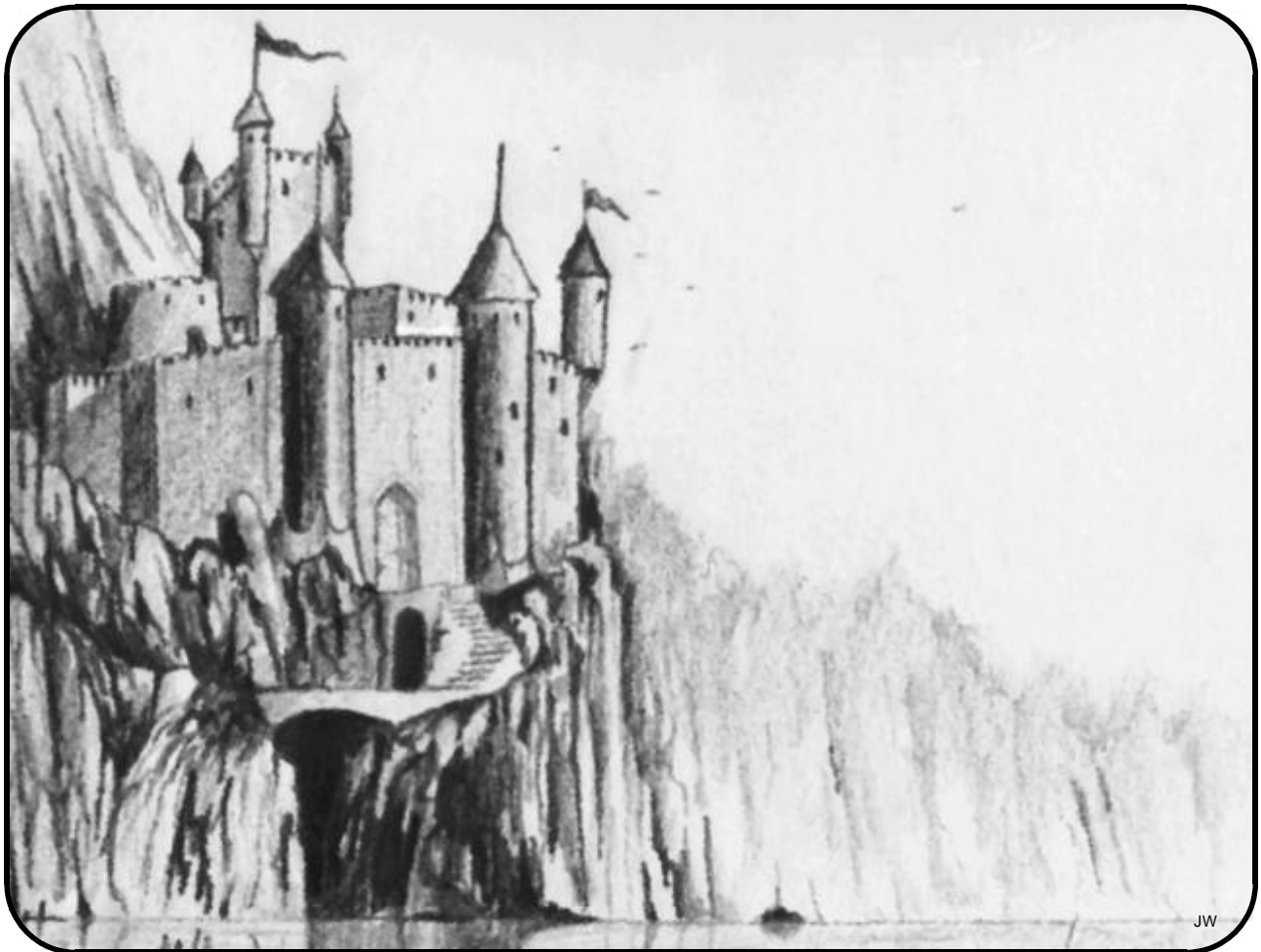


OD&DITIES

THE ORIGINAL DUNGEONS & DRAGONS FANZINE



Issue 8



September 2002

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OD&DITIES

THE ORIGINAL DUNGEONS & DRAGONS FANZINE

Editorial	2
My regular rant ... <i>R. E. B. Tongue</i>	
Letters to the Editor	2
The readers' comments.	
Getting Started	3
Part eight of our popular series for OD&D beginners. <i>R. E. B. Tongue</i>	
Starting a D&D campaign - in 1973	5
A look at a D&D Campaign that might have been ... <i>Scott Gasper</i>	
The Perils of Lakeside	6
An OD&D Adventure for 3-5 adventurers of levels 4-6. <i>Geoff Gander</i>	
The Cleric	12
Latest in our series looking at the basic character classes. <i>R. E. B. Tongue</i>	
D&D Supplement One: Greyhawk	12
A review of one of the books that started it all. <i>Scott Gasper</i>	
Compendium of Characters	13
One of our old regulars returns! <i>R. E. B. Tongue</i>	
Magical Spells and the Flame of Life	14
The start of a new series on new forms of magic. <i>Derrick Landwehr</i>	
Tomb of the Mage	16
An OD&D Adventure for 2-4 adventurers of levels 2-3. <i>R. E. B. Tongue</i>	
The Amazon Warrior	20
A new character class, featuring ferocious female fighters! <i>Dirk Collins</i>	
Street of a Thousand Adventures	22
Sample the brew at Shevedik's House of Elixirs. <i>R. E. B. Tongue</i>	
Al-Xaim	24
An OD&D Adventure for 3-5 PC's of levels 4-8. <i>James John Gregoire</i>	

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Editorial

Well, last issue we mostly featured 'rules' articles. This issue, we swing to another extreme, with no less than three adventures in this issue. Mine them for ideas, or run them straight. And please, please, let us know your experiences. What brand of havoc did your group create during one of the adventures published in OD&DITIES? Of course, we still have a few rules features. The Amazons make their appearance to OD&D, and we provide rules for Armour Damage. Our two standard columns remain: Street of a Thousand Adventures and 'Getting Started'. In addition, we have two new columns – one old friend, Compendium of Characters, returns after a four-issue absence, and something new – what should be the first in a series of articles on new forms of magic. As always, we welcome your input on the contents of this issue, and we always welcome new submissions. Send everything into me at: Methuslah@tongue.fsnet.co.uk

So, what is going on in the wider world of OD&D? Well, I am very pleased to announce that the 'Guild of OD&D' is going better than could have been hoped, with thirty-eight members at the time of writing. This makes it the most successful OD&D mailing list ever, certainly since OD&D ceased being published. Come and join in our debates! All details are on the homepage.

When OD&DITIES began, two years ago (has it really been that long?) there were hardly any sites with OD&D information on the Internet. Discussions on online mailing lists were extremely limited, and the only webzine dealing with OD&D was closing down. Now, two years on, things are changing – we have an extremely active mailing list, this webzine, and a growing number of OD&D sites out there. As a community, we are getting healthier by the week. We still need to continue to promote OD&D. Make it your personal mission to introduce new people to the game. Find a copy of the Basic Set, and give it to your little brother or your children for their birthday, or for Christmas. Whenever you start a new campaign, try and recruit one new person. Let us continue to improve the demographic! (Well, it's not much of a 'battle chant', but better than nothing!)

Another project that I want to begin is to greatly expand the links page for OD&DITIES, to include every site with information on OD&D, and every online shop selling OD&D books. So, if you have or know of a site with any OD&D information, please send me the link! I will be updating the links page to include all of these sites at the start of November. I think it is vital to have some sort of 'central clearing house', where people can come to find OD&D sites. Something of the sort already exists for Mystara, and something specific for OD&D can only be an asset.

We've done well with letters this issue, but we always have room for more! Give your opinions of OD&D; tell us some funny stories from your campaigns; give us your input on OD&DITIES. Anything at all is welcome, we all love to read these letters, so keep them coming! Well, see you next issue, in December! In the meantime, may you continue to make your saving throw!

Richard Tongue
Richard Tongue, Editor

Letters to the Editor

As usual, we present a collection of the letters we have received over the last few months, related to OD&DITIES Seven. Keep those letters coming in, as usual to Methuslah@tongue.fsnet.co.uk

mercenary and a knight of virtue do not need different statistics in order to make them distinct, it should be the way they are played that makes them so.

Greetings!

This is just a quick note of appreciation for your fine e-zine OD&DITIES. While I do mostly AD&D 1E, I'm trying to get my group to give OD&D a try again (most are old-schoolers like myself). The biggest resistance I seem to get is not so much due to AD&D's system but the perception that OD&D doesn't give the choices that AD&D does. This is, in my opinion an erroneous perception and OD&DITIES is helping a great deal to change that. The various expanded classes are a great help, and the adventures and settings are magnificent! Put simply, your zine is far more useful to me than Dragon magazine! Thanks again for your efforts, and I'm

thinking about trying to submit an article for the next issue (#8) if you're still accepting them...

Thanks again,
Mike Stewart

We certainly accept submissions at any time, and are always grateful to receive them. I am extremely glad that you find OD&DITIES useful – we try and make it relevant, with information that any player can use, and it seems we are succeeding. In my view, although OD&D does not have the rules to allow for so many choices, such choices should not be about the rules anyway, but about the personality and background of a character. A bitter

Richard,

My name is Erin D. Smale, and I wanted to drop a note to you so that I could cover a few items that have been on my mind since initially finding OD&DITIES. First off, I've played OD&D since the red, Erol Otis boxed set was given to me as a Christmas gift in the early '80s. Since playing Basic D&D, moving to Expert D&D, etc., I've played Advanced D&D in both 1st and 2nd edition incarnations, as well as an abundance of other FRPGs – Earthdawn, Stormbringer, MERP, and many others. But I've always returned to OD&D. By way of explanation, I could blithely attribute such loyalty to nostalgia – after all, OD&D was my first RPG, and for a wide-eyed neophyte like me, the possibilities offered were wondrous and without end.

Continued on page 23

Getting Started

R. E. B. Tongue

This issue, we are going to deal with the final phase of initial campaign development: tying in adventure hooks to your campaign world. This is perhaps the most important factor, as without adventures, there is little point in creating any campaign world. These can be of any form, from 'one-shot' adventures, to massive epic campaigns, or minor subplots.

You need to work out first just what sort of campaign you want. Do you want an epic campaign, with every week revealing more of the plot, or a series of one-shot adventures? Do you want to confine your players to a narrow area, or a wider environment? The options are almost infinite – but for a beginning player, there is one structure that perhaps allows the most room for manoeuvre.

This is to have an overarching plot line that occasionally makes itself known to the players, founded on a series of one-shot adventures. A good rule of thumb would be that one in every four adventures, on average, should advance the main plotline. It will also be possible to have short strings of other adventures, tailored to other goals unrelated, or only loosely connected, to the main plot line. As before, we will return to the Province of Tauron to provide the examples of such a campaign structure.

When planning the campaign, one of the first things you should do is to look at the most interesting features of your setting. There are three obvious ones in the Province of Tauron – the Sinkhole (Dwarven Mine), the Dark Mire (Swamp), and Tenochtitlan (Step Pyramid). Two of these are dungeons; one of these is an area. You will want to work these into your campaign as often as you can.

The next thing is to work out just how far you want to take the campaign. A great deal will depend on this factor. For this instance, we will say that we wish to proceed to Level 14, the limit of the Expert box set. You might wish to set it as low as Level 3 if you only have access to the Basic set, or all the way to Immortality if you have that option.

Next, you need to determine the overall goal of the campaign. In a paragraph, what

is going on, and what will the PC's need to do to prevent it. At this stage, all you are doing is determining the main plot line. Later on, once you actually begin the campaign, you will add in the one-shots as appropriate, and most of the new campaign threads will be added later also. More on this later. For now, here is the basic plot line.

"The Lizard Men, an emerging civilization, seek to expand their territory by flooding a vast area. This is made possible by the existence of a vast ocean, half a mile underneath the ground, which they hope to tap. They are being aided by a secret Chaotic Cult of Death worshippers, led by a necromancer. The PC's must prevent the release of the Underocean, to save the land from submergence."

This plot has a good deal of mystery behind it, and obviously has a lot of work still to do. It must be stressed again that, at this point, all you are doing is beginning the campaign. As you progress, then you will add more to the adventure. All you want to begin with is a rough guide to the whole storyline, and the first few adventures prepared. It is actually valuable not to go into too much detail on later adventures. You will want to mould them to the abilities of the PC's, and the personalities of the players – do they prefer solving puzzles, or fighting Dragons?

The next good step is to divide the plot into stages. OD&D provides natural points at which this can be done, so we will use these. Basic (Levels 1-3), Lower Expert (Levels 4-9), and Higher Expert (Levels 10-14). At each stage, the PC's abilities will change, their range of action will increase, and they will have more resources under their command. Why, by Level 10 they could be ruling the Province of Tauron! Once you have determined these stages, look back at that original paragraph, and expand upon it. Write a paragraph for each of these stages, like so:

Basic: The Basic boxed set is best for dungeon adventures anyway, so we will work with that. The PC's will be exploring the maze of catacombs underneath the populated levels of the Sinkhole, following tales of ancient civilizations and hidden treasure. On the surface, the Chaos Cult will be monitoring their activities, and will be beginning to take steps against them. At the end of this phase, the PC's will reach

the Underocean, the vast expanse of water underneath the earth.

Lower Expert: The Chaos Cult will be moving against the players more strongly now. Early on, the PC's will deal with the infestation in the Sinkhole, and eliminate it. The necromancer escapes to a secret lair, and by the end of this section, the PC's will find and eliminate him – and the secret lizard 'advisors' present with him, leading the PC's to know that there is more going on. Also, they will go all around the Province on various adventures, and also beyond, probably to the city of Feldspar.

Higher Expert: The PC's will have learned that the flooding is due at the next lunar eclipse, in a few months time. Initial forays into the swamp will prove ineffective – there are too many lizard men. They will have to find out what they can about their enemy, which means explorations into the wilderness. Then, they will raise an army and overwhelm Tenochtitlan – but too late. There will be a dramatic chase down the pyramid, into its dungeons, and then across the Underocean, as they race to stop the Lizard priests from completing their task. At this stage, almost all of their adventures will be concerned with stopping the Lizard Men.

Now, your plot has been divided into three convenient pieces. Of course, more subdivision is possible. If using all five boxed sets, you might wish to simply use those for division. If only using the Basic set, it might be better to divide into three story elements instead: introduction (Level 1), preparation (Level 2), conclusion (Level 3). Don't write off campaigns using only the Basic Set. If you only have limited time, say once a week during a school holiday, or every day for a long weekend, it can be an excellent change of pace. If you have a very long running campaign, use all five boxed sets – but be prepared to be running the same campaign for at least three or four years. This is certainly not recommended for the beginner. Remember that you will make mistakes – we all do, especially the first time. You will want to learn from them and move on to greater things, and a series of shorter campaigns makes this easier.

Enough negativity! Now, what do you need to begin the campaign? Put aside your notes on Lower and Higher Expert for the moment, and concentrate on Basic. As a good rule of thumb, you should always have the first stage of the campaign planned out fairly well before you begin the campaign. Do not ignore your notes for the later sections though. It is always a good idea to foreshadow events that are to take place later on in the campaign. Perhaps →

the PC's can meet a small group of lizard men snooping around in the lower levels, for example.

To plan, you will have to work out what you need. Basically, you will need the thirteen levels of the Sinkhole. The first, remember, is inhabited, and resembles a large village. So, include chambers for a tavern, general store, guardhouse, some sort of habitation for the PC's, a well (possibly, for later reference, feeding from the Underocean), blacksmiths, and all the other vital features that make a village tick. You will also need to create a collection of interesting NPCs, which showcase the campaign. Remember, the village is a Dwarf/human mix, so include examples of both races, as well as a few more unusual ones (look at the Compendium of Characters from this issue for examples). A later issue will go into more detail on creating a fully rounded village, but at this point, include the above facilities as a good basis.

Now design the lower levels. An excellent guide to creating dungeons is given in the Basic Set, so we will not rehash old territory. I will say, however, that all the levels should be about the same

size, that they should contain some empty rooms, and that they should have some logical basis to them. Don't put a Blue Dragon in a 10 x 10 room. A good idea is to make sure a chamber is at least twice as big as the creature inhabiting it. When running the campaign, try to encourage the PC's to return to the higher level fairly often, to restock. However, also put in some 'safe areas' where they can rest. For example, include a party of Dwarven miners on Level 4, or a protected holy temple on Level 9. You should also try and provide for some continuity to the dungeon. Make the layout logical – although there is not need to go overboard, ask yourself questions such as 'What do the Goblins eat?', and place Rat Pens, or Mushroom Farms appropriately. Smart players may think to use this as another form of warfare – encourage such behaviour.

There will, of course, be more to the early campaign than simply throwing PC's into the dungeons. They will also spend considerable time on the first level of the Sinkhole, and this can be where some of their most interesting adventures can take place. Have them framed for a murder, and forced to prove their innocence. The Chaos

Cult can attempt to assassinate them, especially later in the campaign. Early in the campaign, the village can be invaded by Goblins from a lower level, with the PC's helping to fight them off – in fact this could be what sends them exploring in the first place! The idea should be to make life in the village as interesting as life in the dungeon depths, but not unrealistically so. Always remember that the Sinkhole will likely be the home base for the PC's for a long time. The campaign will work better if the PC's connect with its inhabitants. Try and work some of your major NPCs into the plot in a more direct way. Early on, have one or two travel with the PC's – serving as mentors, and to help them when you have, for example, set a riddle which has turned out more misleading than you expected.

Well, that's it for this issue, I'm afraid. As a bonus, though, we include an OD&D style hex map of the Province of Tauron with this issue – hopefully you will find it useful. Next time, we look at creating sub-plots and one-off adventures for a campaign setting, and adapting those from other areas. May your sword still swing true, until then! ■

Map of the Province of Tauron



Starting a *D&D* campaign - in 1973

Scott Gasper

This is the first in what will hopefully be a series of short articles examining the history of D&D by constructing a fictional campaign setting that (hypothetically) started in 1973, and tracing its progress through the years. The simulation of such a campaign will, hopefully, illuminate the development of D&D, as well as introduce a new campaign setting developed "from the ground up."

Starting a D&D campaign in 1973 certainly wouldn't be easy, since no books with the name Dungeons & Dragons had been published yet at that time. But it wouldn't be impossible. There were several resources a potential DM of the time could have used. The most obvious resource would be the original Chainmail rules, which had been available since 1969.

Using the fantasy supplement (added to Chainmail in 1972), one could have created wargaming scenarios somewhat close to what D&D would become. Dave Arneson had been running his Blackmoor campaign since 1971, and the rules he was using were closer to what D&D became than Chainmail. By 1973, there were multiple Blackmoor campaigns being run in Minnesota. (1) A copy of Arneson's home rules could have been obtained from any one of them.

Lastly, the Dungeons & Dragons rules WERE being used in 1973, "beta-tested" in Gary Gygax's Greyhawk campaign. The basics rules of D&D – level advancement, the original three character classes (cleric, fighter, magic-user), and the Jack Vance-swiped spell system – had existed since 1972. (2) The D&D rules were being play tested elsewhere too, for Gygax had mailed out about 75 copies of the rules to other gamers he knew, and many photocopied manuscripts were soon in circulation. (3)

Any one of those copies could have fallen into our hypothetical DM's hands. Many players came and went in Gygax's campaign, including such recognizable figures in the industry as Len Lakofka and James Ward. It is certainly conceivable that one could have wormed their way into an invitation to Gygax's game table long enough to get a good look at the D&D rules from the source itself!

What would a 1973 campaign have been like? Let's assume that, like Arneson and Gygax, our fictional DM would base his campaign on recent fantasy literature. There was little precedent outside of literature, after all, to model a fantasy/medieval campaign on at that time. Lin Carter was still reaming out swords & sorcery anthologies at that time. *Watership Down* was still a huge hit. (4) Robert Zelazny had just introduced *Jack of Shadows* in 1971 – a book that later made it onto the AD&D inspirational reading list. (5)

Jack of Shadow's world – on which magic works on one hemisphere and technology works on the other – is tempting, and has even been adapted into D&D-compatible scenarios before. (6) The world's cosmology has certain complications for level-based campaigning, however, in that low-level PCs are unlikely to have the resources or abilities to travel

between hemispheres easily. Besides, the campaign would seem more original if changes were made to Zelazny's premise. Thus, our DM changes the details so that technology works on the whole world during the day, and magic works at night. Here now is an unusual setting where warfare is fought with gunpowder by day, while magic spells are used by spies and saboteurs at night.

Little alteration would need to be made to the D&D rules (one could argue that magic-users would need strengthening to offset their limited spell-casting time, but that is a subject for another day). The Chainmail rules could easily be incorporated to cover the use of gunpowder weapons by day. Little world detail needed to be worked out before play began – like *Blackmoor* and *Greyhawk*, we will assume the *Shadowworld* campaign started out with the exploration of a dungeon. The campaign would gradually spread out from there, of course, but that is the subject of future speculation...

Notes

1. As mentioned by Dave Arneson in *The First Fantasy Campaign* supplement, published by Judges World c.1980.
2. Confirmed via email with Gary Gygax in 2001.
3. From Gary Gygax's opening article in *The Story of TSR* (Renton, WA.: Wizards of the Coast, 1999).
4. Leading to the publication of the game *Bunnies & Burrows* in 1976.
5. Found at the back of the *Dungeon Masters Guide*, c.1979.
6. *Mayfair Games' Wizards* supplement, c 1983. ■

The Peril of Lakeside

An OD&D Adventure for 3-5 adventurers of levels 4-6

Geoff Gander

This adventure was first written in 1990 for the Mystara™ campaign setting (under the title of "Journey to Razak's Rock"), and takes place on Razak's Rock, an otherwise unprepossessing island in Darokin's Lake Amsorak. This revised version largely preserves the original text of the module, but adds some background (including the village of Lakeside) to make it easier for DMs to insert it into their campaigns, and to make the adventure more than a simple dungeon crawl.

The encounters in this adventure have been structured such that they will be challenging for a party of 3-5 adventurers of levels 4-6, or a total party level of 20.

Dungeon Master's Background

For most people who live around Darokin's Lake Amsorak, Razak's Rock, like neighbouring Greenleaf Island, is an uninhabited island, home only to a handful of sea birds, and therefore not worth visiting for any reason. Fishermen for ages have used the two islands as markers to help them gauge their location in the lake once they lose sight of the shoreline, and more recently to warn them that they are drawing near the dreaded Itheldown Island, which lies to the west of the two smaller islands. Few people sail near Razak's Rock, fewer still ever set foot on it, and so the small island has remained for as long as people can remember – a place on a map, and nothing more.

As with many things, the true story of Razak's Rock is far greater than what the coastal villagers could ever imagine. Decades ago, before the rise of the current republic and the relative stability that it created, the borderlands of Darokin were a far more chaotic place than they are now. Orcs, goblins, brigands, and other unsavoury individuals plagued the north-western frontier, fighting with each

other almost as often as they fought the Darokinian armies that marched steadily northwards. One such group was a large band of raiders who terrorised the eastern shore of Lake Amsorak, and based themselves out of Razak's Rock. For years they looted and burned the villages and towns along the shoreline, amassing themselves a substantial cache of treasure. The raiders' good fortune did not go unnoticed, and before long a young black dragon attacked their lair, named Kralthragg, who sought to amass a large amount of treasure with a minimum amount of effort. In this he succeeded, and so the raiders were wiped out. The dragon seemed content with his find, and so remained dormant for decades.

More recently, a group of bandits moved into the area, and, seeking a convenient location from which to launch raids, settled on Razak's Rock. They soon encountered the dragon, who, in exchange for sparing them, offered his protection for a majority share of any loot obtained during any raids. The bandits assented, and now they operate out of the island with relative impunity. Once again, a shadow is cast over the lands surrounding Lake Amsorak.

Starting the Adventure

The PCs should be somewhere along the eastern shore of Lake Amsorak, such as in the city of Akorros (which this adventure assumes to be the starting location), when they begin this adventure, although DMs are free to move it to any region of their campaign world where there is a large lake, or a small sea, containing a few islands. Regardless, there are a number of adventure hooks that can be used to bring the PCs into the adventure. Some suggestions are below:

- ◆ They could overhear talk of banditry in the region surrounding the village of Lakeside, which has done great harm to the locals.
- ◆ At the Adventurer's Guild in Akorros, the PCs could see a recently posted notice, on behalf of the villagers of Lakeside, asking for help in dealing with bandits.

- ◆ A distraught merchant could approach the PCs (if they are known to be adventurers) and plead for their help in locating their son or daughter, who went missing shortly after heading to Lakeside to sell some goods. In this case, a substantial reward might be offered, but the DM should decide whether or not the missing youth is still alive, and whether the PCs could reach him or her in time.
- ◆ While travelling through the countryside, the PCs could be accosted by a group of bandits, some of whom manage to escape. Provided the PCs try to follow them, they could be led to Lakeside.

Whatever method is used, the PCs should make their way to Lakeside as soon as possible. The village can be reached by a number of ways – the two best ones are by boat (a couple of hours from Akorros) or by travelling along the northern trail out of the city (four to six hours).

A village in distress

In less unsettled times, Lakeside was a quiet fishing village of just over 120 people, roughly 20 miles north of Akorros. Some of the villagers went to Akorros occasionally to sell their catches, while others sailed further north to Bronsdale to trade. Most Lakesiders, however, stayed in their village, rarely venturing farther than ten miles from their homes. For as long as most people there could remember, the greatest danger in the region was the odd orc or goblin that wandered down from the Silver Sierra Mountains, not far to the north.

The bandit raid changed all that. Sweeping without warning out of the north, the bandits rode in on horseback, setting fire to homes and cutting down anyone who stood in their way. The villagers mustered what resistance they could, but only a couple of bandits were killed, and the remainder left only when they had taken as much loot as they could carry. Just as suddenly as they arrived, the bandits departed, but they had wreaked enough →

havoc that no organised pursuit could be mounted.

This is the situation that presents itself to the PCs when they arrive:

After a relatively short journey, you arrive at what must be the village of Lakeside, but clearly, something ill has befallen it. Almost half of the buildings here are burnt ruins, while most others show signs of having been attacked. Even some of the docks have been set afire.

The people here seem to have fared little better. A few lost souls wander amidst the still faintly smoking ruins, while a line of freshly dug graves stretches along the tree line at the eastern edge of the village. You do not have much time to take in what you see, before an older man, his right arm bandaged, approaches you.

At this point the current headman of the village, Hamish (the old one died during the raid), calls to the PCs, and asks what their business in Lakeside happens to be. The way the PCs answer will determine what sort of reception they get – if they come across as haughty or uncaring, the villagers will provide them with enough hospitality as local customs demand, but little more. The villagers might even try to run hostile PCs out of Lakeside, since by this time they feel they have little left to lose. If the PCs are polite, show concern for what has happened, or try to help, Hamish and the other Lakesiders will not be so wary of the newcomers. Efforts to help clear debris, retrieve lost items from the ruins, and tend to the injured will be much appreciated (the PCs will always be welcome in Lakeside afterwards). In any case, Hamish will offer friendly PCs a place to stay at his house (his is the largest home in the village) during their time in Lakeside.

There is not all that much to do in Lakeside, a normally quiet fishing village. The PCs may hunt in the nearby forests if they wish, go fishing, or help the villagers rebuild. Talking with any of the locals in the process will reveal the following information (roll 1d8 once for each PC asking questions or interacting with the locals – it is possible for different PCs to hear the same rumour, and false rumours are denoted with an “F”):

- 1 The area around Lakeside is quite peaceful; there has been no trouble with humanoids or raiders in many years.
- 2 Old tales say that Greenleaf Island was once the secret refuge of a pirate who terrorised Lake Amsorak (F).

- 3 North of the village there is a large stone head jutting out of the ground, facing westwards. No one knows who built it.
- 4 Years ago, a crazy adventurer tried to establish a dominion on Razak's Rock; no one has heard from him since then.
- 5 A lesser merchant family in Akorros hired the bandits, in order to prevent Lakeside's famous fishermen from cutting into their profits (F).
- 6 Long ago, the people living around Lake Amsorak were subjected to periodic raiding by bandits, but those troubles ended for some unknown reason. The recent raid might mean the return of the old troubles once more.
- 7 Fishermen over the years have reported strange noises coming from Razak's Rock, much like a great beast roaring.
- 8 Late at night, lights can occasionally be seen on Razak's Rock.

If the PCs indicate that they will offer to hunt down the bandits who raided Lakeside, the villagers will be extremely grateful, and will try to aid them as best they can in the way of providing supplies as well as a guide who knows the surrounding lands, should that be requested. In addition, one of the younger men of Lakeside, an eager 16-year old named Cavan, will offer to join the PCs while they are in the area. Cavan is a competent sailor and fisherman, and he knows how to use his old short sword (he found it in the woods a couple of years ago). His combat statistics are as follows:

Cavan: AC 8 (DEX bonus); HD 1; hp 5; MV 120' (40'); # Att 1; Dmg 1d6+1 (short sword + STR bonus); SV F1; ML 10; AL N. Cavan is wearing regular clothing and is armed with a slightly rusted short sword. He has nothing of value on his person.

Eventually, the PCs should figure out that something strange is happening on Lake Amsorak, either on Razak's Rock or Greenleaf Island. Also, they will learn from the villagers that the bandits fled to the north once they had finished their looting.

If one of the PCs makes a Tracking check (provided they have the skill – otherwise, Cavan can find the tracks, they will be able to locate the bandits' trail, and follow it north of the village. Within a couple of hours (the DM may roll for wilderness encounters if he or she wishes), the PCs will arrive at a location on the shore of Lake Amsorak, just south of a line of low, shrub-covered hills. It will be apparent to everyone present that a large number of people were here, dragging something

heavy through the sand. A successful Tracking check will reveal that roughly ten people were pushing a small, beached barge into the lake.

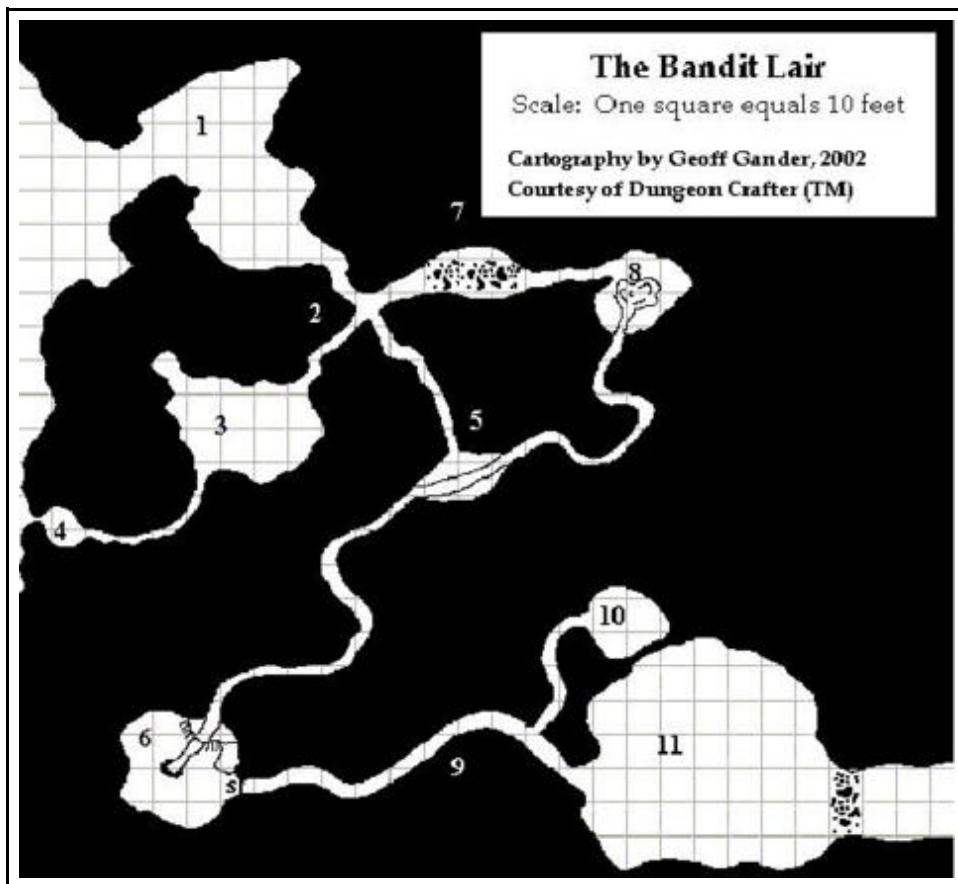
The other interesting feature in this area is located near the westernmost hill. There is a large, weathered stone statue, half-buried in the sand. If the PCs search the statue, they will find nothing of interest, although if they dig in the sand, they will find that much of the statue has been buried. The monument itself depicts a kingly, bearded figure, wearing a crown of laurels. This statue is actually a relic of an ancient city-state that existed here over a thousand years previously; most of the ruins are now underwater, roughly 100 feet into the lake. The DM may determine whether or not the ruins can be explored afterwards, and whether there are treasures hidden there. Once the PCs know that the bandits cast off from this location, it should be pretty clear that they either went to Greenleaf Island or Razak's Rock.

Journeying to the Island

The PCs should have no trouble securing a boat, if they inform the villagers that the bandits have headed offshore. Some of the villagers will even be willing to crew it, should the PCs request it, though they will only fight in self-defence if attacked by any bandits or monsters (treat the villagers as being 1st-level fighters, with combat statistics similar to Cavan's). Cavan, if asked, will also accompany the PCs, as he is still eager to exact revenge. The largest vessel that the villagers can provide the PCs is a small sailing ship (actually Lakeside's largest fishing boat, which normally goes far from shore), crewed by five men. The journey to the islands can be as eventful as the DM wishes.

It should not be long before the ship reaches the islands, and it should be readily apparent, should the PCs go to Greenleaf Island first, that it is uninhabited. Should the PCs look towards Razak's Rock, however, they will notice a faint plume of smoke rising from it. This is a remnant of a great cooking fire lit by the bandits, who have feasted on some of the food they looted from Lakeside. The PCs should then realise that their true destination is Razak's Rock.

Depending on the strength of the party, the DM may wish to dispense with encounters on the island itself, and allow the PCs to discover the entrance to the →



bandits' lair. If he or she feels the PCs would be up to the added challenge, the DM may place a couple of bandit patrols on Razak's Rock. These foes are encountered in addition to those in the lair itself; going this route means that the PCs will encounter more enemies – and receive more treasure and experience points – overall. If this is done, the typical bandit patrol has combat statistics as follows:

Bandits (4): AC 6 (DEX bonus); HD 3; hp 15,11,9,10; MV 120' (40'); # Att 1; Dmg 1d6+2 (skilled in short sword) or 1d6 (crossbow); SV T3; ML 10; AL C; XP 35 each. In addition to their weapons and 20 crossbow bolts, each bandit wears leather armour and carries 2d4 gp and 2d6 sp.

Once the PCs are close enough to Razak's Rock to see it clearly, any patrols on the island have a 50% chance per hour of noticing the boat. If they notice the PCs, they will try to anticipate where they will land, and take up positions where they can fire a few volleys of crossbow bolts at them. If this does not force the PCs to retreat, they will continue to shoot, while one of them runs to the lair to inform the others – an act taking two turns. If the PCs do not manage to overcome the bandits and

prevent the message from being delivered, their enemies will be waiting for them.

If the PCs are not sighted, they will have a 1 in 3 chance each turn of running into a patrol – this should be treated as a regular random encounter, except that, if the battle goes against the bandits, one of them will try to flee and warn the others in the lair, as above. In either case, the crew from Lakeside will remain on the ship; only Cavan is willing to go with the PCs, if he is there. Once the DM feels that the PCs have encountered enough patrols (one or two would be reasonable), the PCs should discover the entrance to the bandits' lair. It is rather hard to miss, being a large cave entrance (in fact, the only one on the island) in the tallest hill.

A quick search of the island will also reveal the bandits' boat, a custom-built sailing barge, beached not far from the entrance to the bandits' lair. The barge measures roughly 30 feet long and ten feet wide, and is capable of carrying up to 60,000 cn. In the middle of the island are the bandits' horses, seven in number, tethered to the ground and eating grass heaped in opened crates. Piled under a staked tarp nearby are the horses' saddles and bridles. The horses' statistics are as follows:

Riding Horses (7): AC 7; HD 2: hp 12 each; MV 240' (80'); # Att 2; Dmg 1d4/1d4; SV F1; ML 7; AL N; XP 20 each.

The horses are skittish around strangers, and if the PCs approach them, a morale check should be rolled. If the roll fails, the horses will rear up and neigh, drawing the attention of any bandits on patrol.

The Bandit Lair

The bandits are based in a natural cave system in the tallest hill of Razak's Rock. Since they feel secure in their island location, and they believe Kralthragg the dragon (see area 11) will protect them if necessary, the bandits have not felt the need to conceal their lair. Indeed, several piles of garbage are heaped outside the entry cavern (1).

1. Main Entry Cavern

A rank odour of filth and decay assails your nostrils as you approach the entrance to this cave. The immediate area is faintly lit by sunlight coming from the entrance to the west. Half hidden behind two tall, spindly stalagmites is a narrow tunnel heading deeper into the hill, to the southeast.

There is nothing of interest here. The smell comes partly from the garbage outside, but also from the rock fall (7).

2. Fork

The natural tunnel you have entered continues for a short way to the southeast, until it splits. Before you are three paths – east, southeast, and southwest. You note that the eastern branch is considerably wider than the other two. The odour of decay that you smelled at the entrance is noticeably stronger here.

The smell of garbage is gone; the odour, of mouldering bones and flesh, comes from (7), to the east. If the PCs have made any loud noises around the cave entrance or in (1), the bandits in (3) will have doused their fire and be lying in wait to ambush them should they enter that room. If the PCs have avoided detection thus far, include the following in the room description:

From the south-western tunnel come the sounds of muted conversation, as well as the faint glow of a fire.

A search of this area will reveal scraps of leather and bone (remnants of some long-dead adventurer who challenged →

the raiders who once owned the island), as well as four tarnished silver pieces.

3. Secret Hideout

If the PCs alerted the bandits to their presence, read the following room description:

The foul odour that permeates this cavern is gone now, but has been replaced by the smell of cheap liquor. You've stumbled on a lair of some sort, as there are several pallets lying around this room. You don't have time to take too much more in, however; the occupants seem intent on having a word with you...

Four bandits and their leader, a rogue elf named Melindyl, occupy this room. Melindyl will immediately order his henchmen to attack the intruders, while he uses his magic missile and web spells to kill or otherwise incapacitate any PCs who are obviously fighters during the first couple of rounds, after which he will engage in melee combat. If things start to go badly for the bandits, or if he loses more than 50% of his hit points, Melindyl will use his amulet of teleportation to escape to his private, invisible boat, moored on the far side of the island, and sail away. His Spellbook is located on the boat; it contains all of his memorised spells, plus read magic and sleep. The statistics for Melindyl and his bandits are as follows:

Bandits (4): AC 6 (DEX bonus); HD 3; hp 15,12,18,11; MV 120' (40'); # Att 1; Dmg 1d6+2 (skilled in short sword); SV T3; ML 10; AL C; XP 35 each. In addition to their weapons, each bandit wears leather armour and carries 8 gp and 12 sp.

Melindyl: AC 2 (DEX bonus); HD 4*; hp 23; MV 90' (30'); # Att 1; Dmg 1d12 (skilled in normal sword) or by spell; SV E4; ML 10; AL C; XP 125. Melindyl is wearing a suit of *chain mail* +2 and carries his sword, and an *amulet of teleportation* (one charge left – it works in a manner identical to the magic-user spell of the same name). His belt pouch contains 20 pp.

Melindyl has the following spells memorised:

1st level: *magic missile*,
protection from good.

2nd level: *invisibility*, *web*.

If the fighting persists for more than three rounds, the bandit in (4) will run down the stairs to aid his companions, firing with his crossbow until a PC gets too close, after which he will draw his short sword and fight.

If the PCs manage to enter the room without alerting the bandits, read the following description instead:

The foul odour that permeates this cavern is gone now, but has been replaced by the smell of cheap liquor. In this cramped, round chamber are several pallets nestled amongst the stalagmites, some of which are occupied by sleeping figures. In the middle of the chamber is a small fire, which provides flickering illumination. A couple of figures are seated around the fire, engaged in quiet conversation. On the other side of the room is a narrow tunnel, leading to what appears to be a set of stairs leading upwards.

The DM should roll for surprise. If the bandits are surprised, the PCs will have one free round to act before the bandits and Melindyl can get their bearings. The bandits will not be interested in speaking to the PCs (should they try talking to the ruffians), and Melindyl will gaze contemptuously at the intruders, and order his men to attack. Play out the battle as above.

Regardless of whether or not the room's occupants are surprised, if Melindyl manages to teleport away, the remaining bandits' morale will fall to 7. If the PCs are victorious, they may interrogate any surviving bandits, but the only useful information they will get from them is the general layout of the cave system, and the fact that a dragon lives in (11) and has an understanding with the bandits.

Melindyl will try to teleport away if cornered. If the PCs manage to capture him, he will reveal little more than the bandits, but will try to gain their trust by promising to reveal the dragon's weaknesses (he will volunteer this information if necessary). This is all a ploy to draw the PCs into the dragon's lair (11), and then to teleport away if possible, leaving them to face Kralthragg's wrath. Aside from what Melindyl and the bandits are carrying, there is nothing of value in this room.

4. Lookout Post

A long natural staircase winds its way up through the rocks to this tiny chamber, measuring less than ten feet wide. Natural light enters this chamber by way of a narrow crack in one of the walls.

This room serves as an observation post, from which one of the bandits can watch the area outside the cave without being seen. The bandit signals his companions the moment he sees or hears anything strange. There is always one bandit posted here, but if there is fighting in

(3) for more than three rounds, he will rush down the stairs to help his companions, using his crossbow to shoot at the intruders, and drawing his short sword if necessary. If any PCs make it to this room while the bandit is still here, he shoots the closest intruder, and then draws his sword the next round to fight to the death. The bandit's statistics are as follows:

Bandit (1): AC 6 (DEX bonus); HD 3; hp 14; MV 120' (40'); # Att 1; Dmg 1d6+2 (skilled in short sword) or 1d6 (crossbow); SV T3; ML 10; AL C; XP 35. In addition to his weapons, the bandit is wearing leather armour and carries 6 gp and 19 sp.

There is nothing else of value in this room.

5. River Room

The rank odour that seems to fill this cavern is absent here. A small underground stream runs through this roughly oval-shaped chamber, flowing northeast to southwest.

The stream is knee-deep, and is not fast flowing, and its water is drinkable. If the PCs enter the stream, they can follow it to its source (8) or to its destination (6), although the tunnel carved out by the stream is not very high (four feet high at most). If any of the PCs has the Tracking skill, a successful check will reveal several sets of footprints leading to the stream (these were made by Melindyl and his bandits as they hauled their loot to the dragon's lair). There is nothing of value here.

6. Waterfall Chamber

The stream ends in this relatively large, roughly circular chamber, cascading over a ten foot high ledge and then flowing for another 15 feet or so until it falls once more into a pit. To the immediate left of the ledge, a ramp has been carved into the rock wall, allowing you to make your way to the cave floor. Aside from a few stalagmites, there does not appear to be anything here.

There is nothing of value here. A successful Tracking skill will reveal several pairs of footprints leading down the ramp (which was carved into the rock by the bandits to make it easier to carry their loot), but the trail vanishes on the cave floor (the bandits managed to destroy most of the tracks in this room). If the PCs search the room, a successful find secret doors roll will uncover a slightly discoloured patch of rock which, if pressed, will reveal a secret door leading to (9), marked with an "s" →

on the map. The pit leads straight down for roughly 400', before opening into a larger cavern containing an underground, monster-infested lake, from which rivers lead into tunnels and caverns unknown to surface dwellers. The DM should discourage PCs from entering the pit.

7. Rock Fall

The noxious odour is stronger than ever here; it is almost enough to make you feel ill. It appears that there has been a cave-in – several tons of rock block further passage to the east.

Should the PCs wish to clear a path through the debris (which will lead them to (8)), it will take them 24 turns (4 hours) to do so. There is nothing of value buried in the debris. If they choose to do this, the bandits in (3), if they have not yet been encountered, will hear the noise and come to investigate after two turns. After six turns (one hour) of continuous excavation, read the following:

As you continue to clear a path through the debris, a sudden noise, like something sharp scraping against stone, catches your attention. Within seconds, you hear more such noises elsewhere in the rock pile, seeming to come from all around you! Very close by, a skeletal hand punches out of the rubble, followed by a skeletal warrior, clothed in mouldering scraps of leather armour and wielding a rusted axe. The reek of death wafts strongly about you, as more of the dead warriors claw their way out of their tombs.

The skeletons were raiders who lived in these caves decades ago, before the arrival of Kralthragg. They were killed in a rock fall not long before the dragon's arrival, and have lain here ever since. The PCs' digging awakened them, and now they will not rest until they or the PCs are dead. Their statistics are below:

Skeletons (12): AC 7; HD 1; hp 7 each; MV 60' (20'); #Att 1; Dmg 1d6 (hand axe or short sword); SV F1; ML 12; AL C; XP 10 each. The skeletons have nothing of value.

8. Natural Spring

This roughly circular room measures about 20' across. In the centre lies a small pool of water, fed by a spring that also spouts a fine mist into the air. From the pool, a shallow stream meanders its way southwards into a natural tunnel roughly five feet high.

The spring is the source of the stream which runs through (5) and (6). There is nothing of value here.

9. Secret Tunnel

This long winding tunnel winds its way eastwards, although there is a set of stairs carved into the rock leading upwards and to the north.

Dwarves, or PCs with a Mining or Caving skill, will notice that this tunnel was carved out of the rock. A dwarf will also know it was done long ago; anyone else must make a successful skill check to learn that. There is nothing of value here, although at the DM's discretion each PC has a 1 in 6 chance of smelling a faint sulphurous scent, coming from the other end of the tunnel (11).

10. Alcove

A small, natural cave, measuring roughly 15' on a side, lies at the top of a stone staircase. In the southeast corner of this chamber there is a six-foot wide hole in the floor. Through it, you can see a large cavern about 20' below, the floor of which seems to be littered with skeletons.

The ancient raiders carved the staircase to access this chamber, to allow a guard to watch over what was then the entry chamber (11), which lay below the hole (a natural formation). There is nothing of value here.

11. Dragon's Lair

The air in this large cavern reeks of sulphur and other, less savoury, odours. You find yourselves at the western end of a round chamber, measuring approximately 60 feet on a side, and 20 feet high. In the stalactite-laden ceiling of this cave, you see a man-sized dark hole, while along the eastern wall there is what appears to be a large pile of boulders. Scattered in blackened heaps about the floor are mouldering skeletons – no doubt of the previous occupants of this portion of the cave system. Your attention, however, is drawn to the sparkling mound of treasure, heaped in the north-eastern corner of this room, as well as the large, black scaled, winged lizard who stands in your way. In a deep rumbling voice, it says in Thyatian, "Ah, more visitors to my domain. State your business."

This chamber was once the main meeting hall of the raiders who ruled

Razak's Rock. It used to be accessible from the outside via a wide, 50-foot long tunnel, which is now blocked by boulders piled by the dragon (he clears a small path through them whenever he wishes to go outside). When Kralthragg arrived here roughly 100 years ago, he slaughtered the men who lived here, and took their loot, and lair, for himself. He has been content to use the bandits living here now as an easy way of amassing treasure, and in exchange for his "protection" he pretty much leaves them alone. Being a selfish creature, he cares nothing about the welfare of the bandits, and if they expend themselves in fighting the PCs, so much the better; he will not aid any surviving bandits.

Kralthragg, upon meeting the PCs, will not attack them immediately, as he is curious about them. He will be content to engage them in idle conversation for up to six turns, after which he will tire of their company, and seek to kill them for their treasure. If the PCs ask him about the history of the area, Kralthragg will give them the information found in the DM's background, and tell them about the fate of the raiders who once lived here. Kralthragg's combat statistics are as follows:

Kralthragg, small black dragon: AC 2; HD 7**; hp 56; MV 90' (30'); #Att 3; Dmg 2d10 (bite) or 1d4+1/1d4+1 (2 claws) or by spell; SV F7; ML 8; AL C; XP 1,650. Instead of a clawing attack, Kralthragg may opt to kick or lash out with his tail, in which case the damage is still 1d4+1, but the victim must save vs. Paralysis or be knocked over (the penalty to the saving throw is the same as the damage inflicted), and if this happens he or she loses initiative during the next round. Kralthragg may also cast the following spells:

1st level: *magic missile* x 2, *charm*, *protection from good*.

In terms of tactics, the dragon will cast magic missile at the strongest-looking PC, and then bite and claw once. During subsequent rounds, roll 1d6. On a roll of 1-3, Kralthragg will breathe, on a 4-6, he will claw and bite.

If the battle goes badly against Kralthragg (i.e., he loses 50% or more of his hit points), he may be open to negotiation, should the PCs make the offer – roll for a monster reaction against the PC making the offer, at a -2 penalty. If the result is non-hostile, Kralthragg will be receptive to the PC's overtures; otherwise he will fight to the death. Kralthragg, being an intelligent, selfish creature, wishes to →

preserve his life at all costs, and would be willing to surrender his treasure to the PCs in exchange for a guarantee that they will let him leave unmolested. If the PCs agree to this, he will demand they lower their weapons to allow him to leave, after which (assuming they are willing to trust the dragon) he will clear away the pile of boulders, and dash down the large tunnel behind it. Once outside, he will take wing and fly away, although he will bear a grudge against the PCs, and could very well become a recurring villain in the campaign.

In either case, if the PCs have defeated Kralthragg, the treasure is theirs

Kralthragg's hoard contains the following treasure: 1,800 gp, 2,500 ep, 8,500 sp, 9,000 cp. There is also an alabaster statuette of a woman, armed with a shield and spear, dressed in a crested helmet and odd-looking armour, weighing 60 cn and worth 600 gp. The statuette is, in fact, of a woman dressed in Nithian armour, although no sage will be able to identify the item's origin or significance, due to the Immortal banning of any knowledge of that forgotten kingdom.

Concluding the Adventure

Provided the PCs succeed, they will have eliminated the bandit threat in this region of Darokin once and for all, and they will have obtained a fair amount of treasure. The people of Lakeside will treat the PCs as heroes, throwing a feast in their honour, as well as other celebrations lasting a couple of days. Hamish also tells them gladly that they will always be welcome in the village, and may stay as long as they wish. If Cavan accompanied the PCs, and survived, he will be hailed as a hero as well, although his experiences in the bandit lair have convinced him that the adventuring life might not be for him – he is a rather young lad, after all. If he died, Cavan will be revered as a fallen warrior of the village.

If the PCs were not completely successful, the villagers will still thank them profusely for all their help, and help tend any wounded party members. Word will then be sent to Akorros, and an army detachment will set out for Razak's Rock a few days later to clear out the lair – the

PCs may join this expedition if they wish; their knowledge of the island will be helpful at the very least. That endeavour should prove to be successful.

Finally, when assigning experience point rewards, award each PC a bonus of 100 XP if they managed to keep Cavan

alive during the adventure (provided he went along with them), and an additional 1 XP for every gold piece worth of treasure they donate to the villagers, to help them rebuild. They should also receive the XP reward for defeating Kralthragg if they offered to spare his life, and he accepted.

Further Adventures ...

There are a number of opportunities for the PCs to have further adventures in the area around Lakeside. Some of these are presented below:

Humanoids: Although there have been no humanoid troubles for many years, this was in part due to the presence of the bandits, and, more importantly, the dragon (whose existence was known to many humanoid tribes in the region). When word spreads of the defeat of the bandits and the dragon, some tribal leaders may become bold, and begin attacking outlying villages and homesteads.

The Stone Head: The PCs found some visual evidence of ancient inhabitants in this part of Darokin. No one in Lakeside knows who built the statue – it has been there as long as anyone can remember – but a sage might be able to provide a useful clue. This could lead to the discovery of relics from a lost civilisation, perhaps in the ruins located just off-shore. The PCs may discover a secret entrance to some catacombs beneath the ruins, which may contain air pockets, and various sorts of odd inhabitants. Such an adventure would likely focus heavily on exploration, solving puzzles, and uncovering lost lore.

The Statuette: Although the PCs will have a tough task ahead of them if they wish to identify the statuette in Kralthragg's treasure hoard, the DM may wish to throw in a few hints and mysteries that could point to some form

of Nithian presence in the area, long ago. The mysterious stone head and the ruins, for example, might be Nithian in origin – perhaps the remnant of a small fort and trading post, or a failed colony. Regardless of the connection, there may be enough clues in the area for the PCs to have a reason to explore the surrounding hills and forests, and perhaps Lake Amsorak, in more detail.

Melindyl: Melindyl's plans for personal greatness will suffer a severe setback as a result of the PCs' actions, but being an elf, he has a long time to recoup his losses. If he escapes the battle, he will sail away, invisibly, to another hideout, and plan his next move. He could become an implacable foe of the PCs, following them covertly, and seeking ways to eliminate them. DMs may also wish to come up with a reason why Melindyl is a rogue elf – he may have committed a great crime against his clan, and escaped justice. If this is so, there may be a reward for the PCs if they track him down, and bring him back home to receive punishment.

Kralthragg: If he survived his encounter with the PCs, Kralthragg will establish a new lair somewhere else, but he will not forget his defeat. Dragons are known for their long memories, and Kralthragg could very well make himself known, years later, when the PCs least expect it.

Mercantile Interests: Perhaps the rumours are true after all – a minor merchant house did provide some form of support to the bandits to secure a fishing monopoly in this part of Lake Amsorak. If this is true, then that family will not be happy to learn about the PCs' success. They may decide to take matters into their own hands, and teach the PCs not to interfere in matters that do not concern them. This could take the form of attempted assassinations, framing the PCs for crimes they did not commit, and any other shady means of forcing the PCs to leave the area, or just killing them. ■

The Cleric

R. E. B. Tongue

Well, this issue we are really taking things easy. The Cleric is perhaps the easiest character class to individualize, even though the archetypes are perhaps not quite as common in fantasy literature as with the other major character classes. You still have characters like Friar Tuck, or Brother Cadfael, or numerous references from the East.

The first step that you must take when building the character of a Cleric is to work out what type of character you want. Will you be a young monk, a warrior-priest, or a crusading zealot? Your background details will need to be tailored to suit. The most important background detail is, of course, your religion. This can be detailed to

whatever extent you wish. You can always use a religion that already exists in the campaign world – from one of the Gazetteers, or the Judges Guild supplement 'Unknown Gods', for example. Even these will probably need some additional detailing. There is always the option of creating a new religion from scratch.

There are a number of details that must be worked out. What is the organization of your religion? Does it have monasteries in the wilderness, cathedrals and churches in cities and towns, or just the occasional shrine scattered around. How large is your religion – is it the dominant faith of the game world, or just a small sect in a single village or town? It is at the height of its power, or in a state of decline? Does it have a long history, reaching back to the Dawn of Man, or was it only created last

year. A short paragraph will serve to outline all of these facts. You should work with the DM closely in preparing this information, for you are essentially adding a new element to the game world.

Another important piece of information is opposition to your faith. At one extreme, you serve a monotheistic deity. At the other, your faith is an underground cult, hunted at every turn (this could serve as an interesting campaign). What form does the opposition take? This is critical, not only for yourself but for the DM. It will serve to add many interesting twists to the campaign.

Finally, for you own use, you must detail, at least in outline, some of the beliefs of your faith. Does it have an after-life? What are its views on other religions, on birth, death, marriage, and the creation of the world? You can take this as far as you wish – it should help to flesh out your character's personality.

Of course, religion is not all there is to a cleric. His background and personality must also be determined. Was he born a peasant, or a noble, or something in between? Does he totally believe in his religion, or is he just playing lip service? All

Continued on page 23

D&D Supplement 1: Greyhawk

Scott Casper

Hot on the heels of the world-changing release of the Dungeons & Dragons game in 1974 was the publication of its first supplement in 1975. (The copy actually reviewed is a 12th printing, from 1z979.) Its subtitle, Greyhawk, is only tenuously connected to the campaign setting of the same name. The Foreword ends with "find out what the devious minds behind 'Greyhawk Castle' have been dreaming up for the amusement of the participants of that campaigning..." (p. 3). That will be the only obvious reference in the whole text to the original Greyhawk campaign, though this is hardly unusual for a D&D product from the 1970's. TSR's pre-1980 publications included no campaign source material aside from the Empire of the Petal Throne boxed set, and the main body of TSR publications seemed to indicate that

DMs were expected to invent their own hodgepodge campaign setting based on mythology (Norse, Finnish, etc.) and popular fiction (Burroughs, Howard, Leiber).

One may wonder, then, what value the Greyhawk Supplement has for today's gamers, or those sages who study the World of Greyhawk setting (and tend to gravitate to the Greytalk list). Today's gamers will most likely be woefully disappointed. Almost every scrap of information in the supplement would later find its way into the AD&D Monster Manual of 1977, the AD&D Players Handbook of 1978, and the AD&D Dungeon Master's Guide of 1979. Much of this has, in turn, been adapted to every edition of Dungeons & Dragons published since. The only glaring exception is The Underworld & Wilderness Adventures section (which is, itself, an addition to the Tricks and Traps section of the original Underworld & Wilderness Adventures booklet). There are 52 suggestions for traps and monster



combinations -- some of which have never been used in another source.

For those interested in studying the

Continued on page 19

The Sea Dragon

Thanks to Dirk Collins for contributing this image of *The Sea Dragon*



Compendium of Characters

R. E. B. Tongue

Hello! This issue brings the return of an old series, the Compendium of Characters. Each issue this section will detail NPC's that can be dropped directly into your campaign, either as part of a plan, or at a moment's notice if required. This issue, two unusual characters: a goblin scout, and a centaur renegade. Skills are not given, and languages should be provided to suit your campaign. As for equipment, only the signature equipment is given, that which the NPC is most likely to use. They may well have more – but that is for the DM to decide, as needed. These characters have been generated using 'Orcs of Thar', and 'Tall Tales of the Wee Folk', but other information about the races can be found in the Basic or Expert rulebooks.

Akkarakk, 4th Level Neutral Goblin
Str: 7, Int: 12, Wis: 13, Dex: 17, Con: 9,
Cha: 7, HP: 27, AC: 5, THAC0: 15,
Saving Throws: As Fighter 4.

Akkarakk is an outlaw from his tribe. He ran away during a battle with an Elven outpost, and as punishment his services were expelled. In revenge, he offered his services to a gang of human brigands who would collect a long-posted reward for driving off Akkarakk's tribe. Since then, he has made a good living by guiding small parties of troops and adventures across the wilderness, taking advantage of his excellent knowledge. He never ventures into civilized areas, fearing that he would be killed. Generally, his services are only purchased by the lawless, but he is ambivalent to the morals of his employers, as long as their coin is good. Often, he will lead brigands to a 'safe haven' in a forest, then lead a group of bounty hunters to follow them. He is an abject coward, especially afraid of Elves and their sorcery, and will refuse to enter any combat unless his life is threatened. He typically wears leather armour, and wields a Short Sword +1. His typical fees

are 50 gold per week, and he keeps most of his treasure buried in a cave, hidden somewhere in the mountains.

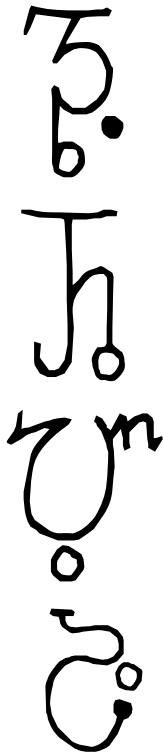
Sironne, 5th Level Lawful Centaur
Str: 17, Int: 10, Wis: 7, Dex: 14, Con: 18,
Cha: 12, HP: 45, AC: 3, THAC0: 14,
Saving Throws: As Fighter 5

Sironne is the last survivor of his tribe, a tribe wiped out by a band of dwarven renegades. He was lame at the time, and could only watch from a hill as his people were killed. He has sworn revenge on all Dwarves, and seeks them out wherever he can. He cannot be persuaded to stop his vendetta. Elves and Halflings he treats with respect, Humans he will acknowledge. He adheres to a strict moral code, which he will never break, a code of honour and discipline. For years, he has sought other Centaurs, but has never found any – they are rare in this region. He may be encountered carrying out his quest, or just in the wilderness. He never enters any settlements, even to fulfil his quest. It is unlikely he will join a group of PC's, unless they are like-minded; it is more likely that he will serve as a foe to the PC's, especially if there are dwarves in the party. He wears leather barding and armour, and carries five lances, (one a Lance +1, though he is unaware of this), and a Short Sword. What little treasure he has he keeps in a saddlebag by his side, along with three Potions of Healing. ■



Magical Spells & the Flame of Life

Derrick A. Landwehr



Thousands of years ago, an ancient civilization of magic-users who worshipped flame and life prospered.

However, some time ago an unknown calamity befell upon these magical peoples. Throughout the ages, the secrets of their powerful magic have only been known by a few who have discovered and researched the arts of the Flame of Life.

Not much remains of the ancients who worked their spells. From time to time, a rumour is overheard or a document is uncovered, telling the tales of peoples who worshipped flame like it was a living, breathing immortal. What is certain is that these nameless users of magic believed that inside every being was a Flame of Life. It was this mythical flame that drove their people to create and destroy, much as true fires can do.

Generation after generation move on and the secrets are passed to Sons and Daughters of the Flame. The few people who possess this knowledge now guard it jealously and with the zeal of an obsessed cult. One thing is for sure to the Sons and Daughters of the Flame, fire is life and without life there is no magic. This may be the reason that a little bit of the "Flame of Life" is consumed each time a practitioner of this magic casts an incantation.

Some researchers strive to discover more of the magic and wisdom of these lost peoples, however not much else is known to exist. From time to time ruins are unearthed but usually provide little information as to the history or magic of

these people. Some researchers tell stories of them retreating to a world of eternal sun, and therefore endless life where every man and woman is immortal. If these tales are true, no one has ever lived to speak of it or returned... to share in the Flame of Life.

What follows is a brief list of some spells that the ancients of the Flame of Life possessed and used regularly. Realize that the spells listed below have the potential of being very powerful and are therefore extremely rare. Not every M-U running around in the world is going to have access to these spells or have ever even heard of them! These stories and spells were designed to spur the DMs (and players!) imagination and make for epic quests.

A few additional spells and artefacts have been recovered over the ages from the people of the Flame of Life, but those tales are for a different time...

Flame Light

1st Level Magical Spell

Range: 0 (Magic-user's open palm)

Duration: Permanent, or until caster closes his hand.

Effect: Creates a globe of light with a 20-foot diameter.

This spell creates a flame in the centre of the magic-user's palm. The flame is roughly as bright as a common torch. This magical flame does not harm the magic →

-user in any way, his clothes cannot catch fire and his skin will not burn from this spell. The magic-user is also not blinded by the light created. The Flame Light spell has all the common attributes of a standard torch; when immersed in water the flame will go out, strong winds will make the flame flicker and possibly disappear. The magical flame may ignite other combustible materials however, such as clothing and oils not on the spell-caster's person. When cast, the Flame Light spell temporarily drains the caster of 1 hit point. The spell lasts for 3 turns (30 minutes). At the end of the spell's duration, the magic-user can expend a further 1 hit point to continue the spell's effects for another 3 turns. The expenditure of this further hit point does not mean the caster has to cast another spell, the additional hit point is considered the "cost" to maintain the spell's effects. The magic-user can continue to expend hit points to continue the spell's effects or simply close his palm to end the spell until it is cast again. If at any time the magic-user closes his palm for any reason (voluntarily or otherwise) the Flame Light spell will end. The loss of hit points used when casting this spell is temporary and can be healed by any means, magical or otherwise.

Finger of Flame

1st Level Magical Spell

Range: Up to 20 feet.

Duration: Instantaneous

Effect: A bolt of flame up to 20 feet long jumps from the caster's hand.

This spell creates a bolt of flame that shoots out from the caster's open palm. The flame lasts for only a mere second, but extends out from the caster's hand up to 20 feet (but never less than 3 feet). The caster can choose to strike any one opponent or object within the spell's range. The opponent may make a save versus Death Ray or be struck for 1d8+1 points of damage. If the save is successful, the intended target suffers NO damage whatsoever – he has dodged the blast! Every time the magic-user casts this spell, his life force is temporarily drained of 1 hit point. The loss of this hit point can be healed by any means, magical or non-magical.

Shield of Flame

2nd Level Magical Spell

Range: 0 (Self; magic-user only)

Duration: 1 turn

Effect: Creates a magical barrier of flame around magic-user.

This spell creates a magical barrier of flickering, flame that completely surrounds the spell caster (about 1 foot away). While the duration lasts, the barrier moves with the spell caster. The heat of the flame has no effect on the caster whatsoever. The Shield of Flame improves the AC of the caster by 1 against missile weapons and by 4 against all melee attacks. Anybody making a melee attack or touching the caster while the spell is in effect suffers 1d4 points of damage for every 4 levels of experience, up to a maximum of 5d4 damage (20th level). Alternatively, for the duration of this spell the caster only takes 1-quarter damage from normal fires (rounded down) and gains a +2 bonus on all saving throws against magical fire (dragon's breath, fireball, etc.). Every time that the magic-user casts this spell his life force is temporarily drained of 2 hit points. The loss of hit points used when casting this spell is temporary and can be healed by any means, magical or otherwise.

Flame Burst

3rd Level Magical Spell

Range: 15-foot by 15-foot area in front of caster.

Duration: Instantaneous

Effect: Creates a torrent of flame in front of magic-user.

This spell creates a torrent of flame that leaps from the caster's hands and affects an area of 15 foot by 15-foot square directly in front of the magic user. All creatures within the area of effect immediately take 5d4 points of damage. Each victim in the area of effect is entitled to a saving throw versus spells, but with a -1 modifier; if successful the spell will only do half damage (rounded down). Every time that the magic-user casts this spell his life force is temporarily drained of 3 hit points. The loss of hit points used when casting this spell is temporary and can be healed by any means, magical or non-magical.

Flicker of Life's Flame

4th Level Magical Spell

Range: 0 (Touch).

Duration: Permanent

Effect: The magic-user transfers some of his life force to another.

This spell when cast produces a small cool, blue flame of pure life force in the palm of the caster. The magic-user aside, the next person the blue flame touches

instantly transfers up to 5 of the caster's hit points directly to the recipient. The amount of hit points that are transferred is chosen solely by the magic-user himself. The transferred hit points are considered magical healing and will not raise the recipient above their total maximum hit points. The transferred hit points are immediately lowered from the caster's total, however not permanently. Every time that the magic-user casts this spell his life force is temporarily drained of 4 hit points. The loss of hit points used when casting this spell is temporary and can be healed by any means, magical or otherwise. This "cost" to cast the spell is in addition to the transferred hit point total. For example, if the magic-user wanted to transfer 5 hit points to a hurt comrade, he would lower his hit points by 9 (5 for the transfer and 4 for the "cost" of casting the spell).

Alternatively, by means of this spell, the magic-user can transfer 1 hit point permanently to any dead human, elf, dwarf or halfling. The loss of the 1 hit point is permanent to the caster and does not guarantee success. Also the recipient of the spell must not have been dead for more than 2 hours. Beyond this time limit, the magic-user has no hope of restoring the deceased. When the spell is cast in this manner, the magic-user loses 4 hit points for the "cost" of the spell plus one more hit point permanently! If the recipient was a human magic-user, then there is a 50% chance that the spell will be successful. If the recipient was anything other than a magic-user, the chance of success is reduced to 30%. If the casting of the spell is successful, the recipient is restored to 1 hit point and loses a point of constitution permanently. (Note: The recipient of the successful spell does NOT permanently gain the hit point donated by the caster! That hit point is burned up in the casting of the spell itself. It simply raises the recipient to 1 hit point.) However he cannot fight, cast spells, use abilities, carry heavy loads or move at better than half speed. These penalties will disappear after two full weeks of bed rest. Further magical healing will restore lost hit points to the recipient accordingly, but the penalties will not be reduced until the whole two-week rest period has elapsed. If the casting of the Flicker of Life spell was unsuccessful then this magic-user may not attempt to cast this spell on the same recipient again. Casting of this spell will not restore lost limbs or improve bodily scarring. This spell will also not be successful if the body is badly dismembered (head being severed for example), or has been destroyed (reduced to ashes, etc.)

The Tomb of the Mage

An OD&D Adventure for 2-4 Players of Levels 2-3

R.E.B. Tongue

Players' Introduction

You have long heard whispered stories of the legendary Magic-User – Charrel Fane. Long ago, it is rumoured, he saved the County of Cerwyn from an evil invader, giving his own life in the process. His faithful retainer, Unitante, had a small tomb constructed on the Plains, in the side of a low hill, where his body could rest for eternity. Unitante died in poverty, although he spent many years searching for his dead master's home, the Tower of Charrel Fane.

This is a tale you have long heard, in your youth, and again in Taverns all around the kingdom. Now, however, you might have a chance to solve the mystery. In your last treasure haul, you found an ancient document in a mysterious language. It took some doing, but you managed to have it translated. It gives directions to the Tomb of Charrel Fane. The Tomb, and the Tower, could both contain treasures that are almost beyond imagination. You have healed from your last adventure, bought your supplies, and are ready to set off to solve a puzzle that bards have sung of for centuries, and to write your own name into... the legend of Charrel Fane.

DM's Introduction

This adventure was designed using only the Basic Rules boxed set. No other items are required for use. It is recommended that the PC's have already reached at least Level 2 on average, possibly Level 3 – there are many examples of adventures in earlier issues of OD&DITIES to take them that far. It is important that, in the previous adventure, they receive two items: the page of strange writing described in the player's introduction, and a Scroll of Speak with

Dead, that will allow them to talk with the dead Charrel Fane.

This is the first of a two-part adventure (the second, the Tower of the Mage, will appear in Issue 9 of OD&DITIES), and it is highly recommended that you use both parts together. Major modifications will be required to make this adventure stand-alone.

This adventure is set in the County of Cerwyn, part of the Pelinore campaign world. If, as is highly likely, you are playing in a different world, then a few minor adjustments will be required to the Introduction. (Replace County of Cerwyn with Grand Duchy of Karameikos, or wherever you are playing at the moment.) You might wish to foreshadow the adventure earlier in the campaign, perhaps with a bard telling the PC's of 'the Legend of Charrel Fane'.

General Notes

The scale on the dungeon map provided is five feet per square. This should be enough for the PC's to march down the dungeons in double rank. Make sure you check on marching order before the PC's enter. Unless otherwise mentioned, the ceiling is six and a half feet high. The tomb has been well built, and the corridors have stone walls and ceilings, well supported. There is a space for a torch every twenty feet along the wall, but none of them are lit. The inhabitants of the dungeon do not require light, although some of the rooms are lit. If the PC's linger too long in one section, have a patrol from the guardroom investigate, but remember to deduct the monsters when the PC's enter that room.

Room 1

"You enter the room through a circular hole in the roof, and descend into pitch-blackness. All around you is dust and decay, although the walls seem sound enough. Animal droppings litter the floor, and the clutter of you dropping into the room sends a family of rats scurrying into small holes in the wall. There is a door in the West Wall."

This room is exactly as it seems – an entry room. It is kept in this state of decay deliberately by the Orcs to discourage intruders, believing that if the Tomb already looks ransacked, they might go away. Anyone checking for recent activity should roll a D6 – on the roll of a 1 or 2 they will notice a trace of footprints on the ground, heading from the hold to the door. The DM should modify this roll if the PC's have been milling about beforehand, as these footprints can easily be destroyed. The Door is not locked, but is securely shut, and must be forced open. (No dice roll necessary, but describe the difficulty.)

Room 2

This room has a concealed door. PC's who are looking for such things will find it, but otherwise will only notice on a roll of 1-3 on a D6.

"This room appears to be some sort of shrine, to a long dead god. A plinth is in the middle of the room, and the image of a tall, well-built man is carved on the wall. There is no sign of decay in the room, other than a pile of purple rags beneath some hangers next to the door. The rags fall apart in your hands."

This room was where Charrel Fane's body was consecrated for his rest. The figure on the wall is actually an image of the god Grismal*, guardian of the Underworld. The God was popular in Cerwyn nearly three centuries ago for a while, but is hardly worshipped now. Any PC attempting to identify him should roll on or under the Intelligence on a D20 to do so, with a +5 modifier if he is a Cleric. A careful examination of the plinth will reveal archaic writing carved onto it, in the same language as the original document that led them here. The purple rags are in fact priest's robes, long since decayed. A PC investigating them carefully will find a small pouch, in a similar state of decay, containing 5 Electrum Pieces of unusual design.

Room 3

This room has a clumsily concealed →

door. PC's who are looking for such things will find it, but otherwise will only notice on a roll of 1-4 on a D6.

"As you enter this room, you surprise a group of four Orcs, crouched on the floor. On the south wall are racks containing weapons of various types, and there are two chests against the north wall. Against the east wall are several sacks, one of which has ripped, spilling grain across the floor."

The PC should roll for the reactions of the Orcs, with a -4 modifier to the roll. The PC's might be able to placate them if they wish, but as soon as they leave, two of the Orcs will run off to alert the rest of the settlement. If attacked, the Orcs will use their first round grabbing weapons from the wall - two will take short swords, the other two hand axes.

They will then move to the attack.

ORCS (4): AC 6, HD 1, Hp 5, 6, 3, 5, MV 120', AT 1 Weapon, Dmg By Weapon, SV F1, ML 6, AL C, XP 10

Other than the weapons the Orcs were using, the room contains the following weapons:

- 3 hand axes
- 4 short swords
- 1 normal sword
- 1 mace
- 2 spears
- 25 arrows

The bodies of the orcs, if searched, will reveal 34 CP, 13 SP, and 4 GP in total. The first Orc has a pair of dice, one of which is loaded (to always roll '2'.) The fourth Orc has a lucky charm, a rabbit's skull. The sacks are all filled with grain. The first chest is empty, but the second contains 150 GP, a Dagger +1 (discarded by the Orc leader as a weakling's weapon), a wooden box containing three Potions of Healing, and a scroll case containing a map of the local area.

Room 4

"Entering this room, you see a group of eight Orcs lying asleep on the floor, crude rags covering their bodies. Two more Orcs are on the other side of the room, tending to a fire that casts eerie shadows across the room. With the crackle of the fire, and the snores of their comrades, they do not appear to have noticed you yet."

This room is one of the two Orc barracks. PC's have the option of sneaking

away, but they must do it within three rounds or be noticed by one of the fire tenders. They could use missile weapons to attack the Orcs, but if so there is a 4 in 6 chance that the death screams will awaken the others. The two Orcs at the fire have each got short swords; the others are unarmed. If they awaken, one per PC will attack the PC's, while the others run towards Room 3 to arm themselves. The Orcs have very little that the PC's might want - each has wooden bowls, bundle of rags for clothes, and the like. All told, there is 23 CP, 51 SP and 10 GP in the room. A careful search of the bedding will reveal a small lump under one of the rags. This is in fact a gemstone, a small sapphire worth 45 GP.

ORCS (10): AC 6, HD 1, Hp 4, 6, 3, 5, 8, 5, 6, 4, 7, 4, MV 120', AT 1 Weapon, Dmg By Weapon, SV F1, ML 6, AL C, XP 10

Room 5

"This room contains six Orcs, who are sitting at a table playing cards. You notice that each has a weapon on his belt. There is a fairly large pile of copper and silver pieces in the centre of the table, and five smaller piles near five of the Orcs - the sixth appears to be having much more luck, and has a large stock. There is a fireplace in the corner that is sputtering away; you can see and smell something foul cooking over it. Suddenly, one of the unlucky Orcs shouts something out, and they all begin to attack the sixth Orc."

The PC's should realise that this is an excellent chance to either attack or depart quietly. This is, in fact, the Orc guardroom, where the warriors of the tribe live. The room has nothing of note other than the Orcs - the beast that is being cooked is actually a Giant Weasel, which is just about edible by humans, if they insist. The money on the table amounts to 109 CP and 58 SP, and the Orcs have no other money in their pockets. In a small bag under the table are three weeks worth of Iron Rations, rather stale. The Orcs are all armed with short sword, and all wear leather armour.

ORCS (6): AC 4, HD 1, Hp 6, 7, 5, 7, 8, 6, MV 120', AT 1 Weapon, Dmg By Weapon, SV F1, ML 6, AL C, XP 20

Room 6

The door to this room is locked, requiring a Brass Key to open. It can be knocked down however, with a roll equal to or under Strength.

"This tiny room has obviously been used as a cell. The smell convinces you of how little the Orcs regard prisoners, as does the skeleton on the floor. The arms of the skeleton are loosely tied to the wall by rope, attached to iron loops."

This cell was originally used for storage during construction, and has now been adapted. A careful search will reveal two messages scrawled on the wall. The first, in Elvish, reads 'Save Me.', and the second, in Dwarvish, says 'Kazgrim Axeclaver died here. Avenge his death, and tell his family he tried to die with honour.'

There is nothing else of value in the room.

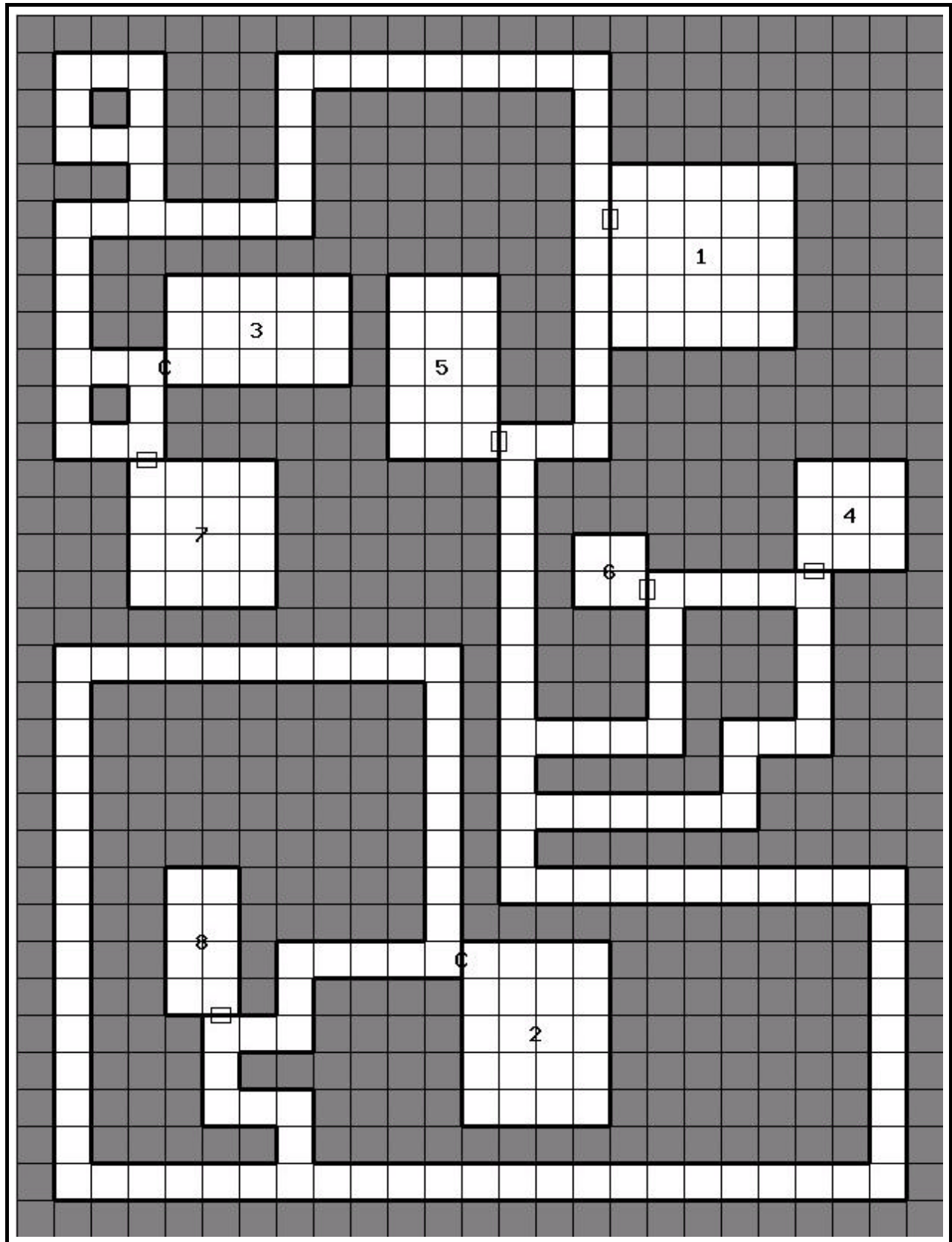
Room 7

"This room has a central fire; around which are several fur beds, all unoccupied. The fire looks as if it is about to die down. The walls are covered with various Orcish obscenities, but you can just about make out beautiful pictures on the wall, of landscapes far away and beautiful. Only the barest details still survive, however."

This barracks is empty at the moment - the Orcs that usually inhabit it are all out on a raiding party on the surface. The PC's will meet them later. There is nothing of value in the room, other than the mundane items, as in Room 4.



Tomb of the Mage



Room 8

"As you approach this door, you are filled with a feeling of goodness that you have not felt anywhere else in this tomb. This feeling remains even after you see a ghastly sight upon the floor, a recently dead Orc, his hand outstretched. The door itself is not like anything else you have seen – it appears to be solid iron. There is some writing on it, above a handprint of a human."

The writing, in Common, reads 'Only a pure hand may open this door.' If a Lawful PC that the DM believes acts in a good manner places his hand upon the print, the door will open. If a Neutral or Chaotic of similar manner tries, nothing happens. If a PC the DM judges to be evil makes the attempt, he suffers 1d6 damage. The text below assumes that the door opens. The door slides back, and you see a stone tomb in front of you, a solid block with a name carved upon it – Charrel Fane. The room is otherwise bare, but you can almost feel the presence of a powerful force in this room. This is a cue for a PC to take out the Scroll of Speak with Dead and read it out. The scroll allows the PC's to ask the spirit one question only. The spirit must answer truthfully. It is advised that you warn the PC's in advance of this restriction, but do not allow them to take back any thoughtless questions. Charrel Fane's answer to the question is as follows:

'The Tower in which I spent my life does not reach to the sky, but rather to the ground. You may seek it in the Forests to the West, forty miles from here.'

There is nothing of value in the room.

Leaving the Dungeon

The PC's can make their way out in the same way they came, or they may choose to explore new sections of the Tomb. Eventually, they will make their way back to Room 1. Upon their return to the surface, read the following to the PC's.

"You rub your eyes as you reach the surface. The sun is bright in the sky, and your eyes require a few seconds to readjust. As your eyes adapt, you make out a group of brutish humanoids approaching you. You can hear the war chants – you have stumbled across a group of Orcs, returning to their lair! As they see you, and see where you have come from, they begin to charge at you, dropping the spoils of their hunt onto the ground in their run."

These Orcs are from the barracks in Room 7, led by the absentee Orc leader. The PC's can attempt to run for it, but will be in for a long chase across the plains. If they choose to fight, the Orc leader will advance to meet the strongest opponent, whilst the other Orcs take on the rest. If the Orc leader is killed, the others will automatically flee back into the Tomb.

ORCS (7): AC 6, HD 1, Hp 3, 4, 5, 3, 4, 6, 2, MV 120', AT 1 Weapon, Dmg By Weapon, SV F1, ML 6, AL C, XP 10

ORC LEADER (1): AC 4, HD 2, Hp 10, MV 120', AT 1 Weapon, Dmg By Weapon, SV F2, ML 8, AL C, XP 50

The Orc Leader is armed with a Normal Sword +1, and wears Leather armour. Three of the other Orcs have hand axes, the others spears.

The Orc Leader's weapons may be taken, but the Sword might prove to be something of a liability. In the hands of a Lawful person, it acts as a Sword -1, in the hands of a Neutral person, it acts as a Normal Sword with no magic, in the hands of a Chaotic person, it is a Sword +1. The weapon is not cursed in the usual sense, in that a character is not required to use it at any point if he does not wish to.

The booty that the Orcs were carrying consists of two wild boar on poles, and some more tangible property: a small wooden chest. Inside the chest is a sack containing 100 GP, a set of poetry books, and a flute. On the top of the chest is an inscription 'Property of Heironomous Lancealan, Bard.' He lives in the City League, and will give the sack of coins to the PC's as a reward for returning the chest, as well as owing them a favour. (Substitute a nearby city for 'City League' if you are not playing in Pelinore.)

Conclusion

The PC's now know where to find the Tower of Charrel Fane. They should rest up from this adventure before setting out on the next, but the Tower adventure has been designed to be played directly after this adventure, so no major adventure should be inserted. Two points to follow on: Kazgrim Axe-cleaver lived in a small Dwarven hamlet twenty miles north. The PC's should know of the hamlet's existence. If they return to his family and inform them of his fate, give the PC's 100 XP each. Returning the chest to Heironomous Lancealan should also provide 100 XP.

Otherwise, as a 'story award', give each player between 150 – 500 XP for completing the dungeon, depending on the quality of their play. ■

D&D Supplement 1: Greyhawk

... continued from page 12

history of the World of Greyhawk, the supplement is of greater interest. Much, if not all, of the material in the supplement was first playtested in the original Greyhawk campaign, run by Gary Gygax from 1972 to 1975. There are no better sources of information on what game mechanics are "canon" for Greyhawk than this supplement. By "canon," I mainly refer to spells available, monsters likely to be encountered, and magic items that exist.

These are major components of the supplement.

The value of the Greyhawk Supplement as an historical document is also in the glimpse it gives of the originally intended "modular" nature of the D&D rules. Instead of reprinting all the rules each time a new edition was needed, supplements would only add to the features already present in the core books. This format was discarded in a few years for both AD&D books and even the further editions of D&D. Still, it would be an interesting mental exercise to think of what the 2nd ed. AD&D books might have looked like as supplements to 1st Ed. The

last oddity of note is a single illustration, found on page 30, entitled "The Great Stone Face: Enigma of Greyhawk." Gary Gygax has confessed to having drawn the image himself, and relates the tale of the Enigma in Dragon #288 (and other sources earlier). The drawing itself has been scanned and made available online before on fan sites, so the supplement is definitely not worth purchasing for this lone sketch.

For its historical value, I rate the Greyhawk Supplement 4 out of 5 stars. Sadly, Joe Gamer running a 3E campaign will have little or no use for it, dropping its value to 1 out of 5 stars for general use. ■

The Amazon Warrior

Dirk Collins



The mythical, mysterious, savage, cunning female warriors of clans and tribes make up the bulk of Amazon warriors. Lone female gladiators, exclusive female fighting orders, and the odd tomboy that bucks local custom and secretly enlists in some army or guard unit are other examples of Amazon Warriors.

Adventure

Most amazons are clan or tribe oriented in nature, and as a rule, shun the company of men. Others see men as inferior or untrustworthy for good reasons known only to them. In any event, Amazon clans, female fighting orders, and lone females develop unique skills and traits to survive in harsh societies, or in the wilderness, and so the Amazon warrior class came to be.

Characteristics

Amazon warriors are familiar with most standard weapons and armour. The clan or tribe based amazons in primitive society most often use leather, and perhaps banded armour, and tend to prefer spears (both throwing and thrusting), and short bows, because of the relative ease in obtaining materials to craft these weapons and armour with. Because they are the primary defence for other women in their society, and because they are the leaders in their hunter/gatherer groups Amazon warriors get many chances to develop their fighting skills.

Alignment

An Amazon warrior may be of any alignment.

HD type: D8

Religion

An Amazon may be of any religion. Worship of the sun, moons, stars, the earth (paganism), animals, and fertility are common. Amazons occasionally worship the Goddess of War, or the Goddess of the night as well. Amazon elders and ancestors are revered. Amazons prefer to worship female incarnations of deities, and will gravitate towards that preference.

Background

From an early age, an Amazon warriors from the clans or tribes learn to fight and hunt. They develop group hunting and tracking skills essential to wilderness survival as well as primitive culture trade and crafting skills. Often they mount aggressive and daring raids on neighbouring clans, fiefdoms, or kingdoms, especially if there exists some long-standing grudge or disagreement. Amazons hunt for hostile monster lairs, and almost as often they will defend their territory or society from attack or invasion. They prefer to fight in groups and often employ deception, and subterfuge, in organizing an attack to disorient their enemies. Amazon warriors are well known for their exceptional communications skills, and for their cat-like reflexes that enable them to avoid a direct attack. Overall, Amazon warriors have adapted speed,

aggressiveness, agility, and teamwork to overpower enemies that are superior in strength or numbers. When alone, and overpowered an Amazon will quickly surrender or submit, and seek to escape thereafter, at any opportunity. It is rumoured that some clans or tribes keep men as slaves for menial labour tasks.

Races

Humans make up the vast majority of Amazon Warriors. There are some well-known elven female fighting orders though, and in sylvan societies elven females often accompany males into battle, or on the hunt. Dwarves, gnomes, and halflings rarely, if ever, train females for battle, nonetheless, some dwarven, gnome, or halfling females either find Amazon clans, or are rescued. It is not unheard of for these demi-human females to spend time in the clan, and adopt, or learn the ways of the Amazon. Amongst the orcs, hobgoblins, and kobolds, females are viewed as property. Some females are trained specifically for fighting as slave gladiators, and some of the smarter females escape their society, and learn the arts of war to defend themselves.

Abilities

Intelligence, and Wisdom are important for amazons as it improves their ability →

to plan and execute attacks. Constitution is important for giving amazons hit points to sustain wounds in fighting. Dexterity is also important to quick reflexes, multiple attacks, in dodging attacks, and in crafting.

Armor & Weapons Proficiency

A warrior is proficient with all simple and martial weapons and all armour, and all shields as well.

Spells

An Amazon warrior has only one spell casting ability, granted as bonus, upon reaching the sixth level. This is a crafting enchantment craft-charm token. This is an item creation ability that is unique to Amazon Warriors that allows them to create an enchanted object that will charm the recipient of such object. The token can be a weapon, armour, a gift, jewellery, tools, utensils, just about anything that can be crafted. It takes 2 weeks to craft a token. To craft a token the Amazon warrior must expend: 100 GP x her level x weeks required in gold, and use up additional raw materials costing half of the total finished price. The charm token is a use-activated item. As long as the craft-token is in the possession of the recipient, it will work. The item will only work if the giver and receiver are on friendly terms when the item is given. The token is embedded with a powerful charm spell at three levels (3) below what the crafters level is. For example, If a sixth level (6th) Amazon warrior creates a charm token, whoever she gives the token to saves versus charm as if a 3rd level wizard cast the spell. Note that there are no negative effects if the recipient makes his/her/its saving throw or if the charm spell wears off. If the receiver of the charm token removes, puts away, discards, loses, or has the token stolen, there are no magically effects except that the charm spell will wear off, or end. Often charm tokens are given as gifts during trade, to trusted friends or lovers, and to faithful servants to further strengthen the emotional bonds between an Amazon warrior, and the people around her. At reaching the 5th level, the Amazon warrior gains another ability unique to their class.

Charm Mythical Creature: The Amazon warrior will be able to quest for, and locate a mythical creature such as a unicorn, Pegasus, or dragon, further the mythical creature will agree to serve as the amazons' steed for the lifetime of the Amazon warrior. The Amazon Warrior must proceed into uninhabited wilderness for a

time of not less than (20 weeks – Wisdom) to locate the creature. Since mythical creatures have a long lifespan, they are attracted to mortals, especially to females of pure heart and mind. They share an uncommon bond that lasts for the lifetime of the Amazon warrior, sometimes longer. Note, that this is a one time ability, a sacred experience for the Amazon, that the Amazon is destined never to repeat. If the mythical creature dies, the Amazon warrior loses the heart, or will, to quest for another.

At 10th level the Amazon warrior gains the ability to enchant arms and armour. Note that only a magic user or Amazon Priestess can add spells to the enchanted arms and armour, nonetheless the Amazon can create +1 or better weapons and also imbue the weapon with a special purpose. A tranquil time for research and reflection equal to (8 weeks – D20 days – 1 day for every intelligence point of the Amazon) is required before the work on the item is begun. Weapon forging costs are 2,000 GP per +1 of the weapon. Shield creation costs are 1,400 GP per +1 of the shield, and armour creation costs are 3,200 GP per +1 of the armour. In addition, the Amazon must sacrifice 1,000 experience points for each +1 imbued into enchanted arms and armour. Forging times are listed on the page below... The Amazon working on enchanting arms or armour may not leave the weapon or armour unworked for more than a day or the process must begin anew, from the beginning.

Enchanted Arms and Armor

Item	Weeks Required	Notes
1	4	Creator -1,000 exp
2	15	Creator -2,000 exp
3	28	Creator -3,000 exp
4	45	Creator -4,000 exp
5	72	Creator -5,000 exp
Special Purpose	99	+10,000 Experience Points must be sacrificed by creator

Creation/Forging Time

At the 12th level the Amazon gains skills in leadership. This is reflected with an automatic +2 bonus for all reaction die rolls from friends, allies, hirelings, and henchmen. In addition, all friends, allies, henchmen, or hirelings may receive a +2 bonus to their morale check in combat or stress situation so long as they remain in sight of their leader.

Amazon Warrior (D8 Hit Dice)

Level	HD+Hp	Special
1	1	
2	2	
3	3+1	
4	4+1	
5	5+1	Special Bonus: Charm Mythical Creature
6	6+1	Special Bonus: Craft Charm Token
7	7+1	
8	8+2	
9	9+2	
10	9+4	Bonus Craft: Craft Magic Arms & Armor
11	9+6	
12	9+8	Leadership
13	9+10	
14	9+12	
15	9+14	
16	9+16	
17	9+18	
18	9+20	
19	9+22	
20	9+24	

Amazon Warrior Starting Package

Amor: Leather or studded leather

Weapons: Short thrusting spear (1d6), Javelins (1d6), or Shortbow (1d6), Dagger (1d4)

Equipment: Backpack with water skin, One days' trail rations, Bedroll, 2 small bags or sacks, flint + steel, 3 torches, spear & 3x javelin, or spear & shortbow with quarrel of 20 arrows, 3 spare arrow-heads, 1 spare spear point, 10 feet of twine or small rope, dagger or hunting knife (Bone or stone, sometimes metal) soft leather boots, Base armor, leather or studded leather, 1 spare change of clothes.

Gold: 1d10 Gp+15% chance of having 1d4 small gems or jewels as well.

Background Skills

When generating new character roll percentile dice to determine the number of skills. For each level beyond 1st level add 15% per level to the roll. Then roll percentile dice to determine each skills. Repeated roll in the same skill indicates added proficiency in that skill. →

1d100 Roll	Number of Skills	Skill Description			
01-10	0	Train / Handle Animal- Skilled in handling & training animals +1 bonus	60-64	2	Write – Can write in the common tongue
11-15	0	Knowledge Magic & Enchantments – recognizes when spells are cast, type of spell, and probable effect. +1 to all saving throws.	65-69	3	Can speak and comprehend one additional language
16-20	0	Knowledge Wilderness Lore – Knows true north 90% of the time, can survive outdoors, +1 to all wilderness survival rolls	70-74	3	Riding – Skilled in riding a mount i.e. Horse, Mule, Deer, Dragon, Pegasus, Unicorn, Tigers etc. Must pick one type of mount only...
21-24	1	Knowledge Amazon Religion, Knows ceremonies, holidays and rituals. Can bless as a cleric.	75-79	3	Mount Care – Skilled in caring for mounts and pack animals, has additional tools such as hobbles, etc.
25-29	1	Hunter/Gatherer- Skilled in Hunting, Fishing & Foraging. +1 Bonus	80-84	4	Swim +1 for all swimming & diving checks
30-34	1	WeaponCraft- Bowyer, Fletcher, or Spear maker. Can create weapons from materials in the environment with only a dagger as a tool.	85-89	4	Negotiate / Parley +1 Reaction Adjustment in all encounters when this skill is used...
35-39	1	Climb - as thief of same level	90-94	4	Haggle +1 in all negotiations involving money or trades.
40-44	1	Hide in Wilderness – As hide in shadows for thieves. The amazon needs to be outdoors though to use the hide in wilderness skill	95-96	5	Enchant Magic Arms and Armor- As the special Amazon Warrior ability
44-49	1	Heal – may attempt to heal 1d4 points of damage using natural herbs and methods 1x per day per skill proficiency	97	6	Read Magic- As a magic-user, may read scrolls, tomes, books, anything inscribed with magic runes...
50-54	2	Search +1 on all search rolls	98	7	Leadership - +2 on all reaction & morale rolls for friends, allies, hirelings & henchmen
54-59	2	Read – Can read common tongue writings	99	8	Unarmed Combat – May attack as a monk of the same level.
			0	9	Prospecting – Skilled in locating gems, natural gold, natural silver, and natural copper deposits +2 or +10% bonus in picking a good area to search for such items. ■

Street of a Thousand Adventures

Shevedik's House of Elixirs

R. E. B. Tongue

Shevedik's House of Elixirs has been a mainstay of the city for as long as anybody can remember. From the outside, it is an ungainly structure, a two-storey wooden building with all its windows on the upper floor covered by wood, instead of glass. The building is covered in scorch marks, as are the buildings on both sides, and the road itself. A sign, hanging on one peg only, reads 'Shevedik's House of Elixirs'.

The inside of the shop looks worse than the outside, a gloomy place with every wall covered in burn marks. The shop is divided in two by a counter, behind which stands Shevedik's latest assistant, usually an apprentice Magic-User. He will take an order for any potion the PC's care to name, charging an exorbitant fee (usually at least 500 GP). For the common potions (those in the Basic book), delivery is immediate. The potions are always perfect. For anything more exotic, Shevedik will come out to talk to the PC's. There will always be (1d3) components required for such

potions, which he makes only to order. If the PC's can provide them, Shevedik will cut the price in half (use the XP value at the price, in GPs). Any potion can be provided, but will take 1d4 weeks, with a (d10xd10) chance of working correctly.

Shevedik himself looks like his shop, long white hair and flowing white beard, streaked with burn marks. He is an eighth-level Magic-User, about thirty years old, who has run his shop for over a decade. He is a friendly person, always interested in the PC's travels, and especially interested in any magical or exotic components the PC's might have on them – he will usually buy them at a fair price. Shevedik has an interesting past, tutored by a sea mage until he was fourteen, then escaping from his ship with a casket of treasure. He was tutored by a mage in the city, but chose to settle down rather than adventure.

Adventure Ideas

- ◆ One of the PC's has been stricken with a rare disease, and requires an exotic antidote. Shevedik knows the formula, but requires a black lotus leaf to

complete it. The PC's must seek it out, and race to bring it back in time.

- ◆ While the PC's are walking past, the shop front explodes. The PC's must rescue Shevedik, who will reward them with a free Basic potion each. He will also offer to take any Magic-User or Elf of low levels on as his assistant, to teach them some Alchemy.
- ◆ One of the members of his old crew, which has now turned pirate, spots Shevedik in the marketplace. He manages to defend himself, but Shevedik hires the PC's to protect him and his shop from the inevitable retribution.
- ◆ For years, Shevedik has been experimenting to find a long-lost brew – a Potion of Immortality. He offers the PC's a swig each if they will assemble, from all over the world, the components required. He will travel with them on this epic quest. In reality, the potion is impossible in itself, but for Shevedik (although he does not know this), it is the first step on his road to true Immortality. The potion does provide longevity however (treat as 50 years of agelessness). ■

Letters to the Editor

... continued from page 3

But, abandoning those romantic notions for a few moments, I am sure that the real reason I am so drawn to OD&D is its playability and flexibility. OD&D is a "play-intensive" RPG, not a "rules-" or "realism-intensive" RPG. OD&D is first and foremost about gathering round with your mates for a good, old-fashioned FRPG romp. Flexibility comes into play when the rules are found to be lacking: OD&D's modular nature makes it very easy for DMs and players to come up with a workable and balanced solution that's uniquely suited to their campaign. A significant portion of my enjoyment of the RPG hobby is derived from tinkering with system guidelines and introducing new elements. OD&D provides an excellent foundation for such, and I have been pleased consistently with the results. For example, the indistinction between character class and race always has been somewhat of a sticky point. But with some imagination, a good deal of careful consideration, and a larger amount of attention to game balance, it was easy to generate a system by which elves could be druids, halflings could be thieves, or avengers could begin their careers at 1st-level. My players are happy, my campaign is broadened, and I'm still using a set of rules with which I'm familiar. (I read with interest Scott W. Ludwig's "Custom Class Templates" because the information presented was not entirely dissimilar to the home-brew system I've been using since 1993. The methodologies between the two are very different, but the overall goals are identical. If nothing else, the fact that two authors might muddle about with OD&D class templates, completely independent of one another, proves the system's flexibility.) But I realise that I'm likely preaching to the converted.

My second item regards material submissions. I am in the process of transferring the bulk of my OD&D material to a new Web site (whose URL I will gladly reveal once the site goes live). It occurs to me that some of my rule modifications or new material may be of interest to OD&DITIES. For example, I could send along copies of my class templates; if you feel they're suitable for publication, you could include one segment in each of four issues (one for cleric, fighter, magic-user, and thief). If nothing else, you could say that OD&DITIES reviews the same material as DRAGON Magazine--they turned down my proposal for same back in 1993! My third and final item regards your fanzine itself: Well done, Richard. I love to see that

people are not only enjoying OD&D, but also actively seeing to its care and feeding. I was deeply disappointed that TSR had dropped support for Mystara and all things OD&D, especially on the heels of Bruce Heard's excellent "Princess Ark" run in DRAGON. However, I understand TSR is about business and ledgers, not necessarily the support of a limited marketshare's favourite product.

No matter, though--we've OD&DITIES to read and contribute to and share and enjoy. I like your selection of articles, topics, and content areas. Reviews (which helped me save the \$24 I was *planning* to spend on GAZ 14, thank you), short stories, new rules, DM advice, player advice, online resources, adventure scenarios, et al provide a really vibrant mix. I particularly like the "Street of a Thousand Adventures" column (nice concept, Richard) and your "Getting Started" series. I would like to see "The Compendium of Characters" return, however. Also, in issues #1 and #2, you included articles on bows and magic daggers, respectively; I think featuring some aspect of a single weapon or weapon type each issue might be a worthy addition to OD&DITIES (that said, my mother taught me never to complain if I didn't offer a solution--so I hereby volunteer to flesh out a more detailed proposal on weapon articles if you're interested). All told, I'm impressed with the quality of OD&DITIES' content. I'm relieved that OD&D enjoys some well-deserved support, long after being orphaned by TSR/WotC. I'm encouraged to be a part of keeping OD&DITIES healthy and persistent. OD&DITIES is a fine publication, and I'll look forward to the issues to follow. I hope to hear from you soon.

Cheers,
-- Erin

Thank you greatly for your letter. Compendium of Characters makes a return in this very issue, with an interesting little twist. I started OD&DITIES to fill the gap in OD&D coverage I noticed on the net. In the two years (two years!!!) since it began, it has changed greatly, and the amount of material available on the net has expanded greatly -- I have to hope that OD&DITIES has contributed to this. I have myself made changes to the OD&D rules in the past. I had a player once who always ran 'non-standard' characters -- a Paladin, Druid, then a Centaur! It is a simple process to bolt new rules on -- game balance is much easier to maintain than in the later editions. I'm glad I was able to save you from Gazetteer 14: who was trying to charge \$24 for it? I snagged my copy for

£5! I will say, as I probably should have in the review, that more use would be got from the supplement if you were planning to enter the Hollow World at any point.

Thank you, thank you, thank you!!! Over the past couple of months I have been perusing the web site and each issue of OD&Dities and hands down OD&Dities is one of the best e-zines on the net! Not only have I been playing OD&D for about 14 years, I have been wishing that a resource such as this would eventually one day come along - and now it has. Great work gentlemen. Issue #7 is absolutely fantastic! Many congrats go out to R.E.B. Tongue for his diligence and definitely to Jesse Walker for a professional look and feel with the latest issue. I have recently pointed out your web site to the rest of my OD&D players, and we're all hooked. I also printed out several copies of issue #7, and got them spiral bound to present to players of my campaign as well as a few shoppers at my local gaming store. Everyone wants to know where they can get a hold of more issues of this mag, so I pointed them here. Together, with a copy of OD&Dities in hand, we will bring back the TRUE D&D to the dice-chuckers of the world. Game On!

Derrick A. Landwehr

Thanks for your kind words, Derrick! We try to maintain OD&DITIES to a high professional standard, and thanks to both the quality of the writing and the efforts of our web designer / PDF converter, Jesse Walker, it is an easy job. I am very glad that you are getting such use out of OD&DITIES. I hope you manage to get equal use out of this one, and from the issues to come. It's good to know that you are introducing others to OD&DITIES -- everyone please feel free to distribute the zine as far as you can! ■

The Cleric

... continued from page 12

the elements that must be done for any character must be done for the Cleric. Finally, he must be equipped according to the views of his Order. This might mean limited equipment only, or standard equipment. Remember also that following a Church means that you can call on others for occasional support -- but also that it is not unlikely that you will be called upon to complete missions for your faith, at one time or another. ■

Al-Xaim

An OD&D Adventure for 3-5 PC's of levels 4-8

James John Gregoire

"Al-Xaim" is an OD&D expert adventure designed for 3-5 PCs of levels 4-8 (about 24 levels). Since the adventure takes place in the Emirates of Ylaruam, the identity of any magic-users or elves should be concealed or they face trail and execution. Clerics are venerated and accepted in the Emirates. All other classes and races are tolerated.

Description and Background

The fortress palace of Al-Xaim is located on the southern edge of the Great Salt Basin in Alasya, one of the Emirates of Ylaruam. It is an ancient fortification that has withstood centuries of drought, war, famine, and siege. The main defence of the palace is the 70-foot high and 40-foot wide solid granite wall that has no gates or entrances. The only way into the enclosure is to take the winched platform-elevator to the top of the southern wall and walk the 40 feet to the other side. A person wanting access is then lowered to the interior by another elevated platform. The elevators are well guarded. The elevator platforms and winches broken down and stored safely inside at any sign of danger or invasion. The immense walls of Al-Xaim provide complete protection and a sense of security for the inhabitants that live here in the middle of the harsh Ylaruam desert. In ancient times, the men who guarded the walls carved caves in the top for shelter from sandstorms. The present day guards make use these old caves, but have also set up small tent camps atop the walls, especially near the elevators. Due to the walls, only a small garrison of men-at-arms is staffed, more than enough to fend off a large army from the walls.

The most important feature of the palace of Al-Xaim is the beautiful oasis that

is inside the walls. This natural surface spring has been guarded for centuries by the impregnable walls. The oasis provides men and animals with an endless supply of water in times of siege. Date and palm trees, goats, camels, wild desert waterfowl, and manicured vegetable gardens provide a renewable source of food. This makes the palace completely self sufficient and independent of other communities. During times of war Al-Xaim has been shut off from reinforcements and supplies for years, with the inhabitants living their daily lives without worry.

Al-Xaim is located almost midway on the Coast to Ylaruam desert caravan route. For protection and convenience a small entrepreneurial trading community settled outside of the south wall. These merchants happily sell camels, camel meat, dates, coconuts, sugar cane, lizard meat, fuel, and other miscellaneous equipment and supplies. They also trade their most important and valuable commodity: Water. Al-Xaim is an important stop for people who are going to make a trip from the coast to the Great Salt Basin and onward to the capital of Ylaruam. All who are travelling the caravan route stop at Al-Xaim to resupply and rest. The capital is more than 140 miles away through the harsh Ylaruam desert.

Current Events

The last caravan to arrive at the capital from Al-Xaim reported strange and dire conditions at the fortress. The caravan was unable to resupply at Al-Xaim and were close to death from starvation and thirst when they reached Ylaruam. They reported as their caravan approached the palace, they saw no one atop the walls or manning the elevator platforms. They also noticed that the trader settlement also appeared deserted, with no evidence of where the merchants went. Low on water and food but too frightened to approach, the caravan circled the area and continued towards the

capital. When the caravan was almost out of view of the fortress, they found a crudely written sign on a post beside the beaten track. It read "PLAGUE! QUARANTINE!"

For the Dungeon Master

There is no plague at Al-Xaim. A small group of powerful NPC's from a far away land invaded the palace about a fortnight ago. The party originally planned an assault by flying over the walls magically. While drawing up their plans at their nearby hideout cave, the group was attacked by a wandering purple worm. Seeing an opportunity the wizard and avenger of the group quickly charmed the worm with Persuasion (see avenger abilities below) and a Charm Monster spell. The groups spell casters then commanded the purple worm to dig a tunnel beneath the massive walls. The purple worm broke the surface of the interior courtyard and crawled inside. The rest of the group followed along in the excavated tunnel. While the palace men at arms fought the purple worm, the NPCs stormed the Sheik's palace. They surprised the Sheik's experienced bodyguards and killed them in a short fight. After dispelling many of the magical traps and wards in the interior, the NPC's seized control of the palace treasury. They locked the Sheik and his family in the dungeon. The group then returned to the courtyard to finish off the worm and guards. The purple worm was killed with a lightning bolt and the rest of the guards were quickly slain by the avenger. Hearing the loud noises of fighting and spells, the desert nomad traders outside the south wall fled in terror or were killed a moment later by a Death Spell from the wizard. The ones who did escape fled without any supplies and faced death in the desert from dehydration. The fortress of Al-Xaim was conquered, the first time in four centuries.

The NPC's know that as soon as the attack is discovered the Sultan of Ylaruam will send an army or group of powerful adventurers to investigate and deal with any take over of the palace fortress. They also know they will all be executed (or worse) for the attack. The Sheik of Al-Xaim, now hostage in his own dungeon, is a member of the royal family, 3rd cousin to the Sultan. The palace treasury at Al-Xaim is filled with centuries of gold, gems, artefacts, and jewels earned from the water rights of the oasis, plus the personal wealth of the Sheik. The loss of this wealth would be a financial blow to the Emirates. Unknown to the Sultan, this money is already being transported by teleportation →

to the NPC's base, a castle hideout somewhere on the Peninsula of Vulcania. Many magic items from the treasury and slain body-guards are also in the process of being teleported out of Ylaruam. The NPC party needs time to teleport all of this wealth and magic to their far away castle. The group has decided to feign a plague outbreak in order to acquire more time in which to loot the palace.

Adventure Setup

The characters need to start somewhere in or near the capital of Ylaruam. The characters are contacted by one of the Sultan of Ylaruam's royal messengers to assemble at the one of the fortified palaces in the city. They are escorted into a meeting antechamber where two important looking men sit waiting. One looks to be a general in the army, and the other is a cleric with the local military order.

"We need the use of your services," states the cleric. "We have not heard from one of our outlying fortresses, Al-Xaim, south of the Great Salt Basin. The last persons to travel near it talked of plague and evacuation. The Sultan orders you to first investigate these new conditions at the fortress in a fact-finding expedition. Secondly, upon detection of an unseen force or forces inside the palace or any suspicious activity, you are to take immediate action to rescue the Emir and family and to disable any threats. Divination spells have led us to believe that time is critical here and that plague is questionable. The Sultan has authorized the use of one of his flying carpets for emergency travel to the palace. However anyone using a magic carpet from his highness must leave a sizeable sum in deposit, either a magic item or treasure. You can use alternate transport if you decline the magic carpet option, camels being the best. After you have investigated the palace, rescued the Emir and family, and/or eliminated any threats you will be paid the sum of 10,000 gp each. Just a friendly reminder, refusing an order of the Sultan or trying to shirk duty by fleeing, would result in you being eviscerated for high treason. Any questions?"

The Sultans representatives do not have much more information and will not increase the reward, but will remind the characters what evisceration means....

The NPC's

Leuet Toreiasa (leader)

11th level male chaotic magic-user

Str: 8 **Int:** 18 **Wis:** 15

Dex: 14 **Con:** 12 **Cha:** 18

Hit points: 23

Armor Class: 5 (buckle and ring)

Equipment & Magic: large pouch, black wizard robes, *returning dagger* +2 (+5 vs. *regenerating monsters*), *whip* +1, *ring of protection* +2, *belt buckle* +1, *boots of cloudwalking* (see below), *wand of cold* (15 charges), *spell scroll* (read languages, *anti-magic shell*, *conjure elemental*), crystal ball, and 4 exquisite stolen gems worth 60,000 gp's total (in pouch).

Spells currently memorized: charm person, sleep x2, read magic, detect invisible, knock, web, hold person, lightning bolt, dispel magic, charm monster, hallucinatory terrain, polymorph self, teleport x2 (1 cast already), death spell.

Leuet Toreiasa is a mage from the distant peninsula of Vulcania. He is small in stature and has a very sunken appearance. However he is very cunning and greedy, never passing up an opportunity to relieve an unsuspecting owner's treasury of its gold and jewels. He always wears his black wizard's garb and his boots of cloudwalking.

Boots of Cloudwalking: This footwear allows the user to fly at the rate of 300 feet/turn. If a storm or other dense cloud cover is available, the wearer can walk on the top of the clouds and may run across them at 480 feet/turn for up to three hours.

Leuet has been teleporting a low level henchman back to their remote castle each day. The men are carefully loaded with the choicest gems and jewels of the Sheik's treasure chambers. A fully loaded henchman is then teleported back to the castle in Vulcania. The castle's teleportation chamber is a unique construction of Leuet's design. Above and below the teleportation room are 100-foot shafts. These are for the 'too high' and 'too low' results from a teleportation spell. A henchman fell 70 feet earlier in the week, landing on a soft bed of feathers with his precious cargo. Other members of the NPC party are at the far away castle, anxiously awaiting each day's teleportation. Leuet confirms the teleportation and conducts other communication with his home base through his crystal ball. To completely clean out the treasury and artwork at Al-Xaim will take exactly 15 more days. Leuet always leaves an extra teleport spell memorized for emergencies.

Daeg Rayth (second in command)

10th level male chaotic travelling fighter (Avenger)

Str: 18 **Int:** 14 **Wis:** 13

Dex: 12 **Con:** 16 **Cha:** 11

Hit Points: 72

Armor Class: -4 (plate, shield, and ring)

Special Abilities: Detect Evil (range 120'), clerical spells as 3rd level cleric, turn undead as 3rd level cleric (can control instead of turn, skeletons and zombies only), persuasion of chaotic monsters as hirelings, sanctuary, smash/parry/disarm combat options.

Spells: purify food and water, cure light wounds

Equipment & Magic: loop of chain /w Continual Light, backpack, large pouch, *Plate Mail* +3 of *Flight* (360'/round, 12 turns), *Shield* +3, *Scimitar of speed* +5 (stolen from the Sheik's top bodyguard, treat as normal sword for damage), *Sword* +2 (flames on command), 2 *potions super-healing* (3d6+3 cured), *Light Crossbow* +1, 60 *quarrels* +1, *Ring of protection* +1, *Bag of holding*: 20 weeks iron rations & water, 7,500 pp (stolen).

Daeg Rayth is a 6 foot 5 inch tall plate mailed force of nature. He has laid waste to entire groups of men, laughing maniacally while slicing off heads. He made an alliance of avenger status with a fanatical evil clerical order of the Peninsula of Vulcania. He still adventures with his NPC group, capitalizing on the masses of stolen wealth they recover. He lives at the castle in Vulcania while not off killing something. He will use the stolen scimitar of speed +5 while in combat in this adventure (use as haste effect for attacks only, 2 attacks at +8 to hit/ 1d8 +8 damage per hit).

Sema Hollow (sniper)

8th level female chaotic halfling (attack rank: B)

Str: 11 **Int:** 17 **Wis:** 12

Dex: 18 **Con:** 14 **Cha:** 16

Hit Points: 31

Armor Class: -3, -5 for larger

Special Abilities: -2 AC larger than man sized, +1 missile to hit, +1 initiative, 1/2 damage from damage-causing spells or spell effect (if effect allows save, success means 1/4 damage), hide outside 90%/ indoors 33%.

Equipment and Magic: *Halfling Chain Mail* +3, *Ring of Protection* +2, *Ring of regeneration* (stolen from the Sheik), *Light Crossbow* +3 (double range modifier) →

120/240/360), 5 quarrels +2 of flying (ranges: 1500/3000/4500!), 10 quarrels +1 of charming, 10 quarrels +1 of seeking, 10 silver quarrels, 10 quarrels +2 of penetration, 10 quarrels (normal), large pouch, small signalling whistle, Sheik's family jewels worth 220,000 gp's total.

Sema Hollow is a native from the south continents. She joined the NPC group 2 years ago, more for the adventure and excitement rather than for monetary gain. An expert shot with a crossbow, she always is finding a place to snipe from. She will always take out magic users and elves first, then clerics. Her 5 quarrels of flight allow shots at up to 4500 yards away (2 1/2 miles). If she can see it she can hit it, and she is always scanning the skies for any flying reconnaissance.

15 Henchmen

1st level neutral (10) chaotic (5) fighters

Str: +1 to hit/dam

Morale: 10

Hit Points: 6 each

Armor Class: 3

Equipment: Banded mail, shield, normal sword, dagger, pack/food/water, large pouch, various stolen items of value from Al-Xaim palace (minimum 1,000 gp value).

These loyal men are under the command of Leuet. They were hired in the city of Thyatis. The NPC's used Thyatis as a staging area before their trip into the Ylari desert. They are unaware of the NPC's nationality or motives. They follow Leuet's orders and will not abandon their posts or loot alone. Each one is to be teleported back to Vulcania loaded with gold, jewels, and magic.

Descriptions of the Fortress Palace of Al-Xaim

1. Men At Arms Barracks: This 40' wide, 50' long, 25' high sandstone building is the designated living area for the guards stationed at the palace. The interior is lit by large round open skylights in the ceilings, which can be covered in times of storm or war. There is much sand on the floors here as the entrances and skylights are left open for ventilation. Various hammocks and bedrolls are spread about the place. A large 10'x15' communal bathing station is located in the northern floor of the building. The bathing area is complete with stone benches, hooks, stools, and basins. The Sheik had 50 regular guards on duty at the

palace before the attack. Not a single man survived the assault, they all perished in the fight with the purple worm or the NPC's. After the attack, Leuet's henchmen moved in the barracks and pocketed everything of value here. During the day and night the henchmen take lookout shifts on the walls. Nothing of value is left in the barracks, except a few scattered silver and some broken armour.

2. Sheik's Palace: Built at the same time the walls were this is the oldest structure of the compound. It is constructed of baked brick with spaced buttresses around the base. The spacious main palace is 2 levels, each at 20 feet in height. There are four towers, one each corner of the palace. The most impressive of the four towers is the SE pinnacle tower. Tapering upward, the tower reaches 110 feet soaring over the walls with a fantastic view of the surrounding sands. On a clear day someone in the pinnacle tower can see 50 miles in almost all directions, the view is somewhat blocked by large dune hills to the east. The other towers and the top of the palace itself are decorated with white crenellations and intricately carved arch windows and doors. Like the other buildings of the compound the crenelled palace roof is flat, allowing a person to sit on a carpet, sip tea, and enjoy the high cool desert breezes. Also atop the roof are the hanging gardens of the Sheiks of Al-Xaim. Another feature of construction that is unique to the palace are the semicircular windows, inlaid with bright-coloured glass, that are placed above the low open arch windows. These coloured lenses are cut with designs of desert life millennia ago. They produce a lovely interior light for the palace. Decorative blue tiles, painted panels of long dead Sheiks, marble inlays of oases, and frescoes of pearl and jewels fill the walls of the 30 rooms of the palace.

3. Oasis of Al-Xaim: The oasis is a natural pool of clear water with a sandy bottom. It is a natural oasis where the water table reaches the surface of the desert. Before the fortress was built, the oasis was a central hub of caravan routes in this part of the desert. Its cool waters now generate an income for the Sheik of Al-Xaim while supplying the coastal caravan route with life giving water. Date palm trees grow around the pool. Also, with a little irrigation effort, the palace keeps vegetable gardens, 17 trees, alfalfa plots, the hanging gardens, and everyone living here well hydrated. A series of pillars lead from the palace grand entrance to the north stone banked edge of the oasis.

4. Hospital Pavilion: Located on a small grassy hill this building is home to the resident clerical order. The scimitar sign of Al-Kahim, warrior philosopher of the Ylari people, is atop this low structure. The NPC's locked the three low level clerics in the dungeon with the Sheik and proceeded to thieve the temple artefacts. A small empty altar, prayer rooms, and the clerics modest apartments complete this low building.

5. The Stables of Al-Xaim: This is a relatively new building that can keep up to 30 camels with ease. Currently there are 10 camels here with enough feed for 8 weeks. There are 5 outdoor corrals here each with a water trough. In a locked room are the Sheik's gold embroidered camel packsaddles, blankets, and other ornate tack and riding gear. The combined value of this gear is 5,000 gp. Also stabled here is the Sheik's Ylaruam stallion, a gift from the Sultan:

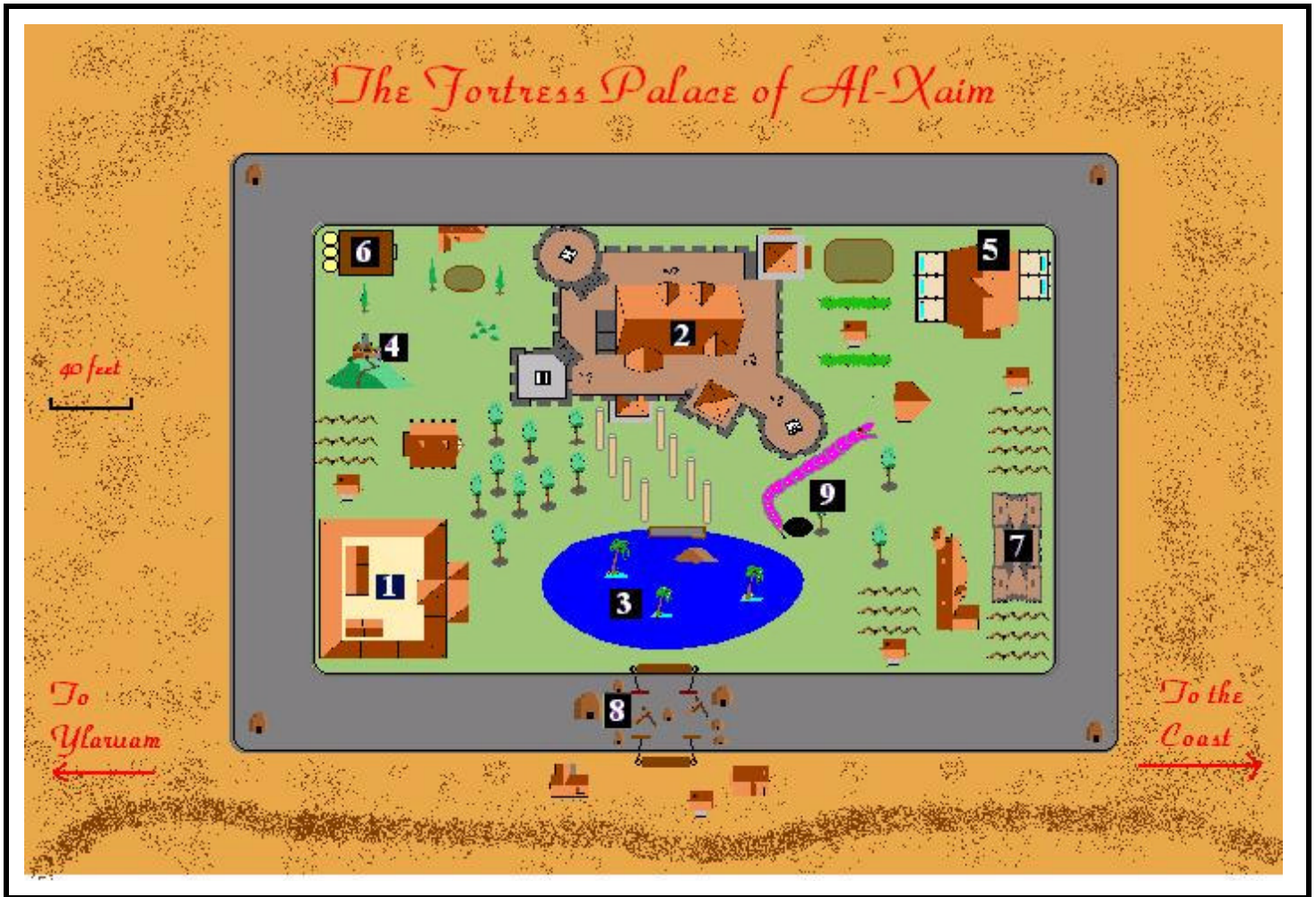
Sheik of Al-Xaim's Stallion: AC 7, HD 2+2, hp 18, Move 270'(90'), At 2 hooves, Dam 1-4+1/1-4+1, save F1, morale 9, AI N

10 Camels: AC 7, HD 2, hp 9 each, Move 150'(50'), At 1 bite/1 hoof, Dam 1/1d4, save F1, morale 7, AI N

6. The Kitchens of Al-Xaim: Leuet charmed the palace chef and his assistant, and they are busily working to feed the NPC's. Large baking tables, 2 great ovens, a wine cellar, and storage pantry complete this building. There is enough food stored for 100 people to eat well for 8 weeks. Three large grain silos (20 foot high) are on the western outer wall. They are easily refilled by standing on the wall and pouring in the grains by a metal tube.

7. Crop storage and Smokehouse: These two buildings are surrounded by the palace gardens and vegetable patches. The "L" shaped building is the smokehouse, which contains hanging meats, dried fruit and nuts, a sausage grinder, and 2 smoking boxes. The crop storage is used to store and sort grains and other various crop grown at the stronghold. The servants that worked here were slain during the takeover of the fortress, and the palace gardener was locked in the dungeon. The gardens have small trenches to irrigate them, but no one has bothered in almost 2 weeks.

8. Wall encampment and elevators: This area of the wall is bloodstained but deserted. Small caves are dug into the actual wall some as deep as 10 feet. There are makeshift huts and lean-tos here →



also. All were searched and ransacked by the henchmen after the raid. A large painted sign is leaning over the south edge, "PLAGUE! TURN BACK!" The elevators are in good working order. Two long 10-inch ropes are attached to each 20-foot platform. A manual pulley and counterweight system is used to lower or raise them. This can be accomplished by 2 camels or 10 men, more if there is a heavy load. The south elevator will always be in the up position.

The merchant camp south of the wall is a semi permanent settlement with reinforced tents with wooden shop fronts that can be folded down at night. It is completely deserted and the sand is coloured black from the Death Spell that was used to clear out the inhabitants.

9. Purple Worm carcass and burning pit: A 100 foot long slime covered rotting purple worm is located in this area. It is long dead and its decomposing stench fills the entire compound and surrounding desert. The NPC's intend to try and use

this stench to convince anyone coming to investigate that there is a plague outbreak. The dead men at arms, servants, and bodyguards were thrown into the excavated tunnel and burned with oil from the palace. The half burned bodies were then covered with sand. The smoke from this makeshift pyre was seen by the caravan who first attempted to approach the palace after the takeover.

NPC Strategies and Actions

The beginning this adventure is very time intensive. Al-Xaim is 144 miles from the capital, and some of the caravan route covers broken ground. Caravans usually take about 14 days to make the trip. It has been exactly 11 days since the takeover when the caravan reaches Ylaruam, therefore 11 henchmen have been sent to Vulcania with the choicest and most valuable pieces of the treasury. The leaders of the NPC's are very greedy and

confident, and they plan to steal every bit of treasure they can teleport away. This means the group will be at the palace for 15 more days as the last henchmen are sent, each loaded down completely. As stated above in the Adventure Setup, the characters can use one the Sultans flying carpets on loan to reach the palace. Flying carpets can move 120 miles a day. If the characters use camels it will take 5 days of hard riding to reach Al-Xaim. Attempting the route on foot takes at least 10 days unencumbered and 18 days if lightly encumbered. Horses need too much carried water to be a feasible transportation option in the desert. Any other transport must be handled by the DM, with desert travel rates and chances of getting lost.

Below are the locations of the NPCs during the morning watch (5 am - 1pm) afternoon and sunset watches (1pm - 9pm) and night watch (9pm - 5am).

Morning

Leuet will memorize his spells and then he will be busy in the treasury loading →

and teleporting a henchman-shipment. Daeg the Avenger will be on watch in the pinnacle tower. If he sees anything approach by land (within a mile) he will investigate at high altitude by using his armour's fly ability. If he is unimpressed with the look of the party, use the below plague ppeech. He can only fly for 12 turns (2 hours), and will return to the palace without engaging powerful looking groups. If the party approaches by air he will not approach but will immediately will sound an alert. Sema the halfling will be at the elevator platforms, hiding in a cave overlooking the south approaches. If she sees anyone she will signal Daeg in the tower with a whistle. 5 of the henchmen will be walking along the walls and keeping a sharp eye out. They will hurry to get to the barracks when an alarm is raised and may be seen. They are wearing palace guard white uniforms but some are blood stained and torn.

Afternoon

Daeg the Avenger will retire to the Sheiks bedchamber. Leuet will take over the watch in the pinnacle tower. If he sees a party approach by foot, he may cast a hallucin- atory terrain spell on the palace and make it disappear! This will only work if no intelligent being touches the illusion, so everyone must be in the dungeon for this to work. Otherwise he will wake Daeg in the Sheiks bedchamber below and further action will be as morning. Sema rests during the hottest time of day as well, curling up in a cool cave on the walls somewhere. 5 henchmen will be on guard atop the wall watching for invisible approaches in the sand or sneak attacks.

Night

Leuet will retire to a palace bed-chamber to rest in order to regain his spells the next day. The NPC's will only wake him in an emergency. Daeg will watch for lights in the pinnacle tower (50%), be lurking

around the wall tops (30%), or flying on patrol (20% of the time).

If an alarm is raised (Morning or Afternoon).

The NPC's will not immediately attack. They will try to use the ruse of the plague outbreak to deter any investigation by the characters. The henchmen will hide in the barracks armed and ready for attack. Leuet will ready his spells from the 2nd floor window at the palace. Daeg dressed as a palace bodyguard will attempt to discourage the party from entering or looking around (see below). Sema dressed as a short wall guard will keep any spell-casters covered with her crossbow from a hidden position. Read the following:

"As you approach the palace you notice the definite smell of death like a rotting animal or corpse. It is almost overpowering. A man dressed in the white flowing garb of the Sheik's bodyguard magically hovers 10 feet above the ground ahead of you. You can see the official blue sash of the personal guard of the Sheik across his chest. He shouts with a strange accent, "The palace is quarantined due to plague! We cannot allow you to enter! Please turn around and go back!"

If asked probing questions or about the dead purple worm, he replies, "The plague is very deadly and we have lost many men. The Sheik has ordered that no one be allowed anyone to enter until the plague has run its course. (If asked about the worm, "We were attacked by this horrible monster, but managed to kill it even though the plague has weakened us."). Please turn around and report that we will send word when the quarantine is lifted by our clerics!" He then turns and flies magically into the palace front entrance, slams the doors, and locks them.

The NPC's now wait for the characters to leave. If they approach the palace or start snooping around, Leuet (from the palace 2nd floor or walls depending where the characters are) and Sema (from the walls) will attempt to surprise with missile fire and spells. The henchmen will then rush forward to melee. Daeg will immediately attack by flying forward and striking at two attacks per round. If the fight goes badly Leuet will teleport back home to ulcania. Daeg will not surrender, but will fly away if given a chance. Sema will attempt to get to Leuet in order to jump into his arms to be teleported back; otherwise she will risk it in the desert or surrender. If the henchmen fail morale (10 if Leuet is there, 7 if not) they will surrender. These men are not aware of the NPC's home country or background as they were hired in Thyatis. They are completely disposable and their capture cannot lead back to Vulcania.

If an alarm is raised (Night)

Daeg will meet an approaching airborne or land party. He will carry his continual light chain and will give the above speech. At night he will reinforce the speech with a leering scowl and by flying in circles around a party. If attacked or cornered with questions, he will fly off to the palace to alert the others and the above attack will occur.

The main objective of the NPC's is to loot the treasury and escape. They do not want a direct confrontation with a dangerous and well-armed party. If given a days notice the three NPC's will teleport away and be gone, with only the henchmen to be found inside. The NPC's will try to postpone any attack or stall an investigation. They will use any story that sounds plausible: claiming that the Emir is to ill to talk but is expected to recover tomorrow, the Emir is too grief stricken from the death of his wife to talk to anyone right now, today is a holy day where the palace is closed to visitors for 24 hours, etc. ■

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