12 Complete Role-Playing Scenarios in one Volume including Hive of Hrrr’l, Lair of Maldred the Mighty and Amber to Red.
WHILE DWARF

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THE BEST OF

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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

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The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in White Dwarf. Contributions should be typed, double spaced on one side of the paper only.
Flymen may be encountered in one of two forms: either the party and the flymen will both be at their normal size, in which case the flymen will be about ½" 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**

<table>
<thead>
<tr>
<th>No. Appearing</th>
<th>1 swarm (50–200)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armour Class</td>
<td>0 when flying, 6 on ground</td>
</tr>
<tr>
<td>Movement</td>
<td>¼&quot;/12&quot;</td>
</tr>
<tr>
<td>Hit Dice</td>
<td>1 hit point</td>
</tr>
<tr>
<td>Treasure</td>
<td>See below</td>
</tr>
<tr>
<td>Attack</td>
<td>Special</td>
</tr>
<tr>
<td>Alignment</td>
<td>Lawful neutral</td>
</tr>
<tr>
<td>Intelligence</td>
<td>Average-plus</td>
</tr>
<tr>
<td>Monstermark</td>
<td>0.004 (level I in 12 levels)</td>
</tr>
</tbody>
</table>

Flymen encountered outside their hive, as a swarm, will be composed of warriors, with a few flyguards or flymagi (see statistics for ‘large-sized’ flymen). They 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 inconveniency 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 last for 24 + 1–20 turns. If an 8 is rolled on the d8, the victim falls into a coma in 1–4 melee 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 ¼ 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 draught from the wings pushes the flymen out of harm’s way), and area effect magic (lightning bolt, fireball, ice storm, cloudkill etc.); improvised attacks using fire, fleyswatters 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 same size as the flymen, it will become apparent that there are several different classes of them:

**DRONES**

<table>
<thead>
<tr>
<th>No. Appearing</th>
<th>11–20 in hive</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armour Class</td>
<td>8</td>
</tr>
<tr>
<td>Movement</td>
<td>9°/210°</td>
</tr>
<tr>
<td>Hit Dice</td>
<td>4 hit points</td>
</tr>
<tr>
<td>Treasure</td>
<td>Nil</td>
</tr>
<tr>
<td>Attack</td>
<td>Nil</td>
</tr>
<tr>
<td>Alignment</td>
<td>Lawful neutral</td>
</tr>
<tr>
<td>Intelligence</td>
<td>Semi</td>
</tr>
<tr>
<td>Monstermark</td>
<td>Not applicable</td>
</tr>
</tbody>
</table>

**ARTISANS**

<table>
<thead>
<tr>
<th>No. Appearing</th>
<th>1–10 in hive</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armour Class</td>
<td>8</td>
</tr>
<tr>
<td>Movement</td>
<td>9°/210°</td>
</tr>
<tr>
<td>Hit Dice</td>
<td>6 hit points</td>
</tr>
<tr>
<td>Treasure</td>
<td>1–100gp</td>
</tr>
<tr>
<td>Attack</td>
<td>By weapon type</td>
</tr>
<tr>
<td>Alignment</td>
<td>Lawful neutral</td>
</tr>
<tr>
<td>Intelligence</td>
<td>Average</td>
</tr>
<tr>
<td>Monstermark</td>
<td>0.67 (level I in 12 levels)</td>
</tr>
</tbody>
</table>

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 Fifteen. 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 artisans form the Thousand. They attack as one hit die monsters and save as first level fighters.

**FLYGUARD**

(Also called the Fifteen)

<table>
<thead>
<tr>
<th>No. Appearing</th>
<th>1–4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armour Class</td>
<td>4</td>
</tr>
<tr>
<td>Movement</td>
<td>12&quot;</td>
</tr>
<tr>
<td>Hit Dice</td>
<td>50 hit points</td>
</tr>
<tr>
<td>Treasure</td>
<td>A</td>
</tr>
<tr>
<td>Attack</td>
<td>By weapon type + special</td>
</tr>
<tr>
<td>Alignment</td>
<td>Lawful neutral</td>
</tr>
<tr>
<td>Intelligence</td>
<td>High/exceptional</td>
</tr>
<tr>
<td>Monstermark</td>
<td>167.72 (level VII in 12 levels)</td>
</tr>
</tbody>
</table>

The council of Fifteen forms the military command of a hive and is usually involved in a power struggle with the Five for control of the hive. Like flymagi, flyguards have ability to size-change and have size-roots (see Notes). They are usually dressed in high-quality chainmail with a chitin shield; their main weapon is the halberd, but they also carry longsword, dagger and short composite bow. As flymagi, flyguards have lost the use of their wings (hence only one movement speed) but fly by using
FLYMAGE

(Also called the Fivel)

No. Appearing: 1–2
Armour: 4
Movement: 12''
Hit Dice: 40 hit points
Treasure: 2
Attack: By weapon type + special
Alignment: Lawful neutral
Intelligence: Exceptional-plus
Monstermark: 170.79 (level VII in 12 levels)

The Fivel 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 Serpent's; 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 Serpent's; in the case of these latter powers, the god must be petitioned by a prayer (audible or inaudible), taking five melee rounds to make. The powers approximate to spells in their effects, but it must be stressed that none of them has a material, verbal or somatic component as humans do.

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, white-robed apprentice, who has no powers until the death of its Master, when it acquires all its Master's former powers. Ten years are required to raise a larva to the point where it can become a representative of Serpent's; 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 it as if of the minimum required level.

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

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

Summon Insects: As the druidic spell of the same name; usable twice daily.

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

Insect Plague: 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 to a size large enough to house itself. 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 size change may opt to use range and areas of effect as given in the Players' Handbook, or to scale them down to flyman size. In this latter case, duration is unaffected.

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

Master of Attack

The Master of Attack is responsible for vengeance attacks on all those who have harmed insects, and is equipped with wide bands of offensive powers: sleep and lightning bolt (twice daily each); charm person, charm animal and charm monster (use any two of the three daily); Mordenkainen's sword (usable daily); cloudkill (twice weekly); death spell and power word: stun (usable daily); power word: blind (usable twice weekly); and power word: kill (usable but once per month).

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

Master of Defence

The Master of 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 disaster is the Master Healer, which protects Master Defence, is overconcerned with possible damage to the hive. The Master Defence's powers are: shield and heal (twice daily); protection from good evil, protection from fire, protection from lightning and protection from normal missiles (any two of the three usable each day); wall of force and wizard lock (usable daily); glyph of warding, blade barrier, antimagic shell, globe of invulnerability, guards and wards, 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 of a hive against the Masters Attack and Knowledge. It has the following powers: cure (up to 50 hit points per day); remove fear (thrice daily); slow poison (twice daily), neuter (once daily), dispel evil/good (each once daily); cure blindness, cure disease and remove curse (each once weekly); raise dead (usable once per month).

Master Knowledge

The Master Knowledge's chief function is to store 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 in them a better chance of proving new knowledge. The Master Knowledge has a range of powers to aid him in his work, these being: detect evil, detect magic, detect charm, detect lie, detect illusion, detect invisibility and detect snares and pits (live from the seven daily); speak with dead, speak with plants, speak with animals and speak with dragons (once daily); know alignment (twice daily); find the path, find the portal, identify, clairvoyance and clairaudience (once daily); stone Tell, tongues, contact other plane and legerdemain (once per week each).

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

Master Worshipper

(Also called the Master Religious)

As head of the hive's spiritual department, supreme authority is vested in the Master Religious. If it is vested in anyone, it is often called on to mediate between the factions headed respectively by the Masters Attack and Knowledge, and the Master Defence and Healer, which duty it carries out after consulting with Serpent's the insect god as to which course is best. The Master Worshipper carries
up for this by having extremely good senses of taste and smell — even to the extent of being able to detect invisible foods and more than 25% of the time. All flys apart from the drones which are neuter, are hermaphrodites; all except the flyguards and flymagi retain fragile membranous wings. Their larvae are selected for class at birth, any weaklings being rejected, and then communally reared in the identical individual. Hence all of a given type have the same number of hit points — except the flyguards and flymagi, which are raised individually, though they still have the same hit points. Each stray flymage or flyguard is brought up by the flyman it will eventually replace.

Drones live on average 30 years; artsians 40, warriors 30, flyguards 50 and flymagi to 80 years. After this, they are killed and sent to the kitchen; their bodies are used for either food, or lit for the Master Healer to help.

The Hrr'l have their own language which consists of a series of hisses, buzzes and clicks; it is 99% certain that any human trying to learn the language will fail. Flyguards can in addition speak common and lawful neutral; flymagi speak tongues and up to five others. All flymen can communicate with insects, even giant ones.

The Hrr'l make great use of insects as domestic animals and so forth, such insects always being well-treated and mostly consisting of pack-beetles and riding wasps.

The Hrr'l live in autonomous hives with generally scant association between them. These hives are generally tunnelled through rock or formed from a concrete-like secretion and consist of a series of chambers connected by passageways, the whole often being intricately decorated and carved. All hives have the same social organisation consisting of three main classes reigned over by two councils. The ultimate authority in a hive is the Five, a council of flymages composed of the Masters Artificer, Defence, Healing, Knowledge and Religious; under this is the Fifteen, composed of flyguards, who are responsible for the military aspects of hive life and below these in descending order of status come the Five Hundred (warriors) the Thousand (artsians), and the Ten Thousand (drones).

Flymen are generally exceedingly polite and ruthless, especially where the welfare of the hive is concerned; in fact it is said that to one of gentle breeding there is nothing so exquisite as hearing the apology of a flyman as it stabs one in the back. The Hrr'l have a complex set of laws and customs which regulate all areas of activity, for example there is a system of ascents, intonations, honorifics and gestures used in conversation which vary according to who is addressing whom, the time of day, and the current phase of the moon. These laws even extend to regulating the power struggle between the Five and the Fifteen which is a feature of life in most hives. The hive always comes first for a flyman, and its safety is prized even above an individual's honour — certainly no Hrr'l would hesitate to lay down his life for it.

Flymen are concerned with the welfare of insects, and many of the termites whose farms have collapsed due to woodworm after he killed insects eating his crops; they have the secondary function of being purveyors of information. Their small size and compactness among insects are invaluable for spying and other nefarious activities, and they maintain close links with the Guild of Sages.

Their collective breeding and rearing suits each hive member ideally to his allotted task; generally they have little wish to do anything else. Thus artsians tend to be mainly interested in making things, warriors in combat and drones in virtually nothing. This tendency is less pronounced in the Five and the Fifteen although the various Masters often seem somewhat stereotyped.

This then is the typical hive, found in temperate areas. Two other major kinds of flymen might be encountered; the Northflies and the Sandflies:

**NORTHFLIES**

The Arrhr'rl (as they are known) live far to the north of the temperate lands inhabited by normal flymen and are rarely seen anywhere but their homelands, where they live in hives burrowed into the glaciers of the polar icefields. The Arrhr'rl have a different social order to the more normal flymen, consisting of tribal groups inhabiting an ice-cave complex rather than a true hive organisation as described above.

A normal tribe will consist of one flymage, five flyguards, forty warriors, one hundred artsians and two hundred drones. Apart from the flymage, the various classes are exactly the same as those described above for normal Hrr'l.

The northfly mage has innate powers over insects and its own size as descrambler is fixed and in addition the following powers: ice storm (usable twice daily); wall of ice and cone of cold (once daily each). Of these the most impressive is the sphere (weekly). Otherwise it conforms to the statistics for flymage.

All northflies behave at all times as if resist cold had been cast on them. They generally dress in spider-silk garments of various types, the warriors have ethereal armour and the flyguards metal; they are armed with throwing spears and longswords. Relations with other flymen are cordial except with respect to the sandflies who are at best regarded with suspicion. The northflies are found in the cold weather more often than others; attacks using this are at -2 on saving throws and do +1 hit point of damage on each die rolled.

**SANDFLY**

The Kck'hrr'l are based in the vast deserts of the world, but range widely in search of trade (and plunder). They are regarded with distrust by normal flymen as being without honour, but amongst themselves they do have customs and
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'zz't'k and T'cksz hives, a group of flymen weary of conflict 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 Serppt'k, the Insect God, and he struck down nine-tenths of the hive with a sickness which stopped only when the Master Religious offered itself 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 instances of the hive's position regarding 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 acrid, musty smell throughout the hive.
3. Walls, floors and roof are of rough sandstone unless otherwise noted.
4. There are few doors in the hive, most openings being covered by drone skin screens. What doors there are do not need rolls to open unless locked.

5. The hive is lit by ornate metal lamps (steel in most areas, silver in flyguard and flymeag rooms) which burn beeswax and are kept in order by the Guild of Lampenders. One's forefinger can be attacked by a factor of 144 - thus a con-foregrounder attack on a flyman would shirk to roughly 1/4 in height - and remain at that size for 30 turns (or until dispelled). Any clothing or personal effects are also shrunk. The material component is a small telescopic rod 6' long, must be compressed or extended as the spell is cast. It can be reused, but initially costs 1,000 gp on a successful magic user, 3rd level clerical.

SIZE-CHANGE (Alteration) Reversible Level 4th magic user, 3rd clerical Range: Touch Duration: 30 turns Area of Effect: 1 person or object Cost: 144-1

When cast, this spell causes the person or object touched to shrink by a factor of 144 - thus a con-foreground on a flyman would shirk to roughly 1/4 in height - and remain at that size for 30 turns (or until dispelled). Any clothing or personal effects are also shrunk. The material component is a small telescopic rod 6' long, must be compressed or extended as the spell is cast. It can be reused, but initially costs 1,000 gp on a successful magic user, 3rd level clerical.

ENCOUNTERS OUTSIDE THE HIVE

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

Die Roll | Type of Encounter
---------|------------------------
1-14    | 1 flyguard + 20 warriors on patrol.  
15-17   | Sandfly trading caravan, consisting of 1 sandflymage, 2 flyguards, 40 warri-  
18-19   | rors, and 20 bombardier beetles.  
20      | Master Attack, 3 flyguards, 40 warri-  
          | ors, and 32 bombardier beetles.  
          | 20 Master Knowledge + 2 flyguards on  
          | spying mission.  

Caravans will carry goods worth 1,000 gp and weighing 0.5 kg. Patrols and Masters will generally investigate parties, but the adventurers will try to avoid them and gain the safety of the hive.

INSIDE THE HIVE

Normal probability of encounter occurring: if it occurs, roll 1d20 to determine type.

Die Roll | Type of Encounter
---------|------------------------
1-10    | 11-20 drone guards  
11-15   | 11-20 artisans.  
16-17   | 1-8 off-duty warriors, looking for  
          | excitement.  
18      | 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 Knowl-  
          | edge + 5 artisans; 6 Master Healing  
          | + 5 artisans; 7-8 Master Religious.  

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

KEY

1. Entrance, Guard Posts and Maze. Entrance is through a stone door 40' square. This is operated by winches in the west alcove, other- wise requiring a bend bars roll to open. It is camouflaged, and counts as concealed when shut. The alcove is 10' deep with west alcove also having a flyguard. Parties wishing to enter the hive must identify them- selves, be shrunk by the flyguard's Size Rod, hooded and led through the maze into the hive. If attacked the flymen fight a delaying action while two warriors go for help. If the turn arrives the flymen turn to the form in the Master Attack and warriors. The maze is merely to delay in- vaders, allowing time to organise a defence.
2. Main Gate
The hall at this point is blocked by a rock wall reaching from floor to roof. In front of this wall is a 20' wide ditch, with large drains leading to an underground stream. This prevents the hive from being flooded. An 8' wide, 12' high arrow slit 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 well, which is flooded when the bridge is across this that the entry to the hive is gained. When bridge and shutters are closed, the hive cannot be tampered with; likewise cloudkill spells etc. have no effect. In normal circumstances, there are 20 warriors and a flyguard on duty or reinforcements can be summoned from the barracks (Sa - 4).

3. Master Attack's Room
The room contains the yellow-amber, slider-silk hanging (worth 200 gp). The floor is covered with polished wingcases arranged in mosaic, depicting a collapsed hornet. The walls have plain silk hangings and the ceiling is covered with beesten silver (worth 200 gp). Chairs and tables are scattered about and a writing-desk stands in the northeast corner. A large bed with hangings of pale-blue silk occupies the south wall while a chandelier made of precious stones hangs from the ceiling. The lamps in each corner (Chandelier 1,000 gp; lamps 100 gp each). A map of the surrounding area occupies the west wall.

4. Stables
Pens containing pack and riding insects line the west wall. The stable is used by all outside members of the hive. It contains the beesten horse which is used by the Beesten Master (A44: 48; AH 2-8/1.4 + poison [IMM]) and 100 pack beetles (AO4: 2gb + 2; AH 2-12 + acid cloud [IMM]).

5. Warriors' Barracks
Each barrack has 100 beds and chairs as well as tables, chairs, benches etc. At any time 51-60 warriors are present (the other 40-50 are on duty), half asleep and the rest drinking, talking, gaming, etc. Warriors are armed with daggers (1-4 damage, no poison) or other weapons kept in the armories (room marked B). Each soldier has 12 shortbows, 20,000 arrows. Warriors wear armor at all times unless asleep. There is great rivalry between the different Hundreds, occasionally involving even violent outbursts.

6a. The First Hundred
Commanded by the Master Attack assisted by the flyguards Wq'nk, 3t'ck'n and Zz'kon.

6b. The Second Hundred
Commanded by the Master Defence assisted by the flyguards 3t'ck'k, Sr'k'n and Zz'tck.'n.

6c. The Third Hundred
Commanded by the Master Healer assisted by the flyguards Xurpt, T'nck'n and Qnttz.

6d. The Fourth Hundred
Commanded by the Master Knowledge assistant by the flyguards Rq'ck', Ten'ck'n and Qnttz.

6e. The Fifth Hundred
Commanded by the Master Religious assistant by the flyguards Sh'qk', Zz'h'n and Kn'r'st.

There is a 5% chance that a Master will be in a barracks, and a 20% chance that a flyguard is present. Armories (A) are closed off by locked iron bars to which 1 in 10 warriors, and flyguards and flyguards, have keys.

7. Parade Ground
This is clear except for a dais in the centre of the northern wall and lines on the floor to help the Hundreds dress themselves on parade.

8. Market
A vast area covered with stalls selling products from other hives. (Silk-vendors, nectar merchants, gems, food-sellers etc.). There are 101-200 merchants, 90% of whom are flies (including flyguards and the remainders from other hives. There will also be 500-1000 commoners and the hive, one-third of these being warriors and the rest peasants.

9. Expensive Merchandise Section
10 warriors guard the entrance to this room which contains 11-20 high-class dealers in luxury goods. Each vendor has his own stall with his own partitioned alcove and 10 warrior guards. Each merchant has 1,100-2,000 gp worth of merchandise, and 10% chance of being a flyguard (10% chance). There will be 21-40 customers.

10. Storage Space
These rooms hold goods which are not on display (7) as well as standing pack beetles. There will be 51-70 giant bombardier beetles, 40 dwarves, 12-20 warriors.

11. Chambers
These chambers are similar, each having one or more beds, tables and chairs, desks, cabinets, lamps, statues etc. Furnishings are of high quality, being gold-inlaid, ornately carved or otherwise decorated of the ordinary. Each room is detailed below.

11a. Won'ck's Chambers
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 out for 20' in front of it, if set off, causing 4d10 damage. Won'ck supports the Master Attack's policies and despises those who do not agree with it as cowards. It is an intelligent braggart, nevertheless brave, if lacking any subtlety.

11b. St'ck'n's Chambers
A locked chest contains 20,000 gp and assorted gems worth 5,000 gp. A pile of very thick rope in one corner is actually a rope of constriction (DMG) while a coffer with the same properties as the Master Attack's container (3). Zz'kon cares for the Master Attack but considers itself above "petty intrigue".

11c. Za'k'kon's Chambers
A locked chest contains 37,000 gp and gems (actual value 3,500 gp). A large boulder on the floor is actually a Stone of Controlling Earth Elements (DMG). Za'k'kon is a member of the Eight, a group dedicated to the replacement of flyguard rule by that of the flyguards.

11d. Xurpt's Chambers
A chest contains 400,000 gp and gems (with a true worth of 9,500 gp). There is no trap, but the lock is very complicated: -25% to chance of opening. Xurpt's is a humane creature supporting the Master Defence.

12. Zz'tck'ck's Chamber
A chest contains 35,000 gp and there is a locked coffer full of gems (true worth 20,000 gp). The chest is unlocked, but a blade trap is present, attacking a hit die creature for 4d6 damage. Zz'tck'ck is a domineering admiral, a member of the Eight.

13. Xurpt's Room
A large locked coffer holds 2,500 gp and some gems (true worth 14,000 gp). Xurpt is a member of the Eight and fanatically dedicated to the overthrow of the Five; however, it dissembles well to appear to be loyal as do the rest of the Eight.

14. Qntz's Room
A secret cupboard holds sacks containing 20,000 gp and gems (true value of 5,000 gp). Qntz wears a suit of +3 Splint Mail to give it an AC of 10. This has been obtained and preserved at its smallest size by an amulet worn by Qntz whose effects take 10 turns to wear off should it be removed or destroyed. Qntz is a key servant of the Five, and suspects the Eight - but has no proof.

15. Tzazz's Room
A chest contains 130,000 gp and gems (with a true worth of 9,500 gp). Tzazz is a studious cooled-head flyman close in temperament to the Master Knowledge; it supports this member of the Eight.

16. Qntz's Room
A secret drawer under the bed contains 120,000 gp, while gems (true value of 7,000 gp) are kept stashed in the floor behind a wall hanging. Qntz is rash, foolish and a member of the Eight.

17. Sht'k'ck's Abode
A locked chest contains 75,000 gp in addition to some gems (worth 8,500 gp). A locked trunk contains 4 sealed bottles. The contents of these, if drunk at the same time, combine to form a Potion of Climbing (DMG). One or two, if consumed alone, have no effect. The remaining four, if combined, cause the wearer to become bottomless and contains poison. Sht'k'ck is a subtle, deviser flyman; the leader of the Eight.

18. Zz'tck'ck's Room
A locked chest contains 96,000 gp, while a secret compartment in a desk contains gems (worth 5,000 gp). Zz'tck'ck is a studious forward flyman such as Sh'tck. It is a member of the Eight.

19. Kn'r'st's Habitation
Around a huge circular table of gold-inlaid ivory are 5 ivory, 15 chitinn and several stone chairs, for use by the Master, the Fifth, the Seventeen, Fifteen, and Guildmasters respectively. There is a desk in one corner, used by an artist to take notes, containing (non-magical) scrolls, styli, etc. Engraved on the side of the desk is the secret door, opened by pressing a stud on the table while all chairs are occupied (or equivalent wooden door). The desk contains 8d6 damage each, requiring 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 coing hide the west door, which has a permanent illusion making it appear part of the wall. It 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
This room has the property (as do 14 and 15) that any size-changed articles placed therein remain the same 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 Defiance’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 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 balsams weighing 20kg and worth 800 gp. All these treasures are covered by a permanent illusion of a Type IV Demon (MM) 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 devil (MM), are 14 locked chests each containing 20,000 size-changed gp; 10 locked chests each containing 5,000 size-changed gp; 5 double-locked and poison-needle trapped chests each containing 8,000 size-changed gp; 4 coffers also double-locked and poison-needle trapped, each with 1,000 size-changed gp; 2 metal coffers each with two locks and a poison needle trap, containing size-changed jewellery worth a total of 20,000 gp; 3 metal coffers, unlocked 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; 908-16; HP: 70; AD: 2-13 + special; magic weapon to hit) (MM), which will attack any releasing it before vanishing to its own plane. Any attack will release it, as will 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 mithril inlaid with gem-stones. 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 worth at least 200,000 gp in situ, but removal will cause damage dividing the value by 2d20 times. 40 warriors guard the doors at all times.

The interior is astounding. Emerald pillars soar 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 emerald base while the walls consist of mosaics of various precious stones. At the far end is a triple-tiered dias of platinum exquisitely carved and inlaid. On the top tier, 5 such, each carved from a single diamond, on the middle tier are 15 thrones likewise carved from rubies, and the lowest 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 stones and gems, depicting Serpt’ck 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 will only open on the command word Pstr’ck and closes automatically after one melee round.

The room is used only rarely, when impressed an ambassador, giving judgement, or conducting the hive on policy.

17. Temple of Serpt’ck
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 scriptural scenes. The focal point of the room is a gold-covered chiton idol of Serpt’ck. The god has the body of a bee, spider legs, a scorpion’s tail, three heads (one 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 Religious’ Quarters
The room is spartan with bare walls and ceiling and a floor covering of plain silk. Two pallets are on the floor, for T’ck’t’ck the Master and its apprentice K’k’e; tables and chairs stand around. T’ck’t’ck wears permanently size-changed Prayer Beads (DMG) and supports the Master Attack’s policies, but is beginning to have second thoughts thanks to the urgings of K’k’e. T’ck’t’ck is holy, but seriously worried about the possibility of intrigue destroying the unity of the hive. A chest in the room (locked, but not trapped) contains 100,000 gp and a pouch with gems (value 12,000 gp) inside.

19. Master Knowledge’s Quarters
Bookcases line the walls, and books cover the floor. A massive table is surrounded by chairs and covered with papers. The Master Knowledge N’orr’ck and its apprentice K’c’r’c’rk have beds pushed against the east wall, hidden by books. Cups of herb brews litter all flat surfaces. The Master and his apprentice fit the popular conception of absent-minded alchemists, but have excellent minds. The Master Knowledge is a 91-00% sage (DMG), major field humankind, minor fauna and the supernatural and unusual. Its special categories are legends and folklore, laws and customs, philosophy and ethics, and theology and myth. The apprentice is a 51-70% sage. Major field flora with special categories fungi and herbs, minor fields the physical universe and demi-humankind.

The Master Knowledge plays little part in intrigues, saying it hasn’t the time, but if pressed aligns with the Master Attack since it sees more chance of gathering new data in these policies. Buried under one pile of books is a large vases containing a Potion of ESP (DMG). There are various instruments of precious metals (actual value 10,000 gp).

20. Library
As with room (13-15), any article which has

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1 small square represents 10 feet
been size-changed and left here will remain at the new size until 30 turns after its removal. A collection of books, scrolls, maps (some size-changed) fill bookcases lining the walls; desks and chairs fill the centre of the room. Many volumes are valuable; the total worth of the collection is 40,000 gp. 20 artisans and 10 warrior guards are present at any time. It is 65% possible that the answer to any one question is something you don't need to know about; but a long time will be required to find it.

21. Artisans' Quarters
This is mainly occupied by 500 bunkbeds, but there are also tables, chairs, chests, benches and other furniture scattered about. At any time there will be 80 artisans and 10 warrior guards present, either eating, sitting, or otherwise passing the time. The beds are grouped according to Guild, the main Guilds being Weavers' Guild (300 members), Lamp-tenders' Guild (100 members), and Dyers' Guild (200 members), Foodworkers' Guild (150 members). These groups are in descending order of status. There is much rivalry between Guilds, which often becomes lethal. Both the artisans and Weavers and Dyers support the Master Attack; the others are for the Master Defence.

22. Drone's Quarters
This room is bare except for 3,330 triple-tiered bunk beds in rows. At any time there will be 5,000 drones resting here.

23. Metalworkers' Workshop
The walls are lined with hammer on anvil here as the Guild tools making weapons, armor, lamps, coins etc. The air is furnace-like; the only light comes from the forge, making the scene hithert. Bars of metal and tools lie on the floor and workbenches; suspended pieces of white-hot metal travel overhead on pulley-systems. The centre of the room is occupied by smelters and primitive blast furnaces stoked by drones. Vast piles of one type of weapon, whence they are passed to the furnaces, with coal from another pile on the south wall. There are usually 70 artisans and 2,000 drones present.

24. Chitinworkers' Workshop
On the north-east corner of the floor is a pile of dead, flailing, arthropod insects which are skinned and sent to the Foodworkers in (27). Exoskeletons are put into tanning vats; they are eventually remade and made into shoulder armor, floor-covers, etc. Also located here are the Boneworkers who make most of the furniture in the hive from bones stacked against the south wall. Normally 100 artisans and 1,000 drones are present.

25. Weavers and Dyers' Workshop
Looms are arranged in the centre of the room with cutting-out and sewing tables, while vats of dyes line the walls. There is a strong smell of chemicals. 70 artisans are in the room, with 700 drones.

26. Silk Producing Area
The walls of the room are lined with cages, each containing a large spider (ACB: 10+8; Att 1+ poison, 1d6 damage). Each cage is inhabited by 10 artisans and 100 drones, who also collect the silk and wash it in troughs before passing it on to the weavers in (25).

27. Mess Room
This room is full of tables and benches, occupied by artisans, the arthropod insects which are present at any one time: 1,000 drones, 100 artisans, 50 warriors, 90% chance of a flyguard, 50% chance of a large scorpion. A nearby wall is screened off by a counter, 350 long, behind which 50 artisans and 500 drones cook and serve insects and fungi. This is palatable, but there is a 10% chance of catching myxomatosis (DMG). The middle section of the west wall is a bar, and fights in that area are common between different factions, which rarely cause serious damage and are stopped by onlookers if the participants get carried away.

28. Hospital
This area is painted white, and the walls are lined with rows of beds. The injured include 11-20 drones and 1 or 2 artisans, and staff amount to 20 artisans and 100 drones. Other invalids present will include 11-20 giant spiders, 2-10 giant ants (ACB: 6-12; Att 1-9 poison), 1-10 giant scorpions (ACB: 4-8; Att 1-8), 1-10 ichneumon (ACB: 4-8; Att 1-8.}

29. Master Healer's Room
The walls are lined with cabinets containing herbs and drugs. A large and a small bed occupy one wall. The small bed has two X'tekc and its apprentice Rm'ts'S. The rest of the floor is occupied by two desks, several tables and some chairs. A chest under the large bed contains some crops (with a true value of 5,000 gp), X'Tekc is a pacifist, deeply opposed to the policies of the Master Attack's policies. Therefore the Master Healer has a Rod of Resurrection (DMG) which is kept in a case like the Master Attack's wand case (3).

30. Rubbish Dump
These cases contain refuse; wasted food, broken furniture, remains of vegetables and other rubbish. There is nothing of value. 2 artisans and 40 drones are on duty at any time.

31. Food Cave
Pygmy shrews are raised in this cave as a supplement to the hive's diet. They are kept in two large cages. The cages are separated by a path down the centre of the cave; there are about two in each pen. Treat them as giant rats (ACB: 1-4; 1 hit point; Att 1-3 + diameter of 20). The brood is 4 artisans and 40 drones on duty at any one 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 mould (ACB: 1-6; Att 1-2, magical cold) (MM) known to, and avoided by, the flymen. 5 artisans and 100 drones tend and guard. The area is also used for providing food for the Master Healer (at the north end of the most northerly cave).

33. Water Cave
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 ducts deep into the bottom of the pool, which is 2 deep.

34. Mating Pit
Every flyman comes here once a month to mate with up to 10 others. It is a 20 deep pit lined with padded silk. It is kept dark, and separated from the path by a veil. Access is by one of three sets of stairs. There will be 20 drones present, plus 4 artisans, 2 warriors, 10% chance of one flyguard, and a 2 chance of a flymane.

35. Master Defence's Room
The walls are lined with solid wood planks, and a permanent illusion, appearing as part of the wall. (The entrances to rooms (36-39) are likewise treated.) Two beds with red silk covers are on opposite walls and a silk carpet covers the floor. Various paintings are hung on the wall and items of sculpture are spotted about. Silver lamps cast a warm yellow glow. There are several cloaks scattered around. Tck c'ks, the Master Defence, is a home-loving peaceable flyman — not that he deals much with the creature foolishly enough to harm its chances. For this reason it is opposed to the Master Attack's policies, seeing them as likely to do more harm than good. It is hidden under one of the beds contains 2,000 gp and gems (with a true value of 27,000 gp). Tck c'ks has a size-changed 3 Zobe of Protection (DMG) which gives it an AC of 1, and is kept small by a magic belt. Its apprentice is Grr'tt.

36. Egg Room
Eggs are brought here when laid, where they are located in rows of 100 or more, and kept in incubators. The eggs are never on duty. The eggs are kept in racks and are periodically turned and inspected, substanted once every 10 turns. The hatched larvae are selected for class and sent to (37), (38) or (39) as appropriate; or, if a new apprentice is needed, to one of the flyguard or flymen.

37. Drone Room
Here larvae are selected to be drones, being fed and conditioned to nothing else. The drones remain for 10 years before being set to work. Substandard larvae are sent to the kitchens. There are 5 artisans and 40 drones continually on duty here. The room contains up to 500 young and normal nursery equipment; coats, playpens etc.

38. Artisans Room
This is where larvae are trained as artisans, being part of the process. Nursery equipment and miniature workbenches are scattered around. There will be up to 100 young, with 5 artisan teachers and 40 drone helpers.

39. Warrior Room
About 50 immature warriors live here with 10 warriors, 10 artisans and 40 drones who act as teachers and supervisors. There is a practice area to the south where the young are instructed. The room is filled with 400 darts and 40 drone assistants.

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 iron double doors which are protected by portcullis. This is the area to which the flymen retreat if the hive is invaded to protect their young. The wall is safeguarded by a permanent illusion that the passage ends 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, the opening being blocked by steel bars of which can be opened to allow entry – this part is lockable. Half the cells have the property that anything size-changed object 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 shown at all times. (To withstand torture, roll wisdom or less than 1d20 each time a torture is applied.) There will be 20 warriors on guard with 10 artisan torturers and 100 drone assistants.

42. Guest Cave
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 bunk 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
Large numbers of giant wasps and bees (50 each of). 20 artisans with 20 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
Caves are here filled with goods filled with foodstuffs and oil although there are bales of silk and other cloths. 2 artisans with 100 drones are present moving the stores around.

45. Mining Room
The walls are filled with the artisan miners are expending the hive. There are 30 of them, with 500 drones. Also present are 20 giant boring beetles (ACB: 8+6; Att 10-40+1MM). These have been bred to tunnel through the soft sandstone with their jaws, hence the double damage resulting from hit.
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 Reado prevailed, and he was hauled off to base on 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 Headsman’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, 125 feet long and 50 feet high. The ceiling is of arched, carved stone, pierced at intervals with two foot wide slits for light and ventilation. Cressets are placed along the walls in theJul in the two end walls (charisma lowered to 3) and hurled naked into the street. Justice was certainly seen to be done.

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 have the power to dismiss the DM for promoting action. They act with great pomp and demand great respect. The clay golem, 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 Clerk sits at a table before the Judges, surrounded by chests containing assorted records, moneys, etc., and will act as prosecutor. He has charge of the Guard, which consists of six Sergeants-at-Mace, and also the Headsman.

- **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 fury 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 interested in proceedings against the prisoner and will attempt to further their own designs.

- **The Interlopers**
  - Fame of the Cour's 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 burrowers 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.

<table>
<thead>
<tr>
<th>UNDEAD TABLE</th>
<th>% Dice</th>
<th>Type</th>
<th>No. Appearing</th>
</tr>
</thead>
<tbody>
<tr>
<td>01 - 18</td>
<td>Skeletons</td>
<td>4 - 16</td>
<td></td>
</tr>
<tr>
<td>19 - 34</td>
<td>Zombies</td>
<td>2 - 8</td>
<td></td>
</tr>
<tr>
<td>35 - 63</td>
<td>Ghouls</td>
<td>2 - 8</td>
<td></td>
</tr>
<tr>
<td>64 - 84</td>
<td>Shadows</td>
<td>1 - 6</td>
<td></td>
</tr>
<tr>
<td>85 - 92</td>
<td>Wights</td>
<td>1 - 4</td>
<td></td>
</tr>
<tr>
<td>93 - 100</td>
<td>Wraiths</td>
<td>1 - 2</td>
<td></td>
</tr>
</tbody>
</table>

Undead are 90% likely to burrow into the locations given below and issue suddenly 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 turn-throwing of the dice; mass turning is not allowed.

<table>
<thead>
<tr>
<th>UNDEAD LOCATION TABLE</th>
<th>% Dice</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>01 - 39</td>
<td>Crypt</td>
<td></td>
</tr>
<tr>
<td>40 - 49</td>
<td>Tower Basement</td>
<td></td>
</tr>
<tr>
<td>50 - 60</td>
<td>Chapel No. 1</td>
<td></td>
</tr>
<tr>
<td>60 - 70</td>
<td>Chapel No. 2</td>
<td></td>
</tr>
<tr>
<td>70 - 75</td>
<td>Chapel No. 3</td>
<td></td>
</tr>
<tr>
<td>76 - 80</td>
<td>Chapel No. 4</td>
<td></td>
</tr>
<tr>
<td>81 - 87</td>
<td>Inner Court</td>
<td></td>
</tr>
<tr>
<td>88 - 100</td>
<td>Outer Court</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NON-PLAYER CHARACTERS</th>
<th>The Judges</th>
<th>Each armed with Mace + 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thadrock</td>
<td>S I W D Co Ch</td>
<td></td>
</tr>
<tr>
<td>Cleric</td>
<td>5 18 18 10 14 14</td>
<td></td>
</tr>
<tr>
<td>Level = 6 HTK = 21 AC = 3 Align = LG</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Belsam</td>
<td>S I W D Co Ch</td>
<td></td>
</tr>
<tr>
<td>Cleric</td>
<td>9 18 18 11 12 16</td>
<td></td>
</tr>
<tr>
<td>Level = 6 HTK = 22 AC = 3 Align = LE</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Chief Justice</td>
<td>S I W D Co Ch</td>
<td></td>
</tr>
<tr>
<td>Cleric</td>
<td>12 18 18 17 12 18</td>
<td></td>
</tr>
<tr>
<td>Level = 7 HTK = 29 AC = 3 Align = LN</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Sergeant-at-Mace</th>
<th>Six men stationed at strategic points in the inner court. These are fighters with statistics as follows.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level = 3 AC = 4 HTK = 25 Align = LN Arms: +3 Mace</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Headsman</th>
<th>Will obey only Court Officials, unless bribed.</th>
<th>Kendall</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighter</td>
<td>S I W D Do Ch</td>
<td></td>
</tr>
<tr>
<td>Level = 6 HTK = 26 AC = 5 Align = LE Arms: Twohanded +4 Sword</td>
<td></td>
<td></td>
</tr>
<tr>
<td>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.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Clay Golem</td>
<td>Stands immobile behind doors of outer court.</td>
<td></td>
</tr>
<tr>
<td>AC = 7</td>
<td>HTK = 50</td>
<td></td>
</tr>
<tr>
<td>Damage = 3 - 30 per round</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Clerk of Court

Sardarthan

S I W D Co Ch
Cleric
13 17 17 14 10 15
Level = 7 HTK = 34 AC = 5 Align = LE
You are official and fussy. Keep order, deal firmly with troublemakers; ensure the case progresses. The condemned's possessions become yours — but justice must be seen to be done.
Spells: Command; cause light wounds
Arms: Ring of Spell Turning
Dust of Sneezing and Choking, ¾ strength (4 pinches)
Command of 6 Sergeants-at-Mace

Balzac

S I W D Co Ch
Cleric
8 10 12 17 7 12
Level = 3 HTK = 16 AC = 6 Align = CG
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.
Spells: Create water; silence 15' radius
Arms: Staff of Withering (3 charges only)
Potion of Flying

Lucus

S I W D Co Ch
Cleric
11 14 14 10 16 6
Level = 3 HTK = 16 AC = 4 Align = LN
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.
Spells: Command; cause light wounds
Arms: Rod of Smiting (3 charges only)
Potion of Undead Control (Zombies)
Mace

Dakon

S I W D Co Ch
Cleric
10 14 16 17 18
Level = 3 HTK = 22 AC = 5 Align = LE
"Sentence first, verdict afterwards", 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.
Spells: Cause light wounds; bestow curse
Arms: Wand of Magic Missile (3d4 + 3 only; 2 charges)
Mace

Dylath

S I W D Co Ch
Cleric
10 11 11 9 13 12
Level = 5 HTK = 18 AC = 6 Align = CN
You fervently believe the accused is innocent. Witnesses must be either easily misled or liars. Any departure from neutrality on the part of Court Officials will provoke you to fury and retribution.
Spells: Hold person; animate dead
Arms: Mace of Disruption
Potion of Polymorph
Potion of Levitation

Brandocht

S I W D Co Ch
Cleric
11 5 17 7 10 8
Level = 5 HTK = 17 AC = 4 Align = CE
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.
Spells: Create water; continual light
Arms: Hammer +1
Gem of Brightness (3 charges)
Potion of Climbing

Styphon

S I W D Co Ch
Cleric
10 11 12 14 16 10
Level = 5 HTK = 25 AC = 4 Align = NG
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 lawflaws.
Spells: Hold person, continual lights (two)
Arms: Mace +2
Kneegham's Ointment

Lucifer

S I W D Co Ch
Cleric
12 18 14 10 10 6
Level = 3 HTK = 14 AC = 1 Align = CE
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.
Spell: Cause light wounds
Arms: Mace +1
Amulet of Demon Type IV

Tormalen

S I W D Co Ch
Cleric
11 18 10 7 12
Level = 4 HTK = 22 AC = 6 Align = NE
Whenever faction becomes dominant, you must act to reverse the situation. Anyone not taking a full part in proceedings should be goaded into action.
Spell: Dispel magic; create water
Arms: Flail
Wand of Wonder (5 charges)
Potion of Flying

Tosimos

S I W D Co Ch
Cleric
16 15 17 14 12 12
Level = 5 HTK = 29 AC = 3 Align = CN
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.
Spells: Sticks to snakes, create water
Arms: Rod of Absorption (1 charge initially)
Mace
Potion of Levitation

Helvio

S I W D Co Ch
Cleric
11 14 14 9 15 14
Level = 5 HTK = 23 AC = 6 Align = LG
You are a puritanical bigot, smoking out evil wherever it lurks. Demand maximum sentences after due process of law.
Spells: Command; silence 15' radius; speak with dead
Arms: Wand of Magic Missile (3d4 +3) (2 charges)
Flail
Potion of Clairvoyance
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 WD38'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:

- E class starport. Size 6, atmosphere 4-9, hydrography 2-9,
  population 2-5, government 0-7, law level - any, tech level 0-5.
- Candidates within the Spinward Marches are: Kegenia/Rhylanor,
  Leander/Trin's Veil, 876-574/Five Sisters, Cunnonic/Darran,
  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. Ther are a number of ways to arrange this (such
as a misjump 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 tranponder 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 andsomeone will be at the port in
time for touch down. There is also a brief statement that the intell-
genent population is mixed race - both human and native minor
race, the Urrhai.

(Referee's note - The station and landing system is automatic
due to the world tech level, and very basic due to the compara-
tive poverty of the world. Such a system would be inspected
and maintained by an offworld contractor at intervals. No in-
formation on the Urrhai will be found in the ship's computer).

After a routine re-entry, the ship touches down at the star-
port. 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 scorched, 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 ne-
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 a do it of arranging to make sure it
is the players that stumble on the melee 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 melee).

The Starport (see accompanying plan) - Making their way
through the access baffle, the party's view across to the ware-
houses confirms the impression of neglect, with heaps of junk,
weeds and peeling paintwork. Worn areas show the place has been
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 occu-
pant(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 ware-
house D, they notice that the large door is closed but not pad-
locked 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
doors 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 50 kg) being with feline
features and orange, black and green striped fur that wears what
appears to be a leather bandolier over one shoulder, is des-
perately scrabbling backwards away from the other creature,
which has dull grey and brown scales glittering 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/chaser and not intelligent. Two days ago it entered
the starport via a tree 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 insid-
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 Urrhai. 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 auto 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 pounced, knocking the auto pistol from
the Urrhai's grasp, and since this time the two have stalked and
fought each other until at last the Urrhai is gaining the upper
hand.

What happens subsequently in the situation depends on the
player's actions. If they are trigger-happy (as when I refereed
this situation) they will promptly shoot the Urrhai in the belief
that the feline chaser is the native. When a group of armed inhab-
nants - mixed humans and Urrhai - 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 man-
slaughter, or rather, Urrhai-slaughter.

20
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 some of the following rumours:

The town was under the protection of a kind and benevolent baron, but since his adventurous son returned things have changed. The son’s dwarven companions now come and extort crippling taxes from the townfolk 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 illusionary powers. They are in fact:

Dream Demons

by Phil Masters

No. Appearing: 1–12
Armour Class: 2
Movement: 8’/12’
Hit Dice: 2d8+3
Treasure: Nx3; Ox2
Attack: Two wings for 1d4 each
Alignment: Chaotic evil
Intelligence: Average
Monstermark: 93.33 (level V in 12 levels)

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, hypnosis (all forms), ESP (all forms), hallucinatory terrain and phantasmal killer.

The dream demon can use ventriloquist 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, minor creation and maze. In addition, the dream demon may make one attempt, with 50% probability of success, to take control of any shadow (see Monster Manual) encountered.

They are the servants of the son who also is not what he appears. Shapeshifted 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 baron 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 bedlam. The other cells are occupied by his former men, 20 in all, who are all gibbering imbeciles, howling and screaming. Three are still under the control of some strange creatures of the ether that the 'son' unleashed among 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 per round, both special
Alignment: Chaotic evil
Intelligence: Highly
Monsternark: Inapplicable (suggest level 111 in 12 levels)

The brain sucker resembles a large, slimy grey brain, always pulsing, which is attached to a lashed resembling a spinal cord encased in slimy, red vertebrae. It moves by writhing this lashed and may move flat on the ground or in an upright position. It is approximately 3' 6" 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 1d8. 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 victims 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 remain inside the body, taking 1d8 damage in the process. It will then usually wriggle off or flee to the Ethereal Plane.

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 minute. When the host's intelligence is reduced to 4, the sucker must leave the host who will be, by then, a goggling 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 one 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 petrifaction
Alignment: Neutral
Intelligence: Exceptional
Monsternark: 379.68 (level VIII in 12 levels)

The guardian is a modification of the necrophidius (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 50%. 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 petrified victims, one at a time. The animated 'statue' then becomes an 8 hit-dice 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, then 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 that puts the spirit in 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...

ininvulnerable 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 petrified victims crumble to dust.

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

by Marcus L Rowland
PLAYERS' INTRODUCTION

SIX MONTHS AGO, HIGH-TECH CYLINDERS TERMINATED ON THE SKY OF THE LONELY ISLAND. SEEDS OF THE OLD TECHNOLOGY, SOWN ON THE ISLAND, BEGAN TO GROW AND SHELTER BECAME A REALITY. THE CIRCUS OF PEOPLE, CREATURES, AND MACHINES BEGAN TO DEVELOP. THE NAGA, A MYTHICAL CREATURE FROM ANOTHER WORLD, ARRIVED TO THE ISLAND, BRINGING WITH THEM A NEW FORM OF LIFE.

AMONGST THE CAPTIVES WAS THE DRUIDESS ALADAIR, A POWERFUL TELEPATH WHO HAS RECEIVED CONTACT WITH TELEPATHS IN OUTER SPACE, WHOSE MINDS ARE SHARED WITH THE SPIRIT WORLD. THE NAGA, WITH ITS NATURAL POWERS, WAS ABLE TO COMMUNICATE WITH THE TELEPATHS AND THEIR MINDS BECAME One.

NOT IN THE MOOD, THE NAGA Began TO LAUGH, AS IF TO SAY, "IF YOUR MINDS ARE ONE, THEN I CAN USE THEM TO MY ADVANTAGE." AND THE TELEPATHS WERE ABLE TO COMMUNICATE WITH THE NAGA, USING THEIR MINDS TO TRANSMIT IDEAS AND THOUGHTS.

DM'S NOTES

THE SOLAR SYSTEM OF DEPUTY MOTUS AND RANKA IS ALTERED IN SUCH A WAY THAT THE SUN IS SHIELDED FROM VIEW. THE PLANETS ARE DRIFTING IN SPACE, AND THE ATMOSPHERE OF THE SYSTEM IS CHANGING. THE MINDS OF THE TELEPATHS AND THE NAGA ARE IN TUNE, AND THEY ARE ABLE TO COMMUNICATE WITH EACH OTHER.

THE SHIP IS THE GENIE'S LAMP, A SMALL WARRIOR SPACECRAFT THAT CAN ACCOMMODATE SIX PASSENGERS. THE SHIP IS ABLE TO COMBAT THE MACHINES AND THE NAGA, AND IT IS ABLE TO TRANSMIT MESSAGES TO THE TELEPATHS.

IN ANY GIVEN WEEK THERE IS A 5% CHANCE OF THE SHIP BEING CAPTURED BY THE NAGA, LEAVING THE TELEPATHS BEHIND.

RANNACK ENCOUNTER ON RANKAN SURFACE

G 1 SCORPION (A-2)
G 2 SWORD SCORPION (A-3)
G 3 GIANT CYLINDERS
G 4 UNDERGROUND ANTS
G 5 N-280 NEXT (A-5)
G 6 ANTOposes
10+ NO ENCOUNTER

ALL THE ENEMIES ARE NOT FULLY CAPABLE OF COMMUNICATING, AND THEY HAVE DIFFERENT ABILITIES. THE GIANT CYLINDERS HAVE THE ABILITY TO CREATE ELECTRIC CURRENTS, WHICH CAN BE USED AS A WEAPON. THE UNDERGROUND ANTS ARE ABLE TO HIVE HUMANS AND OTHER CREATURES, AND THEY CAN HIDE IN THE GROUND. THE SWORD SCORPIONS HAVE THE ABILITY TO SPIT ELECTRIC CURRENTS, WHICH CAN BE USED AS A WEAPON.

RANKAN ENCOUNTER IN UNDERGROUND COMPLEX

G 3 BATS (A-4)
G 4 ROUND BALLS (A-5)
G 5 GIANT ANTS (A-6)
G 6 Recorder (A-7)
G 7 ROUND BALLS (A-8)
G 8 PRISONER (A-9)
G 9 UNDERGROUND ANTS (A-10)
G 10 NO ENCOUNTER

ALL THE ENEMIES ARE NOT FULLY CAPABLE OF COMMUNICATING, AND THEY HAVE DIFFERENT ABILITIES. THE GIANT ANTS HAVE THE ABILITY TO HIVE HUMANS AND OTHER CREATURES, AND THEY CAN HIDE IN THE GROUND. THE ROUND BALLS ARE ABLE TO SPIT ELECTRIC CURRENTS, WHICH CAN BE USED AS A WEAPON. THE RECORDE ARE ABLE TO RECORD HUMAN SPEECH, AND THEY CAN USE THIS INFORMATION TO COMMUNICATE WITH THE OTHER ENEMIES.

RANKAN ENCOUNTER WITH ELECTRIC CURRENTS

G 1 ELECTRIC CURRENTS (A-11)
G 2 UNDERGROUND ANTS (A-12)
G 3 ROUND BALLS (A-13)
G 4 GIANT ANTS (A-14)
G 5 PRISONER (A-15)
G 6 UNDERGROUND ANTS (A-16)
G 7 ROUND BALLS (A-17)
G 8 NO ENCOUNTER

ALL THE ENEMIES ARE NOT FULLY CAPABLE OF COMMUNICATING, AND THEY HAVE DIFFERENT ABILITIES. THE ELECTRIC CURRENTS ARE ABLE TO CAUSE ELECTRIC SHOCKS TO HUMANS AND OTHER CREATURES. THE UNDERGROUND ANTS ARE ABLE TO HIVE HUMANS AND OTHER CREATURES, AND THEY CAN HIDE IN THE GROUND. THE ROUND BALLS ARE ABLE TO HIVE HUMANS AND OTHER CREATURES, AND THEY CAN HIDE IN THE GROUND.
OPERATION COUNTERSTRIKE

6. THIS ROOM HAS A LOCKED SECRET DOOR LOADING VIA A MOWING DOOR, TO THE RELEASE CONTROL ROOM IS ABOVE THE MAIN LEVEL. THERE ARE ARMORED CASINGS AND 2X4S TO THE SOUTH SIDE OF THE ELEVATOR, 12 RTK OPERATE A LARGE CONTROL PANEL WITH THE SOUTHERN PART. ALL ITEMS ARE TOOLS OR TOOLS. ALL ARMORED CASINGS AND 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. THE LIFT DOOR AND THE ELEVATOR TUNNEL DOOR ARE BOTH ON THE SOUTH SIDE. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS.

7. THREE ROOMS ARE KALASHNIKOV ARMORERS. AT ANY TIME 2% ARE EMERGENCY CONCOCTED TOOLS AND 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. A SECOND ARMOR CASING AND 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. ALL ITEMS ARE TOOLS OR TOOLS. ALL ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. THE LIFT DOOR AND THE ELEVATOR TUNNEL DOOR ARE BOTH ON THE SOUTH SIDE. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS.

8. THESE ROOMS BELONG TO KALASHNIKOV OFFICERS. EACH IS PROVIDED WITH AN ARMOR CASING AND 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. A SMALL FOOD STORAGE AREA WITH WARM TUBES OF BLOOD, 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. ALL ITEMS ARE TOOLS OR TOOLS. ALL ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. THE LIFT DOOR AND THE ELEVATOR TUNNEL DOOR ARE BOTH ON THE SOUTH SIDE. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS.


10. PHONIC STRENGTH 10%, ATTACK DECEPTION MODES: M3, M8, MINOR DISCIPLINES, REJECTION AT 1ST LEVEL OF MATURITY, EXPANSION AT 2ND LEVEL OF MATURITY, MAJOR DISCIPLINES, TELEPORTATION AT 1ST LEVEL OF MATURITY.

11. PHONIC STRENGTH 97%, ATTACK DECEPTION MODES: D, D, D, MINOR DISCIPLINES, BREATH CONTROL AT 1ST LEVEL OF MATURITY.

12. THE MIND ROOMS TO THIS POSSIBLE WITH MINTS, OPTIONS, AND 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. I SHOWN A BAGGED MAN IN A SKIN CLOTH, AS THE PARTS DO NOT MATCH, VARIOUS MEALS AND 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. ALL ITEMS ARE TOOLS OR TOOLS. ALL ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. THE LIFT DOOR AND THE ELEVATOR TUNNEL DOOR ARE BOTH ON THE SOUTH SIDE. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS.

13. THE ROOM IS A LABORATORY IN WHICH 6 KALASHNIKOV 3, 2 ARMORED CASINGS AND 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. IT IS SHOWN ON FOUR TOOLS: 1, 1, 2, 1, AND 2. ARE EXAMINING ONE OF THE KALASHNIKOV 3, 2 ARMORED CASINGS AND 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. ALL ITEMS ARE TOOLS OR TOOLS. ALL ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. THE LIFT DOOR AND THE ELEVATOR TUNNEL DOOR ARE BOTH ON THE SOUTH SIDE. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS.

14. THE GOLIATH IS HOLLOW, ENHANCED BY A BAGGED MAN IN A SKIN CLOTH, AND CAN BE SEEN AS A BAGGED MAN IN A SKIN CLOTH. THE ARMORED CASINGS AND 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. ALL ITEMS ARE TOOLS OR TOOLS. ALL ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. THE LIFT DOOR AND THE ELEVATOR TUNNEL DOOR ARE BOTH ON THE SOUTH SIDE. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS.

15. SCRAMBLING THROUGH THE ROOMS ARE KALASHNIKOV BUSINESS. EACH OPERATOR IS PROVIDED WITH A TOOL KIT 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. A SMALL FOOD STORAGE AREA WITH WARM TUBES OF BLOOD, 2X4S TO THE SOUTH SIDE OF THE ELEVATOR. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. ALL ITEMS ARE TOOLS OR TOOLS. ALL ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS. THE LIFT DOOR AND THE ELEVATOR TUNNEL DOOR ARE BOTH ON THE SOUTH SIDE. THE ARMORED CASINGS AND 2X4S ARE BELOW NORMAL LIMITS.

17. THE DOOR TO THE ROOM IS LOCKED, PICKED AT 70% PROBABILITY, TO THE ROOM IS LOCKED, PICKED AT 70% PROBABILITY. THE LOCK IS A 256-BIT X-3792 CRYPTO-LOCK, WITH 724 BIT SO-4342 CRYPTO-LOCK. THE ROOM IS LOCATED IN THE CORNER OF THE BUILDING, NEAR THE ENTRANCE TO THE BASEMENT. THE DOOR IS MADE OF STEEL AND IS SEALED WITH A PRESSURE SEAL, WHICH MUST BE BROKEN TO UNLOCK THE DOOR.


22. LASER SYSTEM. THIS IS A SELF-REPLACING SYSTEM, WHICH CAN BE Automatically REPAIRED USING THE REPAIR KIT. THE LASER IS LOCATED IN THE BASEMENT, NEAR THE NORTH WALL. THE LASER CAN BE REACTIVATED BY REPLACING THE BATTERIES AND RECONNECTING THE LEAD.

23. RANSOM ENCRYPTORS IN CAVES 24-26
   1.3 GIGA ANTS (5-10)
   1.3 GIGA CRABS (1-2)
   1.3 GIGA SPEARS (1-2)
   1.3 GIGA VULTURES (1-2)


27. A TEMPLE, MOST BALKANS ARE ADVANCED LAWS, EVIL BEINGS, OR A COMBINATION OF ALL OF THE ABOVE. THE TEMPLE IS LOCATED IN THE CENTER OF THE BALKANS, NEAR THE MOUNTAINS. THE TEMPLE IS HOME TO VARIOUS MYSTERIES AND MONSTERS, WHICH CAN BE CHALLENGING FOR UNPREPARED TEAMS. THE TEMPLE IS LOCATED IN THE MOUNTAINS, NEAR THE CENTER OF THE BALKANS.
**WEED WAR: VINORIAN**

by S McIntyre

A Traveller scenario for 2-8 players. The referee will require Books 1-4, and Supplements 2 and 4.

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**Introduction (Players and Referee)**

Vinorian/Rhyfanor (0701) is a medium sized world, largely covered by water. The atmosphere is heavily tainted with chlorine, 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 are mostly company employees, and live in Lindarport, 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 Lindarpport itself is beneath the sea, on a plateau. The seas are warm, but the land masses are arid and support 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 Rhyfanor 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 render their trawlers useless, then 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 knife. Lindar would also arrange for the hiring of a minibus, with undersea equipment handling gear and microtorpedoes. 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 some little gift from the firm if the mission was carried out particularly well.

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**Minisubs**

**Displacement:** 5 tons.

**Dimensions:** 11 x 2 x 2 metres.

*(Note: Hull is cylindrical.)*

**Speed:** 30 kph submerged/25kph surfaced.

**Passengers or crew:** Max = 5.

**Range:** Powered by a nuclear micropile, 4800 km or four days.

**Depth limit:** 300 m.

**Prices**

**Submersible:** Cr 1,000,000/Micro-torpedo:

- Cr 5000; Equipment pods - Worker unit:
- Cr 10,000; Drive pod: Cr 2000,000.

**Special Weapon:** CO₂ Harpoon Gun.

**Range Matrix**

Close Short Medium Long Very Long Damage
-4 -2 -4 -6 3d+1

**Armour Matrix**

None Jack Mesh Cloth Reflec Ablat Battle
-2 -1 -2 -1 v2 0 -6

**Dexterity Requirements**

Req Dex DM Adv Dex DM
-7 -2 -9 9 -1

**Weights and Prices**

- Base: Gas Base
- Weight Bolt Canister Price Bolt Canister
  - 4000g 500g 1000g Cr 600 Cr 50 Cr 100

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**Key to Minibus**

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 glassteel dome.

3. Wohnraum: This is a cargo bay holding one ton of cargo. It can alternatively 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 glassteel. 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 buzzar 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 driving and 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 pylons: These pylons are mounted on the sides of the sub, and are intended for carrying weaponry or equipment. Each pylon includes a power 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 grabs and wrenches, powered by an internal motor. The pack can be lowered from the bridge. The cameras mounted on the pod 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 internal system uses infra-red 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 cause off most sea creatures, and can possibly damage a submarine.

11. Pylons: This equipment unit contains extra, independent motor 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 Valarus, a small trawling colony near the scene of the trouble. There, 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-5TZ. This last is a special deep-water base, on the seafloor, 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: 1 = The pirates are based at Valarus.

2 = The pirates are due south of Valarus.

3 = The pirates use submarine trawlers.

4 = A man called here lately — he was selling weed-derivable drugs, but was not a Linder employee. He left in a mini-sub.

5 = A submarine was destroyed last week by a Gunni skater — a kind of giant flatfish.

6 = The pirate base is not at any listed area. Not LC-261, IG-43, AS-5TZ.

4 = 1 = A man purchased some illegal explosives under the counter at Valarus only last week.

2 = A trawler pilot reports seeing a gigantic blue-grey bulk on the surface in a weed patch. It dived 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 drivers running on the surface at night, but saw nothing.

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

5 = The pirates are based at LC-261.

6 = A sailor saw a starship land at night in the sea to the south.

Encounters/Events (Referee)

Roll 10+ on 2d6 per hex crossed or entered for an event or encounter, then 2d6 for type.

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


2: Undereae turbulence. Roll 9+ to register a failure. Roll immediately. The throw is failed, roll 8+ for the submarine to be damaged. If the submarine 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.

3: 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.

4: 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 is nothing to be seen.

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

6: Subsea forest. A dense tangle of weed appears unexpectedly. Roll 8+ on 2d6 to avoid becoming entangled. If the sub is entangled it must be freed by the crew. 4-24 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 location in Supplement 2. The referee must choose which table is most suitable. An event should also be rolled for on these tables.

10: Seasquak. A small seaquak occurs. Roll 8+ on 2d6 to avoid being entertained. If the sub is not entertained it must be freed by the crew. 4-24 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 location in Supplement 2. The referee must choose which table is most suitable. An event should also be rolled for on these tables.

11: Shoal. If the submarine is near the seabed, an unexpected shoal occurs; roll 8+ on 2d6 to avoid it. If the roll is failed, the submarines 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 either 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 subsmeribles is also valuable.
weapons used are of two types: (1) Micro-torpedoes — intended to scare off animals, but sometimes effective against submarines; (2) Torpedoes — the illegal weapons used by pirates. They consist of two or three small torpedoes welded together, with the warheads replaced by mining explosives with contact fuses. The basic roll of 8+ applies for the 'to 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 in parenthesis is the number which must be rolled on 2d6 for a micro-torpedo to do damage.

<table>
<thead>
<tr>
<th>Hit Location (2d6)</th>
<th>Effect</th>
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<tbody>
<tr>
<td>2: Airlock. (5+)</td>
<td>A hit here will destroy the airlock, and flood the submarine on 8+, otherwise nothing.</td>
</tr>
<tr>
<td>3: Steering jets, aft. (9+)</td>
<td>A hit here will render the submarine incapable of forward movement.</td>
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<tr>
<td>4: Lounge. (6+)</td>
<td>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.</td>
</tr>
<tr>
<td>5: Aft corridor/ballast tanks. (9+)</td>
<td>A hit here will incapacitate the aft ballast tanks and slow the submarine. It will also do 2d6 damage to anyone in the corridor.</td>
</tr>
<tr>
<td>6: Cargo hold. (8+)</td>
<td>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.</td>
</tr>
<tr>
<td>7: Cargo hold.</td>
<td>Same as above.</td>
</tr>
<tr>
<td>9: Fore corridor/ballast tanks. (9+)</td>
<td>A hit here will have the same effect as in area 5. It will also burst the dome on 8+, flooding the submarine.</td>
</tr>
</tbody>
</table>

10: Equipment pylon. (6+) A hit here will ruin 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 9+, 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 within 5 minutes.

Damage: A torpedo does 1d6 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 subsea vehicles: submarine trawlers. These are very large submarines, in the seventy-ton range, and largely automated. They are parked on the hill top. There are several men swimming nearby, or in the vehicles.

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 in the bedroom.

5. Power Maintenance Area: This small area is in the central 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, air, commo, lock, scan. Lighting shuts down all lighting in the dome, air will stop the circulation, 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 lights, 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, sonar and hydrophone equipment, computers and automatic analysis machinery. There are seats loosely scattered around the control room.

7. Armory: This room contains two harpoon guns, each with five bolts, and ten daggers. There are also two torpedoes chained to one wall. The padlocks 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 hull 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 + 1, 4d+1 damage).

10. Observation Area: This clear glass observation deck allows vision in a 360° area. The glass is one-way glass, which does not let 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: This control deck contains the highly complex equipment necessary for the running of a subtrawler. On the right is the subtrawler controls, on the right is the trawl control desk, on 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 submarine. An explosive here will render the subtrawler totally useless; the high-tech innards cannot be repaired on this world.
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<th>Equipment</th>
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**Pirates**

1) **Minisub Pilot:** Lieutenant 668463 Age: 30 Terms served: 1 (Sailor)
2) **Minisub Pilot:** Sailor 485183 Age: 22 Terms served: 1 (Sailor)
3) **Chief Pirate:** Manager 888588 Age: 32 Terms served: 4 (Bureaucrat)
4) **Second-in-Command:** Lt Cdr 985374 Age: 32 Terms served: 3 (Navy)
5) **Scientist:** 865A87 Age: 38 Terms served: 2 (Scientist)
6) **Computer:** 8AA97 Age: 35 Terms served: 3 (Scientist)
7) **Computer:** 772397 Age: 32 Terms served: 2 (Scientist)
8) **Guard:** Trooper 649695 Age: 26 Terms served: 1 (Army)
9) **Guard:** Trooper 979684 Age: 22 Terms served: 1 (Army)
10) **Tactics:** Command 757977 Age: 35 Terms served: 2 (Tactics)
11) **Tactics:** Command 665587 Age: 32 Terms served: 2 (Tactics)
12) **Tactics:** Command 588897 Age: 35 Terms served: 2 (Tactics)
13) **Tactics:** Command 666963 Age: 26 Terms served: 2 (Tactics)
14) **Tactics:** Command 86685 Age: 22 Terms served: 1 (Tactics)
15) **Tactics:** Command 475573 Age: 22 Terms served: 1 (Tactics)
16) **Tactics:** Command 868685 Age: 22 Terms served: 1 (Tactics)

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 warriors are at the base, when it might reasonably be expected that they would be out toing. Optionally, one might be swarming and the players would have to set a trap. The warriors are currently full of weed, to an estimated value of around 20000, and if this is not destroyed the players could 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 about their problems 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 to 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 easier to hold than vacuum, especially while wearing flippers, the throws to avoid losing control, and to re-orient oneself should be reduced to B+.

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**Pirate Locations**

<table>
<thead>
<tr>
<th>Pirate No</th>
<th>Duty Station</th>
<th>Area: 1</th>
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<tbody>
<tr>
<td>1 Minisub</td>
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</tbody>
</table>

*The first column shows which area the pirate will be in if the players are spotted first. The next section of the table is the die roll for a pirate to be in a certain area if the players have surprise.*
FIEND FACTORY

A short, suprised-filled D&D scenario from the Fiend Factory by Albie Flore.

ONE-EYE CANYON

...ues 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 men and capturing the women live for some unknown reason.

The cyclops are believed to be camped in an old dwarf 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 dwarfs.

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

The last person to venture into the pine forests 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 craig that rears 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: 3D8
Treasure: Individuals Q, C in lair
Attack: By weapon type
Alignment: Lawful evil/Neutral evil
Intelligence: Average/very
Monstermark: 31.5; Leader: 48; Jarl: 63
(lives 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 clerics vs undead table.

Where 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: 8D8
Treasure: 1d20 gems
Attack: Nil
Alignment: Lawful evil
Intelligence: High
Monstermark: Depends on animals under control (suggest level VI in 12 levels)
Chthon is a mineral intellect which has no regard at all for animal life, and resents animal intelligence with paranoiac fervour. It can control non-intelligent to averagely-intelligent animals that fail 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 climbable. 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 (Lv 5; Al: LG; 5d10; S: 16; I: 16; W: 17; C: 14; D: 12; Ch: 12) is in the control of a...

**Enslaver**

*by Roger E. Moore*

<table>
<thead>
<tr>
<th>No. Appearing:</th>
<th>1–3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armour Class:</td>
<td>6*</td>
</tr>
<tr>
<td>Movement:</td>
<td>8*</td>
</tr>
<tr>
<td>Hit Dices:</td>
<td>2d6+4</td>
</tr>
<tr>
<td>Treasure Type:</td>
<td>O X 5</td>
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<tr>
<td>Attack:</td>
<td>Special</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Chaotic evil</td>
</tr>
<tr>
<td>Intelligence:</td>
<td>Genius</td>
</tr>
<tr>
<td>Monstermark:</td>
<td>Inapplicable (suggest level III in 12 levels)</td>
</tr>
</tbody>
</table>

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 ball 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 psionic attacks, such as fear, scare, 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 Prago reached, he was heading for the ruins. In a niche 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 narrow 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 dwarves, for this was the home 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 Norledge*

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<thead>
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<th>No. Appearing:</th>
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<tr>
<td>Armour Class:</td>
<td>7</td>
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<tr>
<td>Movement:</td>
<td>12&quot;</td>
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<tr>
<td>Hit Dice:</td>
<td>1d8-1</td>
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<tr>
<td>Treasure:</td>
<td>O, P</td>
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<tr>
<td>Attack:</td>
<td>Javelin + dagger</td>
</tr>
<tr>
<td>Intelligence:</td>
<td>Very</td>
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<tr>
<td>Alignment:</td>
<td>Lawful evil</td>
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<tr>
<td>Monstermark:</td>
<td>0.24 (level 1 in 12 levels)</td>
</tr>
</tbody>
</table>

Only the older elves and halflings now remember the tale of how a brownie settlement was invaded by a hoard of orcs lead by Mailathahn, 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, Mailathahn realized their potential as troops, so he started to cross-breed them with some of his stronger orcs. The result was this stronger, less magical brownie.

Mailathahn, 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 invulnerability to 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, sylphs 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 “Aurelius.” 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*

<table>
<thead>
<tr>
<th>No. appearing:</th>
<th>One per tooth (normally 1–4)</th>
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<tr>
<td>Armour Class:</td>
<td>See below</td>
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<td>Movement:</td>
<td>6*</td>
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<tr>
<td>Hit Dice:</td>
<td>5d6+5</td>
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<tr>
<td>Treasure:</td>
<td>Nil</td>
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<td>Attack:</td>
<td>By weapon type</td>
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<tr>
<td>Intelligence:</td>
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<tr>
<td>Alignment:</td>
<td>Neutral</td>
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<tr>
<td>Monstermark:</td>
<td>Variable (suggest level IX in 12 levels)</td>
</tr>
</tbody>
</table>

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 slain or dispelled. Dragon warriors last for only as many turns as the dragon whose teeth they came from had hit points per die (1–8 turns). They...
**Cyclops**

by Albie Fiore

<table>
<thead>
<tr>
<th>No. Appearing:</th>
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<tr>
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<tr>
<td>Movement:</td>
<td>12&quot;</td>
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<tr>
<td>Hit Dice:</td>
<td>6D8</td>
</tr>
<tr>
<td>Treasure:</td>
<td>Individuals (M x 10) in lair D in lair</td>
</tr>
<tr>
<td>Attack:</td>
<td>2 claws, 1D6 each, 1 bite, 2D6, plus hypnotic stare</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Chaotic evil</td>
</tr>
<tr>
<td>Monstermark:</td>
<td>240 (level VIII) in 12 levels</td>
</tr>
</tbody>
</table>

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, gnolls, swarts, goblins or hobgoblins that they dominate because of their ferocity and strength. They are innate foes 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 immobilised 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, 1-3/1-3/1-6, no hypnotic stare).

The cyclops' eye handicaps it in combat so that it strikes at -1. It similarly hurts missiles at -2 but it gains +2 on saves vs illusory magic.

Cyclops eat human flesh, though they prefer halfling, 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 live prisoners being kept for food.

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

The cyclops is 9' tall. Its skin is a dull weathered tan, while its clumps of strangely 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 (?) human (30%). Of these the normal human is devoured with the mother; the cyclops becomes one of the group; and the cyclopian human is cast out to fend for him/herself. 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' bonus against visual illusion spells. These half-breeds are believed to have established a hidden kingdom somewhere on a high plateau. They are known as Amiraspians, High Plainmen or Griffin Riders, though little is known of them.

In the buildings, apart from the female prisoners, can be found enough platinum orcs 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.

---

**Grey Sqaarrs**

by Graham Head

<table>
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<th>No. Appearing:</th>
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<tbody>
<tr>
<td>Armour Class:</td>
<td>-2</td>
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<tr>
<td>Movement:</td>
<td>6'</td>
</tr>
<tr>
<td>Hit Dice:</td>
<td>6</td>
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<tr>
<td>Treasure:</td>
<td>None</td>
</tr>
<tr>
<td>Attack:</td>
<td>Grapple</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Neutral</td>
</tr>
<tr>
<td>Intelligence:</td>
<td>Non-</td>
</tr>
<tr>
<td>Monstermark:</td>
<td>Variable (suggest level VII in 12 levels)</td>
</tr>
</tbody>
</table>

These very rare, squat humanoid automata were created long ago by a race of evil dwarves. A few of the sqaarrs are still around, although the dwarves themselves died out long ago, taking the secret of the creature's construction with them. The sqaarr does not mate, but, similar to golems, they live for ever (or until killed!).

The sqaarrs 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 sqaarr 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 it is fighting, the stronger it becomes. The sqaarr 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 sqaarr 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 30% magic resistance. If, during the fight, the party withdraws to consider its position, the sqaarr will probably move off in the direction in which it was travelling when encountered.

Some sqaarrs have a particular "beat" to which they were assigned when created. If the encounter occurs on the "beat", the sqaarr 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...
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 Tukera Lines today announced the signing of a contract with the government of Wyproc/Lanth (0401). This contract calls for the transport of 40,000 inhabitants of Wyproc to Djinji/Lanth (0501). Many craft will be chartered, and Tukera 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 Kinurir class battle cruisers of the Imperial Navy. He made it clear that only those of the planet Wyproc are allowed to land on Djinji, and only ships employed by Tukera Lines could enter the Red Zone.

Wyproc: General Information
Wyproc/Lanth (0401) E9C4547 C AG
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). Wyproc has tech level 12.

Wyproc 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 Wyproc. The largest of these is in Angora, with a population of 40,000 and the only as follows: 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.

MAP OF WYPROC STARPORT
SCALE: 1 square equals 50 metres

2. MISSION BACKGROUND
The transfer of personnel from Angora, Wyproc to Djinji has begun, several independent craft have been employed by Tukera Lines to lift men and material to larger ships in orbit beyond the debris. Two 100 ton scout ships patrol this convoy, beyond a Kinurir class cruiser stands watch, its marine complement below on the planet surface maintaining civil order.

269-1106: The 200 ton free trader Hustler 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 Aucht 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 defences 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 Djinji evading the Kinurir class cruiser in any manner required. On arrival at Djinji 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 St 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 gun 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 characteristic—uly warm and still. There is a certain urgency about the city as the populace prepares to leave.

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 chemical warfare plant has thirty men and three ATV's equipped with night detection gear. Their equipment is cloth and reflex armour, with a mixed armament of laser rifles, ACRs and SMGs. If the alarm is raised, squads of Imperial marines should be expected to arrive from port road 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 Auchtzt 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 bunks, 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 elevator beneath the laboratory; this is locked and 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 man crew can be seen working here through the night, others can be seen about the airlock at dusk (18 hours before the ship is due to leave). The remainders 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 Hygas. 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 exploitation 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: 2G/2G
Crew: 10 crew, 2 marines, up to 6 researchers
Jump: 2/2
Powerplant: 2
Gravitics: Inertial compensators and 1G floor field
Armament: 1 triple laser turret, 1 single missile turret
Electronics: Computer model 3, (model 1B 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 autoloader which extends down into the cargo bay, where missiles are kept.

6. THE CREW

Of the crew carry snub pistols, the two security guards have laser rifles and wear cloth and reflex armour. The ship's locker is in room 10 and contains a further 2 laser rifles, 8 submachine guns, and 10 sets of cloth armour.

The ship's boat has a beam 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 in squad strength aboard an ATV. After a similar delay another squad will arrive. The Imperial marines are from the Kinunir 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 Djinni

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 Kinunir class cruiser must be evaded, or engaged. When arrival at Djinni has been made all will be safe, although the cruiser may pursue the stolen ship at the discretion of the referee.

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XLS 490 ST CHRISTOPHER DECK PLAN LOCATION KEY

1. Audio Laboratory
2. Control Room
3. Auxiliary Systems
4. Scanner Systems
5. Airlock
6. Airlock
7. Bridge
8-19. Staterooms
20. Galley
21-23. Staterooms
24. Cargo Hold & Missile Storage
25. Airlock
26. Common Area
27. Cargo Hold
28. 29. Freshers
30. Upper Drive Room
31. Biology Laboratory
32. Electronic Laboratory
33. Survey Laboratory
34. Remote Sensing Laboratory
35. Middle Drive Room
36. Lifeboat Bay
37. Ship's Boat Bay
38. Lower Drive Room

Note: Ceiling iris valves on A deck lead to turrets.
The Search for the Temple of the Golden Spire

by Barney Sloane

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 enables fast movement and reduces the chance of becoming lost to 30% (check every five hexes on the wilderness map). Encounters should be rolled for once every five hexes, or hourly, with a 10% chance of occurring. If an encounter is indicated, roll the Outdoors Encounter Table.
3. MM indicates a monster described in TSR'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= Thief), 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 arrive at the village of Greywood at about 8 pm 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. Just as they cross the empty village square, the top of the cross (4) is struck by an intense 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 ye the one true way.
Go ye from here to the All Seasons Folly,
Straight as the eye doth see.
Thence to the bridge that by dead gods was broke
Where granite black doth lie.
Look for the cross at the top of the point,
And point ye the cross at the cross.
Follow ye then the way ye hath found,
To places seen often before.
Search ye once there for the road of the dead,
And follow its feet to the gate.
There you must fight with monsters malign,
In order to find what you seek.
Search then from as high as the eagle doth fly,
To the land of the frozen wastes.
Find ye the beast with his golden horn high,
For there you will find your last goal.

DESCRIPTIONS FOR THE DM

Explanation of the Poem
The party which deciphers the riddle will go to feature E on the Wilderness Map, and descend 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 Greyecrag, enter, and reach the top of the Little Stair Tower, from where they will see the Temple of the Golden Spires far to the north.

Outdoors Encounter Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Encounter</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-04</td>
<td>1 giant wild bear (AC6; 7d8; Att 3-18)</td>
</tr>
<tr>
<td>05-10</td>
<td>1-3 centaurs (AC5; 4d8; Att 1-6/1-6 or by weapon type)</td>
</tr>
<tr>
<td>15-20</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>25-35</td>
<td>2-7 gnomes (AC5; 1d8; Att 1-6 by weapon type; save at +4 levels)</td>
</tr>
<tr>
<td>35-45</td>
<td>1-2 ogres (AC5; 4d8+1; Att 1-10 or by weapon type)</td>
</tr>
<tr>
<td>45-55</td>
<td>2-5 sprites (AC6; 1d8; Att by weapon type; magic powers)</td>
</tr>
<tr>
<td>55-65</td>
<td>2-8 stigres (AC6; 1d8+1; Att 1-3 + blood drain)</td>
</tr>
<tr>
<td>65-75</td>
<td>1-2 unicorns (AC2; 4d4+4; Att 1-6/6-12)</td>
</tr>
<tr>
<td>75-85</td>
<td>1-4 wolves (AC7; 2d6+2; Att 2-5)</td>
</tr>
<tr>
<td>85-100</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 likewise, 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 Greyecrag - 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>AL</th>
<th>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>Moray</td>
<td>4F</td>
<td>16</td>
<td>12</td>
<td>9</td>
<td>15</td>
<td>8</td>
<td>10</td>
<td>Dagger</td>
<td></td>
</tr>
</tbody>
</table>

Moray has four rooms for hire at a cost of 1 g.p. per person per night; these are numbered 1a-d 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. Smithy
The owner is called Berg:

<table>
<thead>
<tr>
<th>Name</th>
<th>AI</th>
<th>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 15 14</td>
<td>8</td>
<td>12</td>
<td>9</td>
<td>4</td>
<td>Hammer, leather armour</td>
<td></td>
<td></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 0th level workers. If coaxed, he will tell about the empty house (B), although he does not know it contains the Road of the Dead.

3. Grocer

<table>
<thead>
<tr>
<th>Name</th>
<th>AI</th>
<th>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>Pern</td>
<td>N.</td>
<td>2T 9 12</td>
<td>4</td>
<td>16</td>
<td>14</td>
<td>13</td>
<td>Dagger, 7 s.p.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Pern can provide any basic equipment at prices laid down in the Player's Handbook, except for iron rations.

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 3d6 peasants and workers during daylight hours, gossiping around it.

6. The Church of God
This 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 (F), 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>AI</th>
<th>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 5 12</td>
<td>17</td>
<td>14</td>
<td>7</td>
<td>16</td>
<td>Staff</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dolarn</td>
<td>L.G.</td>
<td>2C 14 14</td>
<td>12</td>
<td>9</td>
<td>9</td>
<td>9</td>
<td>14</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Colophidius</td>
<td>L.G.</td>
<td>1C 7 9</td>
<td>15</td>
<td>12</td>
<td>8</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gareth</td>
<td>L.G.</td>
<td>1C 16 10</td>
<td>18</td>
<td>13</td>
<td>9</td>
<td>12</td>
<td></td>
<td></td>
<td></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 unease 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 initial clue.

9. Old House
This tumbledown 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 Ruin
This is directly on the path from the Citadel of Greyrag 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 shadows (AC7: 3d6+3; HP:15, 17; Att 2-5 + 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 (AC4: 8d8+6; Att 5-8/5-8/2-12; regenerate) (MM). If by some fluke the player defeat him, he has a clay urn filled with 400 g.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 g.p. or more will collapse it. There is no black granite anywhere in sight, but the DM should not emphasise this.

D. Spider's Glen
On entering this hex, the party will stumble into a ring of coarse, sticky webs, and three huge shapes can be seen seething off the only entrance. These are giant spiders (AC4: 4d8+4; Att 2-8 + poison + web) and they will attempt to web the party before closing in for the kill. This trap is 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 poem, 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 tells lies. Any one question will be answered — the DM must use discretion here. Asking 'Where is the Temple?' will invite the answer "In the forest."

F. Black Granite Bridge
A neolithic 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 null-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 single strength of 17, to draw forth the sword, which is +2 +3 vs. goblins and orcs. The hilt 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 aimed at endangering the careless or organised party. The tower is just a shell, the interior walls having collapsed. The entire knoll on which the tower stands is surrounded by an eerie fog; this is caused by the inhabitant, a lone cloud giant (AC2: 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 bold attack; it is evil and will delight in slaughtering the characters. The giant has several huge iron chests containing 11,500 g.p., 880 p.p., and 3,500 s.p.: above the heap of fury which is its bed are a +2 spear, and a large +1 shield.

H. Ordinary Wooden Bridge

I. THE CITADEL OF GREYCRAG
This is now deserted for the most part, but the structure is still intact. It is the lair of a tribe of kobolds (AC7: 1/4 hit points; Att 1-4 or by weapon type), the Tribe of the Sunken Socket. They make use of the rooms still remaining in the castle, and raid the elves and gnomes who inhabit the nearby pine forests. The Citadel is detailed in the map overlap.

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 60% chance of the party being able to sneak past them if they take reasonable precautions. They are all identical, armed with shotword and shortbows — each carries 25 arrows.

3. Guardroom
This is lit by oil torches, and the light can be seen from the front of the Citadel, through the arrowslits in (1) or (2). In here rest 4 kobolds (HP: 1, 2, 3, 3) playing knucklebones for the 6 s.p. lying on a table in 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. Training Area
Along the east wall are 5 poles, each supporting a dead gnome who appears to have been used for sword practice — as indeed is the case
5. Armoury
This large hall has many wooden racks covering both sides of the room, bearing an assortment of armour and hand weapons. In charge of these are two huge 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 puff 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; there are also two kobold chiefs (HP: 5, 5), who will remember to attack with shortwords 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 gnome (HP: 1 each) slaves who are cooking gnome, elf and pig meat for a banquet.

8. Empty Room

9. Torturer's Chamber
In here is a large (HP: 41) kobold, the torturer. He attacks with a longsword; the room contains a gnomehide b Funk, a chest of tortures implements, and a bag containing 34 g.p., 21 s.p., and three rock crystals worth 50 g.p. each.

10. Torturer's Pet's Chamber
Chained to the wall in here is a very annoyed giant snake (AC5; 6d8+1; HP: 19; Att: 2 – 8 constriction) (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 Weasels Pens
Here are 4 giant weasels (AC6; 3d8+3; HP: 14, 16, 16, 17; Att: 2-12 + drain blood) (MM) used by the kobolds for hunting and as guardians. They prowl free, and anyone except the Weaselmaster (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 hide bed, several tables and chairs, and an armour and weapon rack. Under the bunk is a chest containing: 230 g.p., 475 s.p., 800 c.p., and three doses of potion of infravision. The chief is an exceptionally large kobold (HP: 6) who fights as a one-deer monster, and at +2 damage.

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

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

21. Banquet Hall
This is currently empty, containing a large 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 shortword, shortbow and 8 arrows.

23. Empty Tower

24. Weaselmaster's Tower
In here, in extreme squel, dwells an old crippled chieftain — the Weaselmast. (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 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 longwords.

26. Little Stair Tower
This tower houses a stair, climbing 150 feet to a small room whence, out of the arrowslits, can be seen the Temple of the Golden Spire. It is the home of two ghouls (AC6; 2d8; HP: 9, 11; Att 1-3/1-3/1-6 + 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 racks, torture devices etc. are spread over the floor; the altar is now a fireplace, and the place seems to be used as a torture chamber.

28. Stables
Here are kept 11 pigs and 2 vicious wild boars (AC7; 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 slim, tapering spire. The walls are covered in ivy, and easily climbed. (10% chance per character of loose rock: 25% chance of falling.) Every 20' around the walls are worn but evil-looking gargoyles heads. Mured groans and howls come from within.

Encounters within 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 35 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 magical, 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 lives 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 into the shadows near the ceiling, where a harpy (HP:16) has made her lair. On the party's arrival, she will begin to sing, leading as many members 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 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 end 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. Unless 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; Att 2-5 + level drain; magic weapon required to hit) (MM). The dust is nearly 2" deep.

11. Furniture Store Room
The room is full of dust and rotten furniture; here lurk two zombies (AC8; 2d8; HP: 6, 8, 9, 13; Att 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 dark room bears the following message in common:

*This room is the Oracle of the Tunulus 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 lairs here.

13. Stairway
This leads to the Golden Spire, and is guarded by a gargoye (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 opaline 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 wraith (AC4; 5d8+3; HP: 25; Att 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 Fiore.

Ibabu 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 spawns 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 quickmire. 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 . . .

CREEPER

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
Monstermark: 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 horny, black-brown beak with which it can bite and inject either of its two poisons. The first paralyses the victim (until a cure disease 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 scent prey accurately at a range of 12’ and echo 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 live 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 mimicry often to lure the unwary into range of their tentacles.

The creeper gets +1 on all saving throws.

When 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 . . .

WATER LEEPER

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-
Monstermark: 72.2 (level V in 12 levels)
These creatures are the bane of lakeside fishermen, as they attack boatsmen, 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 neotyl-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 every 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 wiggle towards water at a 1" movement rate.

Towards the centre of the overglades, 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 claying mire. Often concealed in these patches is another strange creature of the swamps...

**SLIME BEAST**

by Dave Stapleton

No. Appearing: 1–2
Armour Class: See below
Movement: 6" max.
Hit Dice: 5DB
Treasure: E
Attack: By weapon type
Alignment: Neutral
Intelligence: Low
Monstermark: Varies (probably level V in 12 levels)

Slime beasts are habitually found in damp places, either above or below ground. They are natural predators that seek to waylay their prey by means of their low cunning and transmutation powers which enable them to assume many different forms.

The slime beast's body appears as thick claying mud, but the beast can control the consistency of all or any part of its body, degenerating at will to anything from runny slime to rock hard, and all sorts of combinations in between.

It usually lies in wait for its prey in slimy form, lying in mud from which it is indistinguishable, or as part of a wall or rockface in which case it would assume a harder more rocklike shape and texture.

When attacking, it will seek to do so with surprise by transforming behind its victim. On attack, it will usually have assumed a vaguely humanoid form of the consistency of thick mud with stunted limbs. It forms a rock-hard weapon from itself. The weapon is usually (75%) a sword, though sometimes a club (15%) or hammer (10%). Should the weapon break, or any part of the beast be severed, it can reform to replace the missing piece and reabsorb the severed part on contact as long as the beast is at least 50% intact.

Any transformation takes one round, during which the beast cannot attack. The creature's armour class depends on its form. Any rock-hard part is -1, although if the beast's entire body were of this consistency, it would be immobile. Its usual thick mud consistency is armour class 7, and the runny slime form is armour class 10. In the latter two forms the beast is most mobile, though it cannot attack in runny slime form. Its speed and armour class vary depending on its form between these extremes. Only magic weapons can harm the slime beast when it is in mobile form as normal weapons merely slide through the slime.

In rock-hard form, it may be struck by normal weapons. Fire and cold, of any kind, do no damage but automatically transform it completely into its rock-hard form during the fire or cold and for 1–4 rounds after, depending on the severity of the attack.

Water has the opposite effect, reducing the beast to its runny slime consistency for 1–4 rounds from anything other than the rock-hard form.

The slime beast has a saving roll against magically induced fire, cold or water. All other magic can affect the creature including the transmutation spells.

In some of the secluded backwater, the roots of the trees have been curiously shaped to form strange half-submerged dwellings. These strange formations occur in close individual groups for they are the communes of the...

**FROG-FOLK**

by Phil Masters

No. Appearing: 3D12
Armour Class: 9
Movement: 6", 10" swimming
Hit Dice: 1DB
Treasure: Individual J, lair E
Attack: By weapon type or 1DB
Alignment: Chaotic evil
Intelligence: Low
Monstermark: 1.8; Leader: 6.66; Chieftain: 14
(levels I; II & III respectively in 12 levels)

These brutes tend to occupy semi-submerged cave complexes in the fouler swamplands. They walk on two legs and can use tools and weapons in their long-fingered, webbed hands, but generally seem more like frogs than men. They are bulging eyed amphibians, with nostrils set atop broad snouts and green slimy skins. They worship a demonic frog-god and hate all other intelligent races, save as food; despite their low intelligence, they are cunning and cruel.
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 full 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 chieftain 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 chieftains but 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 observer 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 . . .

MELODEMON

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 1D6+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: discard, 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/lava 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 . . .

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-handed sword
Intelligence: Non-
Monstermark: Group of 3: 265; 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.

by Michael Wilkinson

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.
The Lair of Maldred the Mighty

by Mark Byng
The document appears to be a page from a book or a magazine, discussing various topics. The text is not legible due to the quality of the image. However, it seems to cover topics such as nature, possibly discussing environmental or ecological issues. The text is too blurred to transcribe accurately. If you have access to a clearer version of the document, please provide it, and I would be happy to assist you further.
extinction to be of extracted sepals, which bear many stipules of slender, ashy beak and male with greenish petioles; their leaves are long (up to 10 cm) and narrow. The flowers are pink or white, with five petals and five sepals. The fruit is a capsule containing numerous seeds. The plant grows in damp, shaded places in tropical and subtropical forests.

10. LABORATORY
This room is heated by a radiant heater. The temperature range is between 20°C and 30°C. The wall is made of thermally insulating material to reduce heat loss. The room is equipped with a fume hood and a ventilation system to ensure a controlled environment. The humidity is maintained at 50% to prevent condensation and moisture issues. The lighting is provided by energy-efficient LED lamps to minimize energy consumption and reduce heat generation.

11. DEBIT CHAMBER
This section is dedicated to the development of advanced materials for energy storage. The focus is on the synthesis and characterization of high-performance electrode materials. The central part of this section is the preparation and processing of electrode materials using advanced synthesis techniques. The materials are then characterized using various techniques such as X-ray diffraction, scanning electron microscopy, and cyclic voltammetry. The results are used to optimize the material properties for improved energy storage performance.

12. LIBRARY
The library is a key resource for the laboratory, providing access to a vast collection of books, journals, and databases. The library is organized into several sections, including research monographs, technical manuals, and popular science books. The library also hosts regular seminars and workshops to facilitate knowledge exchange and collaboration among researchers. The library services include borrowing, interlibrary loan, and access to online databases.

13. TRAP
The trap is designed to capture and measure the movement of particulate matter in the laboratory. The trap consists of a sampling chamber and a detection system. The sampling chamber is a sealed container that collects the particulate matter, which is then analyzed using the detection system. The trap is used to monitor the air quality in the laboratory and to evaluate the effectiveness of air purification systems.
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3 ALCHEMIST
Both of these alchemists are completely alien (as in the character and alien) in that both their effects are permanent and cannot be dispelled. (These alchemists have been provided by Magdal for the use of the magics during its lifetime with party spellsters).

3 FLAMES MAGIC JAR
10th level High priest, searching from floor to ceiling and from the bottom to the top of the room. There are 3000 apples (the size and thickness of a thin pencil) floating in the air, each of which is surrounded by an electric charge and is carried on a current generated by the magics of these strange men. Alchemist’s life. When the alchemists are exposed (one of the alchemists is outside the jar) they are surrounded by an explosion that shocks and stuns all characters and when the characters have moved on to other areas and captured and killed all 50 alchemists. This jar has 80 Hit Points.

35 IRON ROOF
The floor is then made of iron, each 10’ wide, 10’ high, 4’ thick, 7000’ feet long, 3000’ feet wide, 80 Hit Points.

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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 are 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
Monstermark: 516 (level X in 12 levels)

Giant 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' or less of a sandcrab, it will rise immediately to its full height (surprising on a 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 being blocked by sand which has poured in the openings. At the top of the tower is a deflector above a narrow hole running down through the centre of the tower. The light comes up the hole and shines out via the deflector. 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: 6d8 + 3
Treasure: A, E, and Z
Attack: 2 claws for 1d6 each, and 1 bite for 1d8
Alignment: Lawful good — 50%; chaotic good — 20%; lawful evil — 10%; chaotic evil — 10%
Intelligence: Exceptional — genius
Monstermark: 270 (level VIII in 12 levels)

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

They are an extremely powerful species, with strength ranging from 14 – 18/50. 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. As 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:

KAIL
by Andy Wooltham

No. Appearing: 1 – 2
Armour Class: 3
Movement: 12
Hit Dice: 8d8 + 4
Treasure: A, E, and Z
Attack: 2 claws for 1d6 each and 1 bite for 2d6
Alignment: Lawful good — 50%; lawful evil — 50%
Intelligence: Exceptional — genius
Monstermark: 660 (level X in 12 levels)
Kaire are members of the anubis species born infrequently to normal anubis 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’+) 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: 12”
Hit Dice: 4d8 + 1
Treasure: Nil
Attack: By weapon type
Alignment: Lawful neutral
Intelligence: Low
Monstermark: 93 (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 ant-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, wither-stench, and cloud kill type attacks. Deafness will cause them to be ‘blinded’ (random attacks at –6 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 purposed 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-cleaver’) use large pole-arms (70% halberd, 30% other). If disarmed, they can use their fists for 1d6 each. Their strength is always 18/01 with the bonuses of +1 to hit and +3 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 Golems. Such a Tome can only be found in treasures or 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 (i.e. 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 brigands 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 Sloane

No. Appearing: 2–8
Armour Class: 5
Movement: 12”
Hit Dice: 1d8 + 1
Treasure: Special
Attack: Bite for 1d4 plus nausea
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 vs poison is made, causes the victim to retch violently and be unable to do anything for 1–8 rounds.

Their peculiarity is that they cannot be killed unless the damage done, including magical, can remove all the creature’s original hit 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 from 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 no swimming!

**FIEND FACTORY POLL RESULTS**

**TOP TEN**

1. Shadow Goblins (WD26) by Barney Sloane
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 Healey
8. Surt (WD29) by Cricky Hitecock
9. Phung (WD18) by Simon Tilbrook
10. Winter Kobold (WD26) by Jonathan Hardwick

**WORST FIVE**

1. Ungoliant (WD22) by Peter Cockburn
2. Dungeon Master (WD24) by Malory Nye
3. Crystal Golem (WD22) by Robert Outram
4. Bonacon (WD24) by David Taylor
5. Wrecker (WD16) by Andrew Hicks

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