laboratory of the alchemists. It
is a place of great importance, as it is where
the most significant experiments take place.

36 SLEEPING ROOM

The sleeping room is a small, private space
where the alchemists rest and recover from
their labors. It is a quiet and secluded area,
away from the noise and distractions of the
laboratory.

37 IRONmithy

The ironmithy is a workshop where the
alchemists manufacture the tools and
equipment they need for their work. It is
a place of great knowledge and skill,
where the alchemists can learn to
create and refine the instruments they
need for their experiments.

38 COOKING HALL

The cooking hall is a communal area where
the alchemists prepare and eat their meals.
It is a place of camaraderie and
sharing, where the alchemists can
connect with each other over a meal.

39 STORAGE ROOM

The storage room is a space where the
alchemists keep their supplies and
materials. It is a place of
organization and order, where
the alchemists can keep their
work área well-organized.

40 THE MEETING ROOM

The meeting room is a large, formal
space where the alchemists gather to
discuss their work and plans. It is a place
of collaboration and exchange of ideas.

41 THE LIBRARY

The library is a collection of books and
manuscripts that the alchemists use to
study and learn about their craft.
It is a place of knowledge and
inspiration, where the alchemists can
explore the secrets of the universe.
The Desert Light

A D&D Fiend Factory mini-scenario for a party of 5th-6th level characters

The party, while skirting the edge of a desert area, notice a bright light some distance away in the desert. The light is visible even in daylight. On approaching, it can be seen that the light shines from the top of a tower half buried in the sands. En route to the tower, the party is likely to encounter a...

GIANT SANDCRAB by Roger E Moore

No. Appearing: 1 – 3
Armour Class: 3
Movement: 9'
Hit Dice: 6d8 + 4
Treasure: E
Attack: 2 claws for 3d4 each plus poison
Alignment: Neutral
Intelligence: Animal
Monster Mark: 516 (level X in 12 levels)

Giants sandcrabs are well adapted to a desert-dwelling existence devoid of water. They have eight 7' long legs, and the body is a flattened ovoid, about 5' in diameter, covered in thick chitin. The four eyestalks can be extended up to 2' from the body. The two 6' pincer arms terminate with a claw similar to a normal crab's except for a third claw which can inject a weak poison into any victim hit by that pincer. A saving throw vs. poison at +2 on the dice must be made or the victim will lose consciousness and die in 2–5 turns unless cured by a spell.

These monsters can bury themselves in sand, usually near caravan routes or cities, so that only their eyestalks project above the sand. This is so effective that a character has only a 5%/level chance of detecting a hidden sandcrab at 90' or less. Magical spells or devices that detect enemies or hidden things will reveal their presence. If any victim comes within 60' of a sandcrab, it will rise immediately to its full height (surprising on 1-4 on a d6) and attack. Giant sandcrabs will be encountered in this fashion 80% of the time; otherwise they will be found scuttling across the sands in search of prey. A sandcrab can only be surprised 5% of the time because of its acute visual senses.

The tower can be entered via a balcony 15' above the ground or through half-buried window openings. Stairs lead up, the route down being blocked by sand which has pored in the openings. At the top of the tower is a diffusor above a narrow hole running down through the centre of the tower. The light comes up the hole and shines out via the diffusor. There is also a trapdoor below which is another flight of stairs spiralling down around the light 'chimney' to end at a door some distance below the sand level outside. The stairs and door are obviously still in use. Behind the door are various chambers now inhabited by a family of...

ANUBI by Andy Wooltham

No. Appearing: 1–4
Armour Class: 4
Movement: 12'
Hit Dice: 6d6 + 3
Treasure: A, E and Z
Attack: 2 claws for 1d8 each, end 1 bite for 1d8
Alignment: Lawful good – 50%; Chaotic good – 10%; lawful evil – 30%; chaotic evil – 10%
Intelligence: Exceptional – genius
Monster Mark: 270 (level VIII in 12 levels)

Anubi, though rare, are most commonly encountered in warm and dry areas. They may be encountered above or below ground as they see equally well in daylight or darkness (60' in vision).

They are an extremely powerful species, with strength ranging from 14 – 18/60. They scorn the use of weapons (preferring their natural weaponry) and armour, though they will wear items that they consider to be of a decorative nature.

They are unaffected by sleep or charm spells. Fear is such an alien concept to them that they are also unaffected by fear-based spells. They are 25% resistant to all other types of magic spells.

Some anubi (25%) are capable of magic use and can use 2x1st level, 2x2nd level, and 1x3rd level spells once per day, doing so at the 10th level of mastery. They consider the use of magic in combat against a non-magic using opponent to be cowardly.

Anubi are 9' tall, have dog-like heads and large hands with clawed fingers. They are completely covered with a light fur, usually brown though it can be white or silvery blue.

If encountered in their lair, there will normally be 1–4 males, 1–4 females and 1–8 young of varying maturity. An anubi live in pairs with their young. Absentees will most likely be out hunting at which they are extremely efficient.

Anubi speak their own tongue – a series of clicks and whistles, and are usually (80%) capable of speaking common.

There is also a subgroup of the species under the title...
Kail are members of the Anubis species born infrequently to normal Anubi parentage and are thus very rarely encountered. They are the same as Anubi in all respects except their strength is phenomenal, ranging from 18-18/00, and sometimes higher, their magic resistance is 30%, and they are larger (10'-4') and have jet black fur.

Once combat has begun, they neither give nor accept quarter.

The Anubi occupy the middle floor of the building. Stairs lead up and down. At the lowest level are many empty chambers, but in the one directly under the tower are...

**SHIM-SHARI**

*by Glenn Godard*

No Appearing: 3–24

Armour Class: 9

Movement: 9'

Hit Dices: 4d8 + 1

Treasure: Nil

Attack: By weapon type

Alignment: Lawful neutral

Intelligence: Low

Monstermark: 9 d (Level V in 12 levels)

These rare creatures appear as large, powerful humanoids without heads or orifices. Their skin is a uniform tan colour with a texture like sandpaper. Their bodies are in fact made of sand, and when broken open, an extensive system of anti-like tunnels running throughout the body is revealed. A shim-shari's sensory perception is via noise vibration through this system.

Thus any creature that can move entirely without sound (even heartbeats are detectable) will be invisible to shim-shari, while any form of visual or scent related attack or defence will be useless against them. Thus they are immune to the effects of such spells as mirror image, invisibility, phantasmal force, etc and skunk, waterstench, and cloud kill type attacks. Deafness will cause them to be 'blinded' (ranged attacks at 6–9 to hit) while blink and audible glamer will confuse them causing an additional –2 to hit.

Due to their elemental origins, earth elemental attacks against them do triple damage. Move earth, rock to mud, and stone shape can all be used to destroy shim-shari, but finger of death is useless as they have no heart. Finally, shim-shari are singularly purpose with no self-preservation instinct; all charm, suggestion and fear type spells have no effect on them.

When attacking, shim-shari (desert tongue for 'skull-cleaner') use large polearms (70% halberd, 30% other). If disarmed, they can use their fists for 1d8 each. Their strength is always 18/01 with the bonuses of +1 to hit and +3 to damage. In melee, they line up to face each opponent individually, closing on their opponents' flanks if they do not do the same.

Shim-shari are created by the use of a magical Tome similar to the Tome of Golians. Such a Tome can only be found in libraries of desert origin or lore. The minimum cost to create such creatures is 2000 gp each. Costs usually run much higher though. Thus they are usually found under the control of another more powerful creature and are typically used as guards or caravan raiders. They usually use the least violence necessary to achieve their limited instructions (ie they will only attack caravan guards or those opposing them, not innocents). They can also be instructed to subdue and capture. Desert raiders (WD 12) have perfected a method of disguising their movement so that shim-shari cannot detect them.

The shim-shari guard the chamber containing the light source (which is simply an orb with a permanent light spell cast on it — it was used as a directional beacon by the guards who once used the building but were driven out by the Anubi) and the treasure chamber which leads from it. The treasure comprises booty plundered from caravans, a Tome for creating shim-shari and a chest containing gold, gems, and...

**ARGORIAN WORMKIN**

*by Barney Sloan*

No Appearing: 2–8

Armour Class: 5

Movement: 12'

Hit Dices: 1d8 + 1

Treasure: Special

Attack: Bite for 1d4 plus nauseous

Alignment: Neutral (evil)

Intelligence: Non-

Monstermark: Suggest level IV in 12 levels

These 1’long creatures were the production of a cunning cleric/assassin from Argor to protect his caches. These noxious worm-like creatures are reddish pink and sport a sucker-like rasping mouth, with which they rasp flesh and armour. They also inject, on a successful hit, a nauseating fluid which, unless a save is made, causes the victim to retch violently and be unable to do anything for 1—8 rounds.

Their peculiarities is that they cannot be killed unless the damage done, including magical, can remove all the creature’s original ‘front points in one go. Otherwise the creature splits into two halves, each with the hits and ‘split’ ability of the original.

Its ‘treasure’ is whatever it is guarding.

Notes to the Referee. The building has 3 floors, all below sand level. The top floor had openings through which sand has blown to fill it. Any attempt to go up to the middle floor (Anubi lair) will find a barred door which, if opened, will allow sand to pour through and begin filling the middle floor. The middle floor has no openings in the external wall. The lowest floor (where the Shim-shari are) is the old ground floor and has large barred portals in the external walls. All are under pressure from outside. If unbarred, the doors will burst open and sand will pour in, beginning to fill the building as though it were a flood of water. Treat accordingly if characters are engulfed in the sand, but not swimming.

**FIEND FACTORY POLl RESULTS**

**TDP TEN**

1: Shadow Goblins (WD26) by Barney Sloan
2: Dream Demon (WD25) by Phil Masters
3: Mandrake People (WD18) by Glenn Godard
4: Cyclops (WD21) by Albie Fiore
5: Incubus (WD25) by Roger E Moore
6: Russian Doll Monster (WD15) by Mike Ferguson
7: Forest Giant (WD26) by M Newton and D Heatley
8: Surt (WD9) by Cricky Hitchcock
9: Phug (WD18) by Simon Tilbrook
10: Winter Kobold (WD26) by Jonathan Hardwick

**WORST FIVE**

1: Ungoliants (WD22) by Peter Cockburn
2: Dungeon Master (WD24) by Malory Nye
3: Crystal Golem (WD22) by Robert Outram
4: Boncoons (WD24) by David Taylor
5: Wrecker (WD16) by Andrew Hucks

Congratulations to all those whose monstrosities were voted into the top ten, and commiserations to those who invented the worst five, with the consolation thought that each of the worst five also received a vote in the poll for the best monsters.

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