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This Adventure

Belongs To: _____

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Introduction

This adventure setting takes place in the Elphand Lands, Campaign Map 9, centering on the village of Damkina and the surrounding area. Damkina is the central marketplace for the area, but, recently (in the last 6 - 9 months), many raids on merchant vessels from a Hobgoblin village by the Giants' Bog have cut trade down to a mere 25% of normal. No trade at all has come from east of Vast Lake in the last six months due to these raids, and only the braver or the financially desperate traders from the west have continued to come to Damkina. Due to this situation, Damkina is in danger of becoming financially destitute, and the Overlord of the White Throne is prepared to pay a reward to anyone who can stop these raids. This reward is 1,000 GP and a personal slave to each individual involved, and the grant of land (equal to one 5-mile hex) to all involved (one piece of land for all members to share, not one grant for each member). Successful adventurers can choose their land from the following hexes: 2516, 2515, 2514, 2613, 2713, 2813, 2915, 2817, 2718.

To get the players started on this adventure, they must first be aware that the Overlord of the White Throne is looking for adventurers to find out who is responsible for these raids and to stop them. Inquiries will lead them to set up an appointment with the Overlord. The Overlord will advise them to seek out Aliana the Avenger (Guardian of the Final Pass) and enlist her aid. The Overlord is certain that she will help and will provide transportation for the player-characters in the way of a merchant ship and guides. He will advise them not to bring horses because Aliana rides a Gryphon, and Gryphons and horses do not get along well at all.

Another adventure that can involve the player-characters takes place in Quinden. The populace of Quinden would love to overthrow Baron Drampinill, and Lady Starmist Moonflight is ready to attempt it. The Overlord of the White Throne is in favor of such a revolt and will send help if it is requested. The Lady Starmist Moonflight will also provide help for the main adventure if she is asked to do so. She will send Longbeard the Young and Wildhair Manslayer with the player-characters for more muscle - not cannonfodder. These two will act intelligently and will not take unnecessary risks unless the lives of the party members are at stake.

Damkina, Village of the Vast Lake

Upon an island in the center of an ancient and unplumbed lake called Vestlake sits the small metropolis known as Damkina (Hex 2715, Campaign Map 9, Elphand Lands). Damkina has, of late, been in a dreadful uproar. A bid for power by an unknown faction in alliance with a powerfully evil lord and the temple of Artranax - the Greater Lord of Evil has left the populace shaken. The raids of fell beasts from the north against outlying farms and the harassing of the long route between Damkina and its ally to the West, the Dwarven kingdom of the Iron Smelter Tribe (the village of Bighsdale, Hex 1318) has further upset matters. The Overlord of the White Throne seems helpless to act against all the problems at once, and the situation seems to be worsening. Following is a description of the town's most important places and people as well as its Inns and Roadhouses.

Good Luck.

Key to Damkina

No. 1 - The Palace of the Overlord of the White Throne

The center of government for the city and surrounding countryside

See Sub-Map A

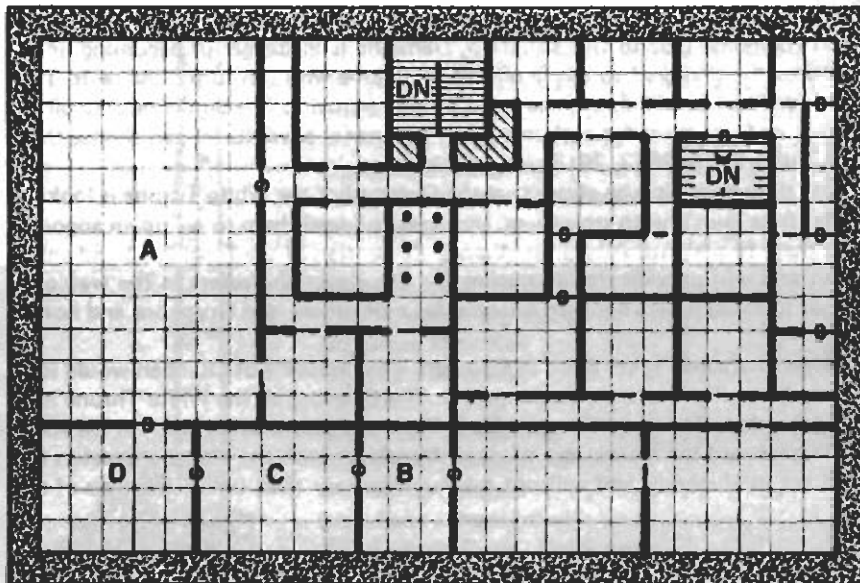
The Overlord of the White Throne: CLS: PAL; LVL: 051; ALN: LGX; HTK: 031; ARM: +4 Plate and Shield; STR: 179; INT: 107; WIS: 167; CON: 146; DEX: 145; CHA: 189; AGL: 167; END: 155; LED: 189; LCK: 135; PSY: 073; WPN: +2 Broadsword. The Overlord is constantly attended by four 5th Level Lawful Good Fighters who form his personal bodyguard. They are intensely loyal. **Bodyguards:** CLS: FTR; LVL: 051; HTK: 030, 028, 021, 022; ARM: 080; AGL: 112, 122, 133, 081; WPN: IBA and IMF.

On Sub-Map A, the ground floor, the following encounters are definite:

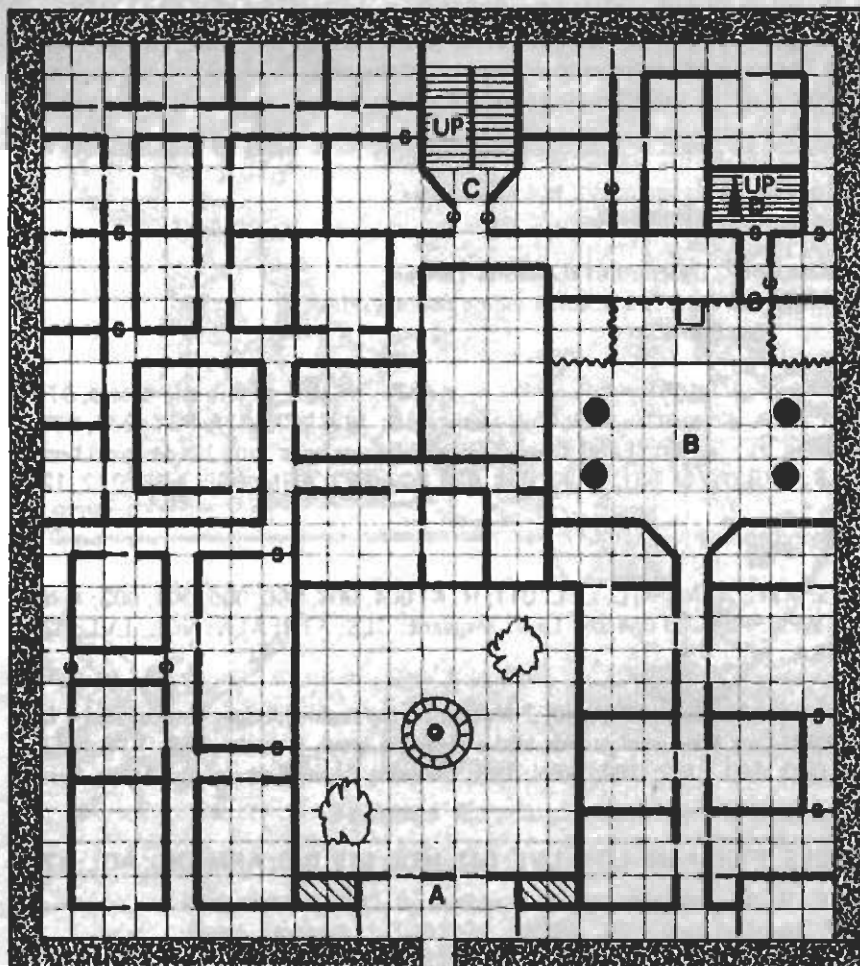
- Pt. A** Guard Room: Six 1st Level Fighters: CLS: FTR; ALN: NGL; LVL: 011; HTK: 004, 004, 006, 005, 004, 003; ARM: 070; AGL: 122, 122, 091, 071, 111, 091; WPN: ILS, and one 2nd Level Sergeant: CLS: FTR; ALN: NGL; LVL: 021; HTK: 011; ARM: 080; AGL: 122; WPN: IBA.
- Pt. B** The Throne Room: Daytime - the Overlord and his personal guard, 2 Nobles of the realm (Judges choice) and 4 fair ladies (CHA: 162, 173, 172, 184). At night: two 4th Level guards and a cleaning crew. Guards: CLS: FTR; ALN: NGL; LVL: 041; HTK: 021, 019; ARM: 080; AGL: 122, 102; WPN: IBS. Cleaning Crew: Female with Mops, Scrub Brushes, and pails of soapy water.
- Pt. C** Stair to Level 2. Two 4th Level Guards: CLS: FTR; ALN: LGN; LVL: 041; HTK: 019, 020; ARM: 080; AGL: 122, 081; WPN: IBS.
- Pt. D** Secret Stairs. Few of the people in the palace know of these stairs. They are guarded by a trained Hippogriff. Hippogriff: HIT: 006; HTK: 030; ARM: 050; AGL: 143; DPA: 2/1D6/1D6/1D6.

DAMKINA SUBMAP A

PALACE OF THE OVERLORD



SECOND FLOOR



FIRST FLOOR



- ⊙ = Secret Door
- = Door
- ▨ = Outside Well
- ▨ = Stairs
- = Columns
- ~~~~~ = Curtains
- ☼ = Trees
- ⊙ = Fountain

1 square = 10 feet



In the halls and corridors, there is a 2 in 6 chance of meeting someone every other melee round during the day and a 1 in 6 chance at night.

Random Encounters

(Roll on 1D6 after determining that there is an encounter.)

- 1 Four 1st Level Soldiers: CLS: FTR; ALN: NGX; LVL: 011; HTK: 004, 005, 003, 005; ARM: 070; AGL: 071, 133, 112, 112; WPN: ISW.
- 2 Four Body Servants: CLS: FTR; ALN: NXX; LVL: 011; HTK: 004, 002, 002, 001; ARM: 010; AGL: 071, 101, 112, 071; WPN: None.
- 3 Two Courtiers: CLS: FTR; ALN: NGX; LVL: 071, 081; HTK: 040, 042; ARM: 110, 090; AGL: 143, 163; WPN: IRS.
- 4 Spy for the Overlord: CLS: THF; ALN: NXX; LVL: 031; HTK: 015; ARM: 030; AGL: 184; WPN: IDG.
- 5 Concubine: Female; CLS: THF; ALN: NXX; LVL: 011; HTK: 004; ARM: 010; AGL: 123; WPN: IDG.
- 6 Representative of the Sorcerers' Guild with all supporters. Check for which one.

On the Second Floor, the following encounters are definite:

- Pt. A The royal Treasure: 14,000 GP, 50,000 SP, 140, 000 CP, Jewel-set crown worth 10,000 GP, spun gold robes worth 15,000 GP, the Sword of the Realm (IQ: 121; EGO: 122 and is aligned LGX. The Sword speaks Dwarven, Common and Gnomish. It adds 5 points to the attack and damage rolls and changes the alignment of anyone who uses it in battle irrevocably to LGX). The Treasure is guarded by a Stone Golem: HTK: 060; ARM: 042; AGL: 031; ATK: One for 4 - 24. Only weapons of +2 or greater magic do any damage to the Golem.
- Pt. B Harem of the Overlord of the White Throne: 4 - 8 Concubines present at any given time. Concubines: Female; HTK: 006, 004, 004, 004, 003, 003, 002, 002; ARM: 010; CHA: 189, 179, 179, 169, 179, 179, 169, 169; CLS: HRI; AGL: 168, 158, 157, 156, 155, 155, 146, 145; WPN: None.
- Pt. C Magic Message starts screaming, "Help! Help!! Help!!! Intruders, Intruders!!!", when anyone not of the palace retinue passes by this spot.
- Pt. D One Single Doomguard (animated Armor per Arduin Grimore): HTK: 10; ARM: 100; WPN: Great Sword; Dexterity and Agility always matches that of its most dextrous and agile opponent.

No. 2 - The Palace of Lord BlueGlimmer - a Noble of the Realm

BlueGlimmer is young and idealistic. He supports the Overlord faithfully and cannot understand why he doesn't take decisive action in the present crisis. Lord BlueGlimmer: CLS: FTR; LVL: 051; HTK: 030; ARM: +4 Plate Armor; WPN: IBS. BlueGlimmer is constantly accompanied by four 4th level Fighters and a 7th level Gnome Illusionist. Fighters: HTK: 022, 025, 014, 016; ARM: Plate Armor; WPN: IBS, WSB. Illusionist: HTK: 024; ARM: 010; WPN: ITK; Spells: *Illusory Noise*, *Disguise x 2*, *Rainbow Rays*, *Detect Invisible Objects*, *Hypnotic Pattern*, *Multiple Images*, *Mislocation*, *Fear*, *Dispel Illusion*, *Suggestion x 2*, *Confusion*.

No. 3 - The Palace of Lord Fairfellow - a Noble of the Realm

Lord Fairfellow is an ally to Lord BlueGlimmer. Fairfellow is Lawful-Good and serves Glor'diadel*. He is always accompanied by a single Phraint Warrior (per Arduin Grimore). Lord Fairfellow: CLS: FTR; LVL: 051; ARM: +3 Plate Armor; AGL: 155; WPN: Great Sword. Phraint Warrior: HTK: 31; ARM: 050; WPN: 4 Javelins (2 of Lightning) and a Whipsword (does 2 - 12 damage due to stripping of flesh). The Phraint resembles a Giant Preying Mantis, standing upright.

Lord Fairfellow will have within his town house at all times 5,000 GP. He carries 100 GP on his person.

No. 4 - The Palace of Lord Bloodspiller

This Noble is the most powerful of the peers, and totally opposed to the Overlord. He has connections in the Temple of Arthranax - Greater Lord of Evil, a Temple being used by Back-Lor, Wizard of Darkness for his own purposes (see No. 12). Lord Bloodspiller: CLS: FTR; ALN: LEX; LVL: 071; HTK: 062; ARM: +5 Plate Armor; STR: 189; INT: 155; WIS: 073; CON: 166; DEX: 145; CHA: 104; END: 166; AGL: 154; LEO: 164; LCK: 096; PSY: 031; WPN: Staff of Rulership with only 2 charges remaining, so he is loathe to use it. Bloodspiller is accompanied at all times by his Lover (a Demoness in Human form) and her two pets. Lover: Hellmaid: HIT: 006; HTK: 037; ARM: 030 (natural); AGL: 189; DPA: +2 Long

Sword. Pets: Hell Hounds: HIT: 004; HTK: 026, 023; ARM: 030; AGL: 155, 146; DPA: 1 - 10 + Fire Breath of 2 - 8. He has a further force of thirty Armed Men (CLS: FTR; LVL: 011), two Sergeants (CLS: FTR; LVL: 020) and 1 Captain (CLS: FTR; LVL: 061). Fighters: HTK: 008, 007, 001, 003, 001, 005, 005, 009, 009, 009, 010, 004, 004, 007, 010, 008, 004, 005, 010, 009, 004, 001, 001, 008, 008, 002, 003, 008, 004; ARM: 040; AGL: 155 (all); WPN: ILS, WS8; 1 - 6 GP each. Sergeants: HTK: 017, 010; ARM: 040; AGL: 165 both; WPN: ILS. Captain: HTK: 030; ARM: +2 Plate Armor; AGL: 177; WPN: IBS, LWH.

The Lord Bloodspiller's wealth consists of 15,000 GP and 2 Statues of Arthranax worth 15,000 GP each; as well as his estates and other land holdings.

No. 5 - The Palace of Lady Moonmist

Half-Elven of race, the Lady Moonmist is intensely Lawful Good in nature. She keeps check on Lord Bloodspiller and he hates her. She is more interested in the ultimate triumph of Good than anything else. She is the only one of the peers that is not a Warrior, she is a Wizardress. Lady Moonmist: CLS: MAG; ALN: LGX; LVL: 101; HTK: 026; WPN: +3 Dagger, Staff of Smiting; Spells: *Charm, Comprehend Languages, Detect Magic Auras, Familiar, Magic Bolt, Permanent Sphere of Light, Detect Evil Auras, Invisibility, Open, Ray of Weakness, Dispel Magic, Flight Speed, Protection from Evil, Slow, Charm Monster, Dig, Dimension Portal, Shape Change, Remove Curse, Contact Other Plane x 3, Teleport x 2, Control Weather, Enchant Items, Geas, Mass Invisibility x 3*. Lady Moonmist has a Brownie Familiar: HIT: 1; HTK: 4; ARM: 020; AGL: 189; DPA: 1 - 3; Once per day may use: *Protection from Evil, Ventriloquism, Lively Lights, Permanent Sphere of Light, Multiple Images, Confusion, Dimension Portal*. Capable of blending into landscape and escaping at will. She is further guarded by a 7th level Paladin: HTK: 45; ARM: 050; He has a +5 Long Sword, and is extremely loyal to Lady Moonmist. She also has 20 Elven Guards with Long Bows and Long Swords: CLS: FTR; LVL: 011; HTK: 005, 002, 005, 003, 004, 003, 003, 002, 004, 003, 008, 006, 007, 006, 008, 005, 005, 001, 005, 001; ARM: 030.

Her personal treasure consists of 50,000 GP worth of Gems and 1,000 GP in cold cash.

No. 6 - Temple of Glordiadell (Lawful-Good)

The smallest of the Temples in town, the various Craftsmen are all members of the Temple. The High Priest is Clear-sight the Old: CLS: CLR; LVL: 111; HTK: 058; ARM: +2 Chainmail; WPN: Silver +2 Mace and a Healing Wand with 49 charges in it, which heals 10 points of damage with each charge; Spells: *Bless, Command, Detect Evil Auras, Protection from Evil, Remove Fear, Chant, Find Traps, Detect Alignment Auras, Silence, Create Food and Water, Cure Blindness, Cure Disease, Prayer, Heal Major Wounds, Detect Lie, Exorcise, Dispel Evil, Raise Dead, Heal All Wounds*.

Further within the Temple are two 5th level Priests who assist the High Priest. Lollar the Good: LVL: 051; HTK: 031; ARM: 045; AGL: 144; WPN: IFM; Spells: *Heal Minor Wounds, Purify Food and Drink, Sanctuary, Resist Fire, Slow Poison, Speak with Animals, Feign Death*. Brando the Big: LVL: 051; HTK: 035; ARM: 045; AGL: 124; WPN: IFM; Spells: *Heal Minor Wounds x 2, Sanctuary, Hold Person, Slow Poison, Detect Charm, Speak with the Dead*.

Finally, there are 20 Warrior Priests: LVL: 011; HTK: 008 each; ARM: 045; WPN: IFM; Spell: *Heal Minor Wounds*.

No. 7 - Temple of Arthranax - Greater Lord of Evil (Amoral Evil)

Titulary Head is the Evil High Priest, Strikesorrow: CLS: CLR; LVL: 101; HTK: 047; ARM: +1 Plate Armor; AGL: 155; WPN: +3 Footman's Mace (Bloodred); Spells: *Curse, Command, Protection from Good, Sanctuary, Find Traps, Hold Person, Know Alignment, Snake Charm, Cause Blindness, Curse, Create Zombie/Skeleton, Inflict Major Wounds x 2, Sticks to Snakes, Insect Plague x 2*.

Under his rule are three 4th level Priests and 20 Warrior Priests. Bloodmarrow: LVL: 041; HTK: 018; ARM: 045; AGL: 143; WPN: IFM; Spells: *Command x 2, Cause Fear, Hold Person, Detect Charm*. Heartrend: LVL: 041; HTK: 023; ARM: 045; AGL: 154; WPN: IFM; Spells: *Curse, Command, Protection from Good, Augury, Silence*. Black Barkov: LVL: 041; HTK: 018; ARM: 045; AGL: 123; WPN: IMS; Spells: *Sphere of Darkness, Putrify Food and Drink, Cause Fear, Find Traps, Speak with Animals*. 20 Warrior Priests: LVL: 011; HTK: 008 each; ARM: 045; AGL: 104 all; WPN: IFM; Spell: $\frac{1}{2}$ have *Protection from Good*, $\frac{1}{2}$ have *Detect Good*.

No. 8 - Temple of Allworthy (Lawful Good)

This is the State Religion. This Temple commands the most adherents. High Priestess is Sister Sweetwater: CLS: CLR; LVL: 111; HTK: 030; ARM: +2 Chainmail and +3 Ring of Defense; AGL: 188; WPN: +3 Mace; Spells: *Bless, Command, Heal Minor Wounds, Protection from Evil, Remove Fear, Chant, Hold Person, Silence, Speak with Animals, Permanent Sphere of Light, Cure Disease, Dispel Magic, Prayer, Heal Major Wounds, Exorcise, Tongues, Commune, Raise Dead, Heal All Wounds*.

8A The Home of Sister Sweetwater: Furnished with the simplest of furnishings and decorations. In her bed chamber, Sister Sweetwater keeps her personal treasure of 200 GP and 2 Potions of Major Healing.

8B The Home of the Patriarch of Allworthy, Aldones: CLS: CLR; LVL: 081; HTK: 022; ARM: +1 Plate Armor; AGL: 134; Spells: *Bless, Create Water, Purify Food and Drink, Detect Charm, Detect Alignment Auras, Slow Poison, Permanent Sphere of Light, Cure Blindness, Cure Disease, Divination, Sticks to Snakes*. His personal treasure, also hidden in his bed chamber consists of two Ioun Stones and a Medallion of Shielding.

8C Two Adepts dwell together here. Rin'thalin: CLS: CLR; HTK: 005; ARM: 045; AGL: 177; WPN: IFM; Spells: *Bless, Heal Minor Wounds*. Glimorphin: CLS: CLR; HTK: 006; ARM: 045; AGL: 135; WPN: IFM; Spells: *Detect Magic Auras, Purify Food and Drink*.

- 8D The Home of two more Adepts. Kithrop: CLS: CLR; HTK: 004; ARM: 045; AGL: 144; WPN: IFM; Spells: *Create Water, Sphere of Light*. Larkam: CLS: CLR; HTK: 006; ARM: 045; AGL: 123; WPN: IFM; Spells: *Heal Minor Wounds x 2*.
- 8E Four Adepts are in this Building. Yethron: CLS: CLR; HTK: 008; ARM: 045; AGL: 104; WPN: IFM; Spells: *Detect Magic Auras, Sanctuary*. Cor'sonas: CLS: CLR; HTK: 008; ARM: 045; AGL: 114; WPN: IFM; Spells: *Protection from Evil, Resist Cold*. Talupp: CLS: CLR; HTK: 005; ARM: 045; AGL: 136; WPN: IFM; Spells: *Command, Heal Minor Wounds*. Apta: CLS: CLR; HTK: 009; ARM: 045; AGL: 134; WPN: IFM; Spells: *Heal Minor Wounds, Light*.
- 8F The dwelling of the Lama Di-midion: CLS: CLR; HTK: 040; ARM: 050; AGL: 154; WPN: WQS; Spells: *Heal Minor Wounds x 2, Command, Augury, Hold Person, Snake Charm, Glyph of Warding, Speak with Dead, Exorcise*. Di-midion's personal treasure consists of a Potion of Ethrealness and 2 Potions of Flight. These are hidden in a nook under the floor of the small reception room. Di-midion preaches the faith on the streets of Damkina faithfully every day. He is always willing to help those in need.
- 8G Quarters for four Acolytes: Golopher, Putiono, Goodlight and Malak. Acolytes: CLS: CLR; HTK: 004, 003, 006, 002; ARM: 045; AGL: 134 all; WPN: IFM; Spells: Golopher: *Heal Minor Wounds*; Putiono: *Command*; Goodlight: *Light*; Malak: *Bless*.
- 8H Quarters for four Acolytes: Longwalk, Mordecai, Ward and Bertoro. Acolytes: CLS: CLR; HTK: 002, 007, 001, 004; ARM: 045; AGL: 143 all; WPN: IFM; Spells: Longwalk: *Bless*; Mordecai: *Heal Minor Wounds*; Ward: *Heal Minor Wounds*; Bertoro: *Command*.
- 8I Quarters for four Acolytes: Blue Max, White Loo, Red Kar and Green Barlo. Acolytes: CLS: CLR; HTK: 003, 003, 003, 006; ARM: 045; AGL: 103 all; WPN: IFM; Spells: Blue Max: *Remove Fear*; White Loo: *Cure Light Wounds*; Red Kar: *Bless*; Green Barlo: *Light*.
- 8J Quarters for four Acolytes: Low Looie, Short Sim, Little Lars and Stumpy Shoolar. Acolytes: CLS: CLR; HTK: 008, 004, 006, 003; ARM: 045; AGL: 114 all; WPN: IFM; Spells: Low Looie: *Bless*; Short Sim: *Command*; Little Lars: *Light*; Stumpy Shoolar: *Protection from Evil*.
- 8K The Prefect Man'radin, Director of Acolytes: CLS: CLR; HTK: 017; ARM: 050; AGL: 155; WPN: IMS; Spells: *Detect Evil Auras, Detect Magic Auras, Sanctuary, Chant, Silence, Speak with Animals, Locate Object*. Man'radin teaches his Acolytes well, and does not believe in strict disciplinary actions. He is always willing to talk to strangers.

No. 9 - Guild Hall for the Craftsmen's Guild

Normally unguarded, if approached in the evening there is a 14% chance of a meeting in progress, in which case all but 1 - 4 of the various Craftsmen described hereafter will be present.

- 9A The Leatherworker Shop: The Craftsman is Haus-Softshoe: Human; CLS: FTR; LVL: 021; HTK: 011; ARM: 020; AGL: 156; INT: 014 (shrewd in bargaining); WPN: ITK. The Cashbox contains 109 GP, 89 SP and 602 CP. The lid is trapped with needles dipped in a Potion that causes sleep unless save vs. Poison is made. Prices are 20% above normal, but the craftsmanship is excellent.
- 9B Arms Shop: Craftsman is a Gnome named Iron-Glob. He manufactures excellent Armor and Arms. Iron-Glob: CLS: FTR; LVL: 022; HTK: 011; ARM: 070; AGL: 176; INT: 017; WPN: DSS. He is intensely loyal to the Temple of Glor'diadel. 546 GP in Cashbox. All items are made of Damascus Steel and are priced 20% above normal.
- 9C Seamstress: This is a Gnome Woman named Nice-Hair. She repairs damaged garments or makes new ones. She does good work at reasonable prices. Nice-Hair: Female Gnome; CLS: FTR; LVL: 011; HTK: 003; ARM: 015; AGL: 177; WPN: None. Cashbox has 12 SP and 63 CP in it. It is not trapped.
- 9D Ink Maker: Craftsman is a Human Male named Auld-Sa. Pens, ink and some paper are available. Auld-Sa: CLS: FTR; LVL: 011; HTK: 006; ARM: 015; AGL: 103; INT: 014; WPN: DTK.
- 9E Wheelwright: This is a Human Male named Round-Wood: CLS: FTR; LVL: 021; HTK: 012; ARM: 015; AGL: 134; INT: 012; WPN: WBL.
- 9F Cobbler: A Gnome works this shop with the help of two Brownies. The Gnome's name is Par-eyut: CLS: FTR; LVL: 011; HTK: 004; ARM: 015; AGL: 134; WPN: DTK. The Brownies are Fastmark and Quickstep: HIT: 001; HTK: 004, 003; ARM: 030; AGL: 189 both; DPA: 1 - 3. They have normal Brownie abilities. Cashbox contains 45 GP and 27 SP and is trapped with Sleep Gas.
- 9G Dwarven Blacksmith: Craftsman's name is Buford, and he is a jack-of-all-trades (has many skills). He will shoe horses, make some weapons, whatever is needed. Buford: CLS: FTR; LVL: 031; HTK: 020; ARM: 050; AGL: 167; INT: 014; WPN: +2 Hammer. Cashbox contains 212 GP, 407 SP and 687 CP. In a niche in the floor, another 720 GP are hidden. Buford loves to recite Dwarven Legends.

- 9H Human Weaver Woman: Her name is Shining-Thread. She has cloth on sale of excellent quality inexpensively. Shining-Thread: Female; CLS: FTR; LVL: 011; HTK: 005; ARM: 015; AGL: 178; WPN: DTK.
- 9I Pottery and Ceramics Shop: This is run by a Gnome named Clayworker the Old: CLS: FTR; LVL: 011; HTK: 003; ARM: 015; AGL: 154; WPN: DTK. Cashbox contains 5 SP and 50 CP.
- 9J Jewelers: The owner is Simiril Gemlover: Elf; CLS: FTR; LVL: 031; HTK: 015; ARM: +2 Chainmail; WPN: +1 Long Sword. Treasure: In Cashbox: 520 GP, 460 SP and 14 EP; In display cases: 45 pieces of Jewelry (all Elven work) worth a total of 15,645 GP; In storage: 65 assorted Gems, a small bar of Gold, and one of Silver, total value is 14,000 GP; Hidden in Gemlover's private apartments are 6,000 more GP, a Medallion of Invisibility, a Vial of Healing (purchased from a wandering Cleric) and an Elven Cloak (which is a family heirloom).
Gemlover does not guard his shop alone. He has two hired guards, Gilador and Faramil: Elf; CLS: FTR; LVL: 031; HTK: 018, 016; ARM: +2 Chainmail; AGL: 179; WPN: DLS, WLB. It is to be noted that Gemlover is the richest of the town people below the level of Merchant. He is wary of Dwarves, though not blatant in his distrust. He will always give Elves and Half-Elves the best bargains.
- 9K Musical Instruments: The owner is a Human named Puffy Blowcheeks: CLS: FTR; LVL: 011; HTK: 004; ARM: 015; WPN: DTK. Puffy also directs the town's musical group. He is a very friendly person. Cashbox contains 26 SP, 12 EP and 6 GP.
- 9L Copper Goods (Pots, Kettles, etc.): A Gnome owns this shop named Hands Metal-Worker: CLS: FTR; LVL: 011; HTK: 004; ARM: 045; AGL: 155; WPN: IBL. Cashbox contains 500 SP and 200 GP.
- 9M Human Printer's Shop: The owner is named Ink-Blotch Paperlover: CLS: FTR; LVL: 011; HTK: 004; ARM: 015; AGL: 103; WPN: DTK. Cashbox contains 250 CP, 72 EP and 16 GP. It is trapped with a 4 die Fireball that will detonate if any other than the Printer opens the box (NO Disarming). It was set by a friendly Mage.
- 9N Candle Maker: Large-Nose: Gnome; CLS: FTR; LVL: 011; HTK: 007; ARM: 015; AGL: 113; WPN: IFM. Cashbox has 67 CP and 7 SP in it. Large-Nose hates jokes about his nose and will offer to make a candle out of the jokester.
- 9O Lamp Maker: This Elf doesn't give his name to customers, but his name is Last Longwellan: CLS: FTR; LVL: 011; HTK: 008; ARM: 015; AGL: 176; WPN: DTK. Cashbox contains 22 SP and 16 GP. He is very secretive and not at all talkative. He has a secret grudge against all Gnomes.
- 9P Glassblower: Sandbox the Young: Human; CLS: FTR; LVL: 021; HTK: 014; ARM: 015; AGL: 169; WPN: IBS. Cashbox contains 52 SP and 35 GP. Sandbox wants to give up his shop and go adventuring.

No. 10 - The Guild Hall for the Thieve's Guild

The Hall is constantly guarded by two 4th level Thieves. On any given night, there is a 14% chance that there will be a meeting of the Guild in progress. Eight-Toes Marlo: LVL: 041; HTK: 020; ARM: 015; AGL: 179; WPN: +2 Dagger and Garroting Rope. Lefty Lancaster: LVL: 041; HTK: 017; ARM: 015; AGL: 168; WPN: +2 Dagger and Vial of Poison.

- 10A Dwelling of the Master Thief: This man controls all the Thieves in Damkina. His name is Quick Fingers: CLS: THF; LVL: 101; HTK: 047; ARM: +4 Belt of Defense; AGL: 189; WPN: +3 Dagger. His dwelling is a repository for the stolen goods of other people. He has about 1,005 GP stored in small caches and he also has 4 pieces of Jewelry worth a total of 456 GP. He is very shrewd, and knows how to deal with chaotic personnas. He never forgets a slight (an offer protection from the law).
- 10B Dwelling of Quick Finger's Assistant, Surehand: CLS: THF; LVL: 081; HTK: 038; ARM: 015; AGL: 176; WPN: +2 Poisoned Dagger. He has 750 GP and a Vial of Potion of Ethrealness stored in a chest trapped with 6 poisoned needles. He is loyal to Quick Fingers, but loves to get in barroom brawls.
- 10C Dwelling of the Burglar, Nimble-Leap: CLS: THF; LVL: 051; HTK: 022; ARM: 015; AGL: 169; WPN: +2 Short Sword. He has a Blur Cloak which he doesn't normally use. This cloak is stored together with 450 GP in a hole under a loose stone in his kitchen floor. He is the town's cat burglar, and he only operates on nights of the no moons.
- 10D Dwelling for the village's only two Assassins, who work for the Thieves Guild, more or less. They also guard the entrance to Thieves Alley. They are called Quick-Kill and Man-Slayer. Both are Half-Orcs. Quick-Kill: CLS: ASA; LVL: 071; HTK: 034; ARM: 020; AGL: 159; WPN: +2 Poisoned Dagger. Man-Slayer: CLS: ASA; LVL: 071; HTK: 029; ARM: 020; AGL: 159; WPN: DTK, Blow Gun with Poisoned Darts. The occasional assassinations the two are called upon to perform, along with the salary the Thieves Guild pays them are sufficient to keep them in their usual manner. They drink and revel excessively, and live riotously at all times. Total cash between them consists of 204 GP, 309 SP and 24 CP.
- 10E The home of the Thieves, Eight-Toes Marlo and Lefty Lancaster, who normally guard the Guild Hall. There is only a 10% chance they will be home. Their treasure is hidden in a fake ceiling tile and consists of 207 GP.
- 10F The home of Igneous Fiddlefingers, teacher of the Apprentices: CLS: THF; LVL: 051; HTK: 025; ARM: 020; WPN: +2 Dagger. Personal treasure of 645 GP and a pair of Elven Boots. He drives the apprentices crazy with his nitpicking comments on their abilities.

10G, 10H, 10I, 10J, and 10K are the Barracks for the Apprentice Thieves. There are four Thieves in each barracks 50% of the time. Apprentice Thieves: LVL: 011; HTK: 006, 005, 001, 004, 004, 005, 001, 002, 003, 003, 006, 006, 001, 006, 005, 002, 002, 001, 003; ARM: 015; AGL: 155 all; WPN: DTK.

No. 11 - Guild Hall for the Houris Guild

This Guild Hall is guarded at all times by two Human Male Fighters: LVL: 021; HTK: 014, 014; ARM: 050. Guild Treasury is 1,243 GP.

- 11A The home and business of the Chief Houri, Gilda Gold: CLS: HRI; LVL: 091; HTK: 026; ARM: 005; AGL: 189; CHA: 189. Personal treasure: 240 GP. She can satisfy any whim (non-violent), and charges exorbitant prices.
- 11B The home and business of the Subchief Houri, Lara Lip: CLS: HRI; LVL: 071; HTK: 025; ARM: 005; AGL: 179; CHA: 189. Personal treasure: 45 GP. She is loyal to Gilda Gold, but has a sharp tongue and is abrasive to those she does not know.
- 11C Houri's home, Venus Veil: CLS: HRI; LVL: 041; HTK: 012; ARM: 005; AGL: 158; CHA: 179; WPN: DTK. Personal treasure: 67 GP, 45 SP.
- 11D Home of another Houri, Juno Jam: CLS: HRI; LVL: 041; HTK: 014; ARM: 005; AGL: 167; CHA: 169; WPN: DTK. Personal treasure: 36 GP, 2 PP.
- 11E Yet another Houri home, Aphro Anie: CLS: HRI; LVL: 031; HTK: 010; ARM: 005; AGL: 167; CHA: 178; WPN: DTK. Personal treasure: 42 GP, 12 EP.
- 11F Two Houris share this house. They walk out to the better part of town and try to attract male attention. Then, they go where ever their partners wish. 50% chance of either of them being home. They are named Arloa and Zelarne. Arloa: Female; CLS: HRI; LVL: 041; HTK: 012; ARM: 005; AGL: 167; CHA: 179; WPN: STK. Personal treasure: On Person: 14 GP; In House: 12 GP. Zelarne: Female; CLS: HRI; LVL: 031; HTK: 010; ARM: 005; AGL: 178; CHA: 169; WPN: STK. Personal treasure: 60 GP on person.
- 11G A semi-retired Houri, older, blowsy, but still attractive is Short-Skirt Selena: Female; CLS: HRI; LVL: 021; HTK: 007; ARM: 005; AGL: 104; CHA: 159; WPN: STK. Personal treasure: 17 SP, 4 GP. She knows everyone in town, and all the gossip on each person. She is a very valuable contact.
- 11H Older Teacher and four young Students of the Arts of Seduction. Old Teach: CLS: HRI; LVL: 061; HTK: 023; ARM: 007; AGL: 147; CHA: 169 (189 in her day); WPN: GTK. Students: Females; CLS: HRI; LVL: 011; HTK: 004, 003, 002, 002; ARM: 005; CHA: 189, 179, 189, 169; WPN: ITK.

No. 12 - Back'Lor, the Wizard of Darkness

This home is one of the richest in town. It belongs to a man named Back'Lor. To all appearances, he is a Merchant. Not a regular one, but one with many distant trading interests. To be sure, if a player or NPC goes to Back'Lor with a request for any type of exotic goods, Back'Lor will procure it for him within two weeks (at an exorbitant fee, of course).

In reality, however, Back'Lor is a Wizard of Darkness, connected with the dungeon of Man'Throp and controlling the Temple of Arthranax in Damkina, all in the hope of totally overcoming the alliance of the city with the Iron Smelter Dwarves and the Steading of Quinden, given time, replacing all this with the rule of an utterly depraved evil.

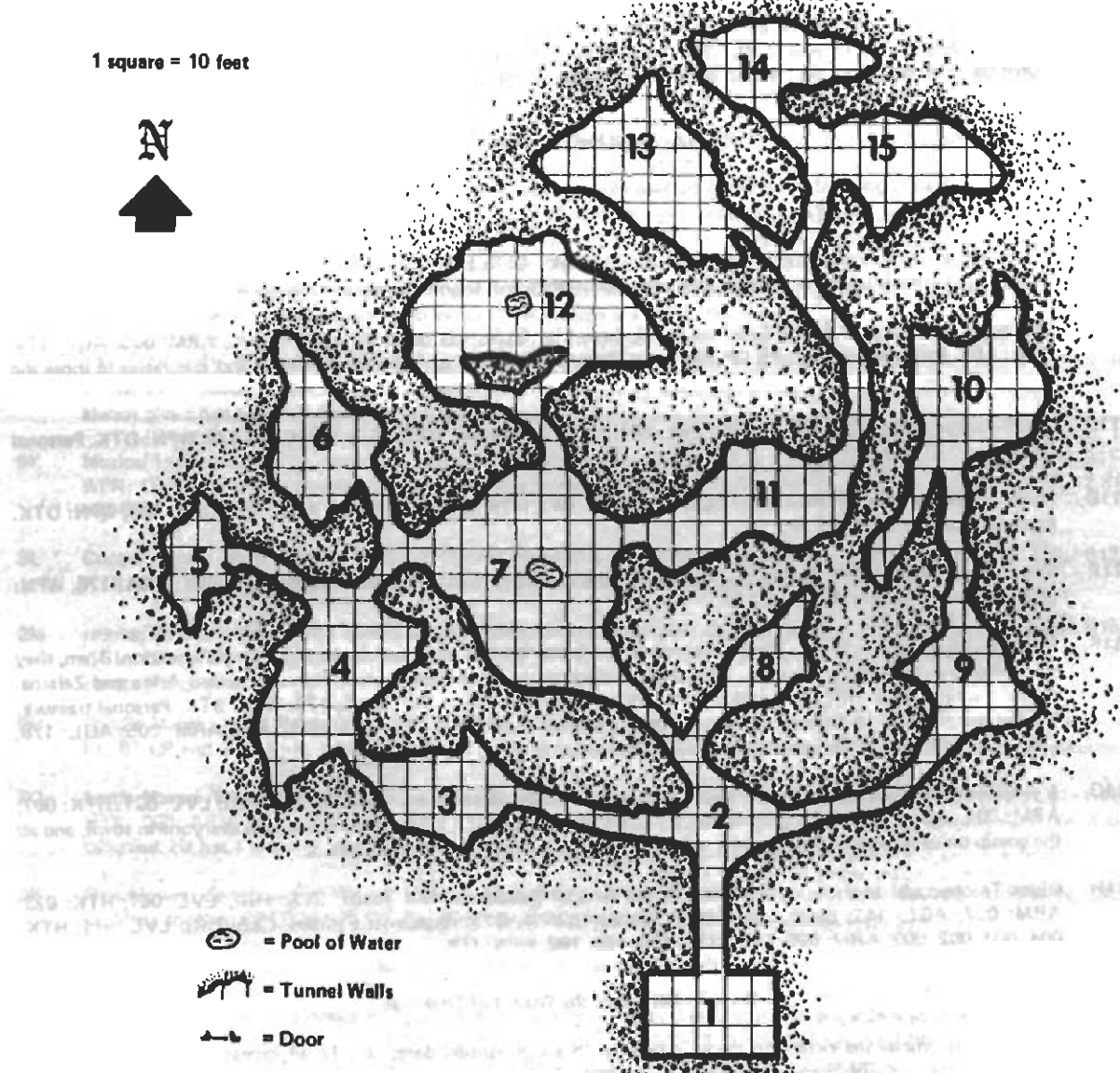
Back'Lor: CLS: MAG; LVL: 191; HTK: 038; ARM: +5 Ring of Defense; STR: 114; INT: 187; WIS: 113; CON: 154; DEX: 155; CHA: 092; END: 154; AGL: 155; LED: 167; LCK: 177; PSY: 189; Spells: *Fiery Fingers, Charm, Familiar, Magic Bolt, Slumber, Detect Invisible Objects, Open, Ray of Weakness, Spider Web x 2, Fireball, Speed, Flight, Lightning Bolt, Slow, Suggestion, Dig, Fear, Ice Storm, Curse, Wall of Fire, Create Zombie/Skeleton, Conjure Elemental, Ray of Cold, Portal, Wall of Force, Death Spell, Disintegrate x 2, Clone x 4, Incendiary Cloud, Blind, Gate*. Back'Lor has a Ring of Regeneration and a Ring of Meteors. His personal treasure consists of 14,000 GP, 3,000 PP, 24 Gems of the First Water worth 150 GP each. Opening out of the cellar of Back'Lor's home is a natural series of caves that Back'Lor is using for some of the allies he has to be house in, also to keep some of his more valuable magical equipment. See Damkina Sub-Map 8.

Sub-Map B

- 1 The Cellar of Back'Lor's house: Boxes and bags are stored here, it looks like any other cellar. A door quite plainly leads somewhere. If opened, the party will see the rough hewn passage that leads deeper in.
- 2 A Guard Check Point: Two Gargoyles squat here, making sure that no unauthorized personnel pass. Gargoyles: HIT: 007; HTK: 030, 027; ARM: 040 (+1 weapon or better needed to do damage, however); AGL: 104, 115; DPA: 1 - 4/1 - 6.
- 3 A widening of the passageway: a few boxes of food are stored in out of the way corners.
- 4 Another Check Point: Two Gargoyles, if hard pressed they will flee to the north into No. 7. Gargoyles: HIT: 006; HTK: 032, 024; ARM: 040 (+1 weapon or better needed to do damage, however); AGL: 135, 144; DPA: 1 - 4/1 - 4/1 - 6.

COLD LAKE CITY SUBMAP B

1 square = 10 feet



= Pool of Water

= Tunnel Walls

= Door

- 5 Filthy Sleeping Quarters for four Gargoyles: Two will be present, sleeping soundly. Gargoyles: HIT: 005; HTK: 026, 022; ARM: 040; AGL: 103, 093; DPA: 1 - 4/1 - 4/1 - 6.
- 6 Storage space for food and a few weapons. No Guards.
- 7 A large Cavern with a pool of clear water in the center. There are 12 very alert Gargoyles ringed the pool. The Gargoyles will talk to characters, displaying sardonic wit and evil humor. Gargoyles: HIT: 006; HTK: 024, 016, 018, 028, 028, 018, 022, 020, 021, 022, 022, 027; ARM: 040 (+1 weapon or better needed to do damage); AGL: 124 all; DPA: 1 - 4/1 - 4/1 - 6.
- 8 Small storage area for food, etc.
- 9 Empty.
- 10 Bed Chamber for four Gargoyles. Two will be present: HIT: 006; HTK: 017, 028; ARM: 040 (+1 or better weapons to do damage); AGL: 083, 072; DPA: 1 - 4/1 - 4/1 - 6.
- 11 Empty.
- 12 Back'Lor's Chamber of Magics: A small pool in the center of the chamber may be used by any Mage to view events anywhere on the surface of this world. Only limitations being that normal visual conditions at the area looked at may obscure vision. There is a small chest in one niche. Opening it summons (no chance of disarming) a Minor Demon to attack the offender, if it is not Back'Lor. Minor Demon: HIT: 007; HTK: 034; ARM: 060; DPA: 1 - 4/1 - 4/1 - 8. The chest contains two Potions of Silver Dragon Control, a Potion of Stone Giant Strength and a Wand of Ice (14 charges left).

13 - 15 All three rooms are empty.

42 Pegasus

No. 13 - The Meeting House for the Sorcerers Guild

Here, the various Sorcerers of the city meet to discuss the affairs of the day (and what can best be done about them). There is a 5% chance of such a meeting during the day and a 25% chance of such a meeting in the evening. The Sorcerers from 13A - 13E will be present, and so will the Illusionist from No. 2.

At any other time, the house will be guarded by six 6th level Warriors and four Doomguard (from Arduin). Warriors: CLS: FTR; LVL: 061; HTK: 030, 041, 028, 042, 033, 032; ARM: +2 Chainmail; AGL: 155 all; WPN: +1 Long Sword, +1 Longbow. Doomguard: HIT: 006; HTK: 031, 027, 017, 026; ARM: 100; AGL: Matches that of opponent; WPN: DBA.

If the Sorcerers are present, the guards will be absent, but each will have brought his or her own personal retinue.

- 13A The home and business of the Wizard Aglamenon: CLS: MAG; LVL: 101; ARM: +3 Ring of Defense; AGL: 165; WPN: DTK; Spells: *Fiery Fingers, Charm, Erase, Comradery, Illusory Noise, Forget, Levitate, Spider Web, Blink, Clairvoyance, Slow, Spell Extension A, Fear, Teleport x 2*. In his Treasure Chest, the illustrious Wizard has 9,000 GP and three Potions, one of Healing, one of Levitation, one of Flying. As well as two bond Slaves who cook, clean, etc., Aglamenon is guarded by two 4th level Amazon Warriors: CLS: AMZ; HTK: 031, 027; ARM: +3 Chainmail; AGL: 178, 179. WPN: +2 Long Sword, +1 Hand Axe.
- 13B The home of Gitchi' Laud the Illusionist (Gnome): CLS: ILL; LVL: 091; HTK: 023; ARM: 015; WPN: +2 Dirk; Spells: *Illusory Noise, Rainbow Rays, Lively Lights, Sphere of Darkness, Hypnotism, Hypnotic Pattern, Invisibility, Magic Message, Dispel Illusion, Suggestion x 2, Emotion x 2*. The Illusionist has a permanent Invisible Porter to wait on him, compliments of a friend. Otherwise, there are no beings other than himself. He has 12,000 GP stashed away.
- 13C The 12th level Mage, Cardonius resides here: CLS: MAG; LVL: 121; HTK: 029; ARM: 015; AGL: 145; Spells: *Detect Magic Auras,Enlarge, Read Magic Script, Write Magic Script, Detect Evil Auras, Detect Invisible Objects, Invisibility, Levitate, Clairaudience, Clairvoyance x 2, Infravision, Remove Curse, Contact Other Planes x 2, Spell Extension B, Telekenesis, Teleport, Legend Lore*. It seems that Cardonius is ill prepared to defend himself, but such is not the case. He wears an Amulet of Magic Bolts. They may be fired, one pair per turn, striking unerringly and doing 2 + 5 points of damager per Bolt. He also wears a Ring of Magic, doubling 2nd level Spell ability. Otherwise, his treasure consists of 2,000 PP, 5,000 GP and 15,000 SP. He is served by two Servant Girls and six Lizard Men: HIT: 002; HTK: 010, 009, 016, 004, 016, 014; ARM: 030; AGL: 104 all; WPN: DSC.
- 13D The Sorceress of Qua dwells here. She is a Half-Gnome. Sorceress of Qua: Female; CLS: MAG/ILL; LVL: 072; HTK: 022; ARM: 015; AGL: 179; WPN: +1 Dirk. She is a devout member of the Temple of Allworthy. She is a seventh level Illusionist as well as a seventh level Mage. Spells: *Charm, Familiar, Comradery, Read Magic Script, Permanent Sphere of Light, Locate Object, Magic Message, Blink, Wind, Fear, Rainbow Rays, Hypnotism, Light, Minor Illusion, Hypnotic Pattern, Invisibility, Multiple Images, Dispel Illusion, Major Illusion*. Her personal treasure is 5,000 GP and a Ring of Meteors. She is constantly accompanied by four Invisible Pixies: HIT: 001; HTK: 004, 003, 004, 003; ARM: 010; Normal Pixie abilities.
- 13E The home of Black Bart, the Extrodinaire (a Were-Bear with Druidic abilities commensurate to Level 7): CLS: DRU; HTK: 036; ARM: 015 (Man), 050 (Bear); AGL: 156; DPA: 1 - 4/1 - 4/1 - B; Spells: *Animal Friendship, Entangle, Pass Without Trace, Invisibilty to Animals, Charm Mammal, Heat Metal, Produce Flame, Warp Wood, Call Lightning, Cure Disease, Snare, Plant Portal*. Personal treasure of 2,000 GP. No attendance other than small animals.

No. 14 - The Home of the Witch Starlight

Actually not a Witch, but an older 2nd level Fighter with Psionic Ability, she is a very respected woman of good, neat grandmotherly appearance. Her Psionic Ability equals 256 points. She is Lawful Good. Starlight: Female; CLS: FTR; LVL: 021; HTK: 019; ARM: 015; WPN: DDK; AGL: 136; Psionic Powers: Animal Telepathy, Clairaudience, Clairvoyance, Domination, Empathy, Hypnosis, Object Reading, Precognition, Dimension Walk, Telepathy. Further, she has a Ring of Human Persuasion and a Ring of Spells with *Slumber, Charm, Remove Curse, Faithful Hound*, and *Gate* stored within it.

Starlight's home is neat, clean with good usable, though old, furniture in it. She only uses four small rooms in her house. The rest she rents to the needy for whatever they can afford. She helps any and all that come to her.

Starlight attends the Temple of Glor'diadel every morning at 9 o'clock.

On her person at any time, she will have 5 GP and 11 + 20 CP. In a lockbox in her home, she has a further 205 GP and 561 CP she is saving for the future.

At any time, she will be accompanied by 1 - 4 male Street Urchins who have been washed and whose clothes have been cleaned and mended (15% chance one of them is an Angel of Glor'diadel she is entertaining in disguise).

If Starlight is robbed or killed, there is a 50% chance that Glor'diadel will send a Lesser Angel to seek retribution against the offending party. There is a 100% chance that the Common Townspeople will riot for 1 - 4 days or until the perpetrator is dead.

No. 15 - The Home of Bowregard the Axeman

Bowregard the Axeman is a Psionic Fighter, who is Neutral Good and reports to the Temple of Allworthy regarding goings on in the other Temples. Bowregard the Axeman: CLS: FTR; LVL: 041; HTK: 030; ARM: +3 Plate Armor; AGL: 146; WPN: +2 Battle Axe; Psionic Points: 147; Psionic Powers: Object Reading, Psychic Sensitivity, Probability Travel.

No. 16 - Pointy-Ears, the Holy Priest/Wizard

Pointy-Ears is the Holy Priest/Wizard in service to Glor'diadel. The Half-Elf is a frivolous, but generous and kind-hearted person. He is a seventh level Mage and a fifth level Cleric. Pointy-Ears: CLS: MAG/CLR; LVL: 072; HTK: 029; ARM: 015; AGL: 179; WPN: +2 Quarterstaff; Spells: *Bless, Command, Heal Minor Wounds, Augury, Slow Poison, Resist Fire, Come, Flery Fingers, Charm, Magic Bolt, Read Magic Script, Invisiblity, Spider Web, Stinking Cloud, Fireball, Blink, Ice Storm*. He has no attendants, but is a well-loved friend of Starlight (No. 14). If killed, there is no chance of retribution via Angel, but there is a 50% chance of mob violence, if the offender is known.

Inns, Taverns and Roadhouses of the City

ORC'S DELIGHT: The lowest dive in the city, with the possible exception of "The Red Knife". Proprietor: Bandylegs the Short; Half-Orc; ALN: LEA; CLS: FTR; LVL: 021; AGL: 133; ARM: 020; WPN: IBA. Cashbox: 42 GP, 16 SP, 64 CP. Beer: 1 CP; Thin Ale: 2 CP; Sour Wine: 6 CP; Giant Rat Steak: 1 SP; Lizard Legs: 2 SP; and (specialty of the house, but you better appear Evil or they'll deny having it) Stewed Halfling: 2 GP. Generally there are from 2 - 10 people present during the day, 4 - 30 at night. Most will be the lowest sort, including many Half-Orcs and an occasional true Orc.

THE RED KNIFE: Similar to the "Orc's Delight", this tavern serves those whom the rest of the city doesn't wish to see. Proprietor: Squinty Eyes; Human; ALN: NEA; CLS: FTR; LVL: 011; AGL: 153; ARM: 020; WPN: VDK. Cashbox: 14 GP, 7 SP, 237 CP. Beer: 1 CP; Whisky (poor quality): 1 SP; Opium (no questions): 4 GP. Generally 1 - 5 are present in the daytime and 3 - 12 at night. 25% chance will be totally out of it on opium.

PLAZA TAPROOM: Of a better quality, the Tap Room opens only onto the Plaza. Proprietor: Garbot the Old; Human; ALN: NXX; CLS: FTR; LVL: 011; HTK: 002; ARM: 015; AGL: 103; WPN: IDK. Cashbox: 104 GP, 15 SP. Good Beer: 2 CP; Wine: 4 - 6 SP; Beef Steak with Potatoes and Gravy: 3 SP; Milk (chilled, with meal): 2 CP. Generally 2 - 10 customers are present during the day, 4 - 40 at night. The better types, middle class, so to speak.

THE SILVER EVE TAVERN: A good place to get a drink. Proprietor: Green Leaves the Bold; Half-Elf; CLS: FTR; ALN: CGX; LVL: 031; HTK: 018; ARM: 015; AGL: 167; WPN: DSS. Cashbox: 40 GP, 62 SP, 104 CP. Good Beer: 3 CP per cup; Wine: 2 SP; Elven Wine: 5 SP (25% chance drunkenness, per cup/cumulative); Elven Treat (Mixed Green Salad and Smoked Meat): 2 GP. 1 - 5 customers during the day, 2 - 16 at night. Upper class and Elves basically.

THE GRIFFON'S GOLDEN HIND INN: A good place to stay. Proprietor: Grey Steel; Human; CLS: FTR; ALN: NGX; LVL: 061; HTK: 030; ARM: 015; AGL: 155; WPN: +2 Long Sword. He claims that after single-handedly killing a Griffon, he found its hind-quarters to be made of Gold. With the Gold, he bought the Inn. Cashbox: 67 GP, 214 SP. Room: 4 GP per week; Beer: 2 CP; Wine: 2 SP; Meal (potluck): ½ GP. Generally 2 - 10 people staying in the Inn, which can accomodate a total of 24 people. Evenings 1 - 6 more come in from town to drink.

SPEAR AND SWORD: A militaristic tavern. Proprietor: Quick Strike the One Armed; Human; CLS: FTR; ALN: LGX; LVL: 051; HTK: 024; ARM: +1 Plate Armor; AGL: 135; WPN: DBS. Quick Strike was a Captain of the Guard till he lost his arm. He then used his stipend from the government to buy the Spear and Sword. Cashbox: 43 GP, 65 SP, 14 CP. Beer: 1 CP per cup; Wine: 7 CP per glass; Ale (the best): 2 SP; Meal of Pork and Vegetables: 1 GP. Generally 1 - 4 customers are present by day, 2 - 20 at night. All are Soldiers or Guardsmen.

THE BAD BADGER TAVERN: For Gnomes, Dwarves and Halflings (none bigger will fit). Proprietor: Blue Cloth Smiling-face; Gnome; CLS: FTR; ALN: LGX; LVL: 011; HTK: 006; ARM: 015; AGL: 176; WPN: DTK. He has a pet Badger who often does what he is not supposed to. Cashbox: 54 GP, 140 SP, 360 CP. Beer: 1 CP per cup (good stuff, but small cups); Wine: 1 SP per cup; Meal with Seeded Buns, Stewed Beef and Gravy, and other homey delights: 1 GP. Four rooms are available, if the proprietor knows the seeker: 2 GP per week. Generally, there will not be anyone present during the day. At night, however, from 5 - 50 Halflings, Gnomes, and Dwarves will be crowded into the Common Room making merry.

THE RED PENTAGRAM INN: The best roadhouse in the city. Proprietor: Hat'rakus the Magnificent; Human; CLS: MAG; ALN: LGX; LVL: 071; HTK: 016; ARM: 015; WPN: +2 Dirk. He has a Pouch of Sneezing Powder (40 uses). He does not belong to the local Sorcerers Guild. Spells: *Lively Lights, Comradery, Slumber, Invisible Porter, Invisiblity, Levitate, Spider Web, Hold Person, Slow*. Cashbox: 146 GP, 250 SP. Beer: 4 CP; Wine: 3 SP. Almost anything to eat is available for between 2 SP and 6 GP. Room: 8 GP per week; Stebling for Horses: 6 GP per week per horse. Generally, from 2 - 12 people are staying here. House limit is 16.

THE ROBE AND RING ALE HOUSE: Sells Ale only, but any kind in any quantity. They also sell some food. Proprietor: Gitchi'Laud, the Illusionist (see No. 13B), he is seldom present and generally the Bar Maid, Alazon the Amazon, will be here instead. Alazon the Amazon: CLS: AMZ; LVL: 021; HTK: 017; ARM: 015; AGL: 167; WPN: DLS. Cashbox: 76 GP, 85 SP. Good Ale: 1 SP per glass; Excellent Ale (Gitchi'Laud claims its enchanted): 1 GP per glass; Food: 4 SP per plate. While not really enchanted, the Excellent Ale is potent; 20% cumulative chance drunkenness per glass. 4 - 16 customers will be present on any evening.

THE LEAPING UNICORN INN: The smallest of the Inns, but still very respectable. Proprietor: Tallstory BigTale: Human; CLS: FTR; ALN: NXX; LVL: 021; HTK: 020; ARM: 015; AGL: 134; WPN: IDK. He claims to have once been befriended by a Unicorn who led him to a huge treasure. In this case, its true. Cashbox: 102 GP, 397 SP, 24 CP, Wine: 5 SP; Mead: 1 GP; Food: 1 GP per meal; Room: 3 GP per week. Generally from 1 - 8 people staying at the Inn, plus 1 - 12 who come in to revel in the evening. In his own apartments, Tallstory has a locked chest with 16,000 SP in it, his nest egg. The chest is trapped with poisoned needles.

The Steading of Quinden

The Steading of Quinden is a small holding between the Amaite Range and the Scarlet Forest. As it is on the direct trade route between the Dwarven Kingdom of the "Iron Smelters" Tribe (Bighsdale) and their chief customers in Damkina, the Steading has a great deal of traffic passing through it.

Due to the amount of traffic, the Steading supports a larger than usual complement of farmers. Most farms are located along "Farmers Road", a few miles from town and the farmers are nearly all Halflings. Produce is brought in by wagon once per week during the summer. The Wayside Inn buys most of the groceries, either for immediate use, or to be put aside for the long winter. Whatever is left over is generally purchased by the Keep, to supply its mercenaries.

It is to be noted that each villager has a small garden, any additional supplies they need they purchase from the owner of the Wayside Inn.

Officially, the Steading of Quinden is under the authority of the Lord of the White Throne, ruler of Damkina. In practice, however, no notice is taken of this by the Steading or by Damkina Officials. The true ruler of Quinden may be considered Baron Drampinill the Slasher, a ruthless killer who has taken over the village for his own profit. Drampinill: CLS: FTR; ALN: CEX; LVL: 081; HTK: 048; ARM: +3 Plate Armor; STR: 178; INT: 148; WIS: 051; CON: 124; DEX: 083; CHA: 071; END: 133; AGL: 074; LED: 165; LCK: 144; PSY: 052; WPN: +2 Broadsword. His personal Guard consists of six 5th level Fighters: ALN: CEX; HTK: 036, 031, 035, 030, 031, 030; ARM: 050; AGL: 135 all; WPN: IBS. For the statistics of his Mercenaries, see No. 1 in this section.

No. 1 - The Keep of Baron Drampinill the Slasher

The Baron himself is seldom in the Keep. It serves as the base for his mercenary forces mainly. Those forces are as follows:

Twenty Men At Arms: CLS: FTR; LVL: 011; HTK: 008, 007, 009, 005 (x 5); ARM: 050; WPN: Broadswords, Spears, Heavy Crossbows. Defense of the Keep and village only.

Twenty Horse Archers: CLS: FTR; LVL: 011; HTK: 004, 006, 008, 002 (x 5); ARM: 040; WPN: Bows, Short Swords. They function in support of the Light Horse during the forays the Baron conducts to keep the trade roads open; they also function in defense of the Keep and village.

Horse Archer Sergeant: CLS: FTR; LVL: 031; HTK: 025; ARM: 040.

Sixty Light Horse Troops: CLS: FTR; LVL: 021; HTK: 016, 017, 014, 020 (x 15); ARM: 040; WPN: Lance and Saber. They function to keep the trade roads open and free of Bandits and Monsters. They also defend the farms along Farmer's Road. They will defend the village, but if it is obvious that an enemy is going to break through to the Keep, they will try to cut their way free and effect an escape, rather than involve themselves in a siege.

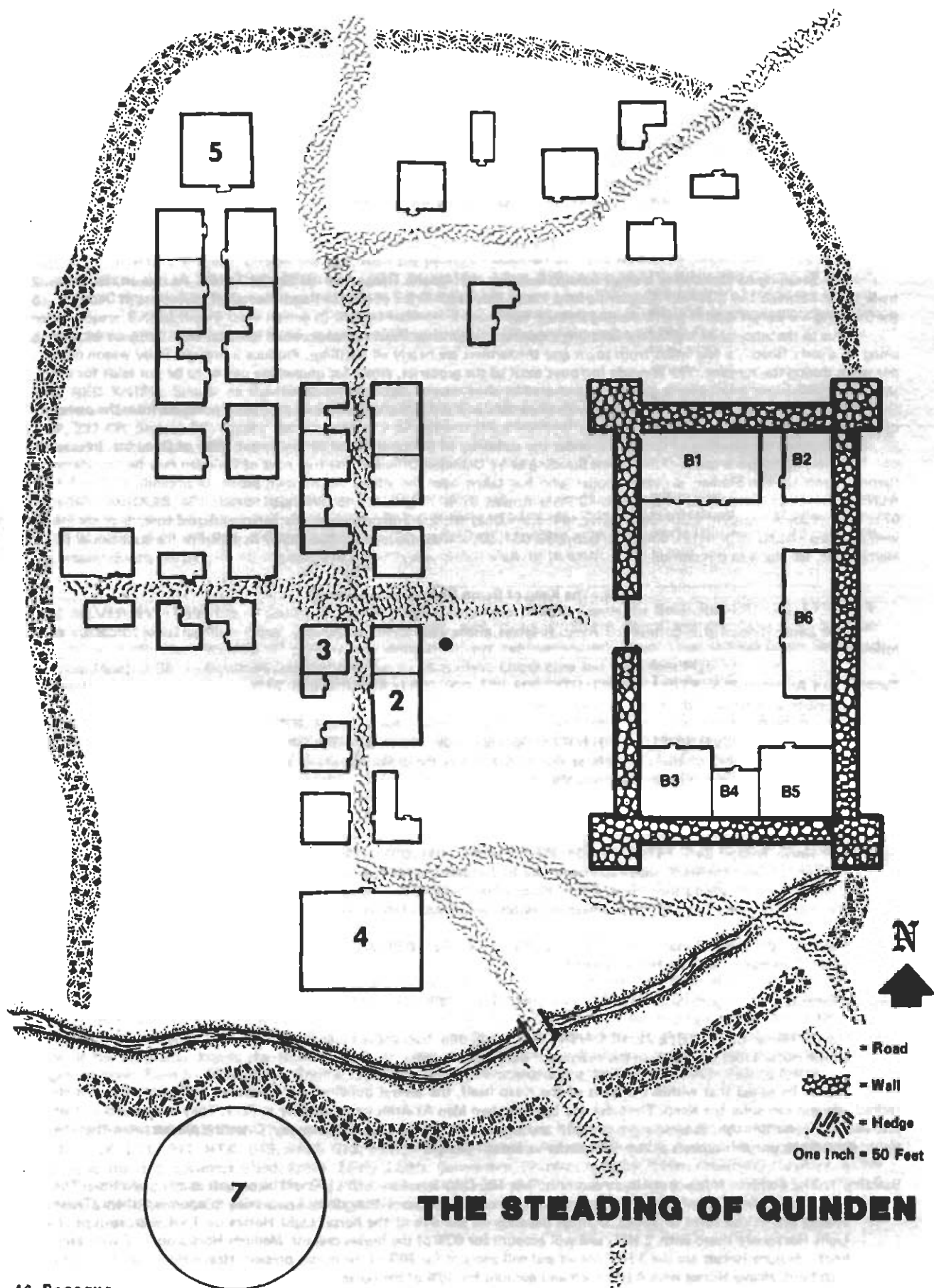
Six Sergeants for the Light Horse: CLS: FTR; LVL: 031; HTK: 021, 020, 025, 020, 023, 020; ARM: 045; WPN: Lance or Saber. Command the Light Horse in battle.

Two Lieutenants of the Light Horse: CLS: FTR; LVL: 041; HTK: 028, 030; ARM: 050; WPN: Lance or Saber (Medium Horse).

Captain of the Horse: CLS: FTR; LVL: 051; HTK: 040; ARM: 060; Lance, Broadsword (Heavy Horse). The Captain controls all the Horse Troops in battle in the absence of Baron Drampinill.

It is to be noted that within the walls of the Keep itself, the several buildings are numbered. Unless the village is attacked, anyone can enter the Keep. The gates will be open, two Men At Arms being on duty at Pt. 1. They are lax and will let just about anyone through, as people are going in and out all the time on business anyway. Once the players are within the Keep, consult the proper numbers as they search the various buildings.

Building 1: The Stables: This enormous structure houses 100 Destriers. From 10 - 100 will be present at any given time. The Destriers are from 2 to 4 HIT and get two attacks each if anyone they don't know tries to approach them. These attacks are in the form of Kicks. Damage depends on the size of the horse. Light Horses do 1 - 4 with each hoof. Light Horses are those with 2 HIT, and will account for 60% of the horses present. Medium Horses do 1 - 6 with each hoof. Medium Horses are the 3 HIT horses and will account for 30% of the horses present. Heavy Horses do 1 - 8 with each hoof. Heavy Horses have 4 HIT each and account for 10% of the horses present.



Building 2: Fodder Storage for the horses in Building 1: Bales and mounds of hay, bags of grain and horse harness fill this structure.

Building 3: Barracks for 60 Men: 60 cots and campaign chests (obviously the barracks for the Light Horse Troops). There will be 10 - 60 men present (detailed in No. 1). Each campaign chest has clothes and 2 - 20 GP in it. A finely detailed Silver Damascus Steel Dagger worth 25 GP lies in one of the chests.

Building 4: Barracks for 20 Men: Herein are 20 cots and campaign chests (barracks of the Horse Archers). There will be 2 - 10 men present. Each chest contains clothes and 1 - 10 GP. In one chest is a small bag containing a 50 GP Gold Ring.

Building 5: Barracks for 20 Men: Herein are 20 cots and campaign chests (barracks of the Men At Arms). There will be from 2 - 20 men present. Each chest contains clothes, personal mementos and from 2 - 15 GP.

Building 6: The Keep Proper: This building contains the quarters for Baron and Baroness Drampinill, the Officers Quarters, and several Guest Chambers. Baron Drampinill will be present with his Bodyguards 20% of the time. Baroness Drampinill on the other hand, will be present 95% of the time. She is: CLS: FTR; LVL: 041; HTK: 013; ARM: 010; WPN: Dagger. She will be accompanied by two Hand Maidens: HTK: 004, 003; ARM: 010. The Officers will be in their apartments 50% of the time (any given one). The room of any given officer will contain a chest with clothes and 40 - 400 GP in it. The room of any given Bodyguard will contain a chest with clothes, personal mementos and 30 - 300 GP in it. Lady Drampinill's quarters contain a lot of expensive clothing, some embroidered items (her sterling workmanship), and 20 items of Jewelry worth from 50 - 500 GP each.

Building 7: The Counting House: There is 1,700 GP, 4,000 SP and four 100 GP Gems here. The Baron often boasts that all his treasure was "Procured in lawful manners".

No. 2 - The Home of the Alchemist, Arley Cronker

Arley Cronker excels in the manufacture of Potions. He sells "Drought of Amazing Endurance" for 250 GP per vial. This Potion is a concoction of his own that raises the drinker's Constitution by 1 - 6 points for 24 hours. He also sells Potions of Minor Healing (250 GP), Potions of Flight (750 GP), Potions of Bravery (500 GP), and Philtres of Lust or Love (300 GP). There is a 15% chance that Cronker has at least one of any other desired Potion. Anything he doesn't have he can make up in 1 - 2 weeks time. Arley Cronker: CLS: ALC; LVL: 014; HTK: 032; ARM: 011; WPN: 6 Vials of Acid thrown as missile weapons for 2 - 8 points immediate damage, plus 1 - 4 per round thereafter until the person is dunked naked in water.

No. 3 - The Smithy

Horses, ponies, whatever, can be shod here for 1 - 4 SP. Some reequation weapons are sold; Swords: 20 GP, Daggers: 5 GP; Spears: 7 GP. The Smith is Dwarfven and his name is Umluk Handhammer: CLS: FTR; LVL: 051; HTK: 043; ARM: 070 (010 if working); WPN: +3/+3 Enchanted War Hammer.

3A The Smith's Home: A hidden cache in his somewhat messy kitchen has 76 GP, 45 SP and 100 CP in it.

No. 4 - The Wayside Inn

This large three story building has some 60 rooms available, as well as the Common Room and the owner's quarters. The owner is Jellysmear Plumbelly: CLS: CLF; LVL: 031; HTK: 016; ARM: 010; WPN: Mace. Jellysmear is in the service of Gunnora, Goddess of the Harvest, Fertility, and all Good Women. He tithes to her for every penny's income he receives.

Rooms in the Wayside are 1 GP per night with bed and bath. Meals are 2 SP. Mead, Ale or Wine are 1 SP and Beer is 2 CP.

In his own rooms, the Innkeeper has 78 GP, 150 SP, 74 CP, and not to mention his most prized possession, a Prayer Bead of Communication. The Prayer Bead is set in a hollow of Silver on a small homemade altar before a sheaf of dried wheat.

On any given night, 20% of the guests in the Common Room will be local citizenry, and 20% more will be regular travellers along these routes. Both factions will be aroused by any violent action towards the Innkeeper, who is known for his generosity and honesty. Further, there is a 30% chance that his good friend "The Lady" Starmist Moonflight, will be visiting in the Common Room. The Lady Moonflight will be accompanied by two guards. The Lady and her guards are detailed in No. 7. Both the citizens and the Lady will defend Jellysmear, if need be. Further, the regular travellers present may (50%) intercede on his behalf as well.

Jellysmear's Spells: *Cure Minor Wounds, Purify Food and Drink, Hold Person.*

No. 5 - Temple of Gunnora (Goddess of Fertility, Good Women, and the Harvest) (Lawful Good)

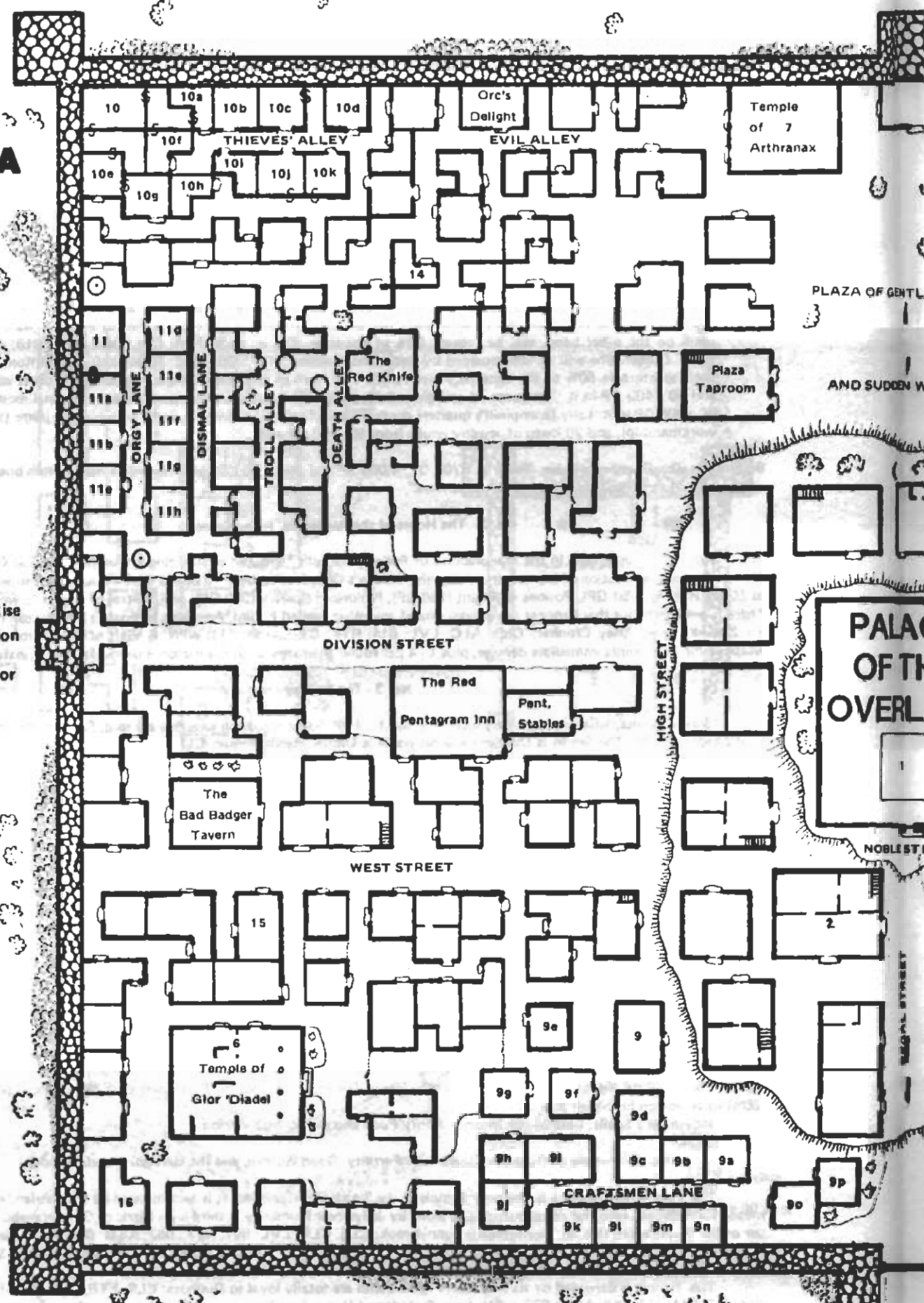
The Temple of Gunnora is the only Temple in the Steading of Quinden. It is administered by the Patriarchess Honeymeade Sunnybrook, who, for ritual purposes, is aided by Jellysmear Plumbelly, a third level Cleric of Gunnora who is proprietor of the Wayside Inn (No. 4). Honeymeade Sunnybrook: CLS: CLF; LVL: 091; HTK: 052; ARM: 080; WPN: Mace; Spells: *Cure Minor Wounds x 2, Detect Evil Auras, Remove Fear, Detect Charm, Detect Alignment Auras, Snake Charm, Speak with Animals, Cure Disease x 2, Cure Blindness, Detect Lie, Neutralize Poison, Raise Dead.*

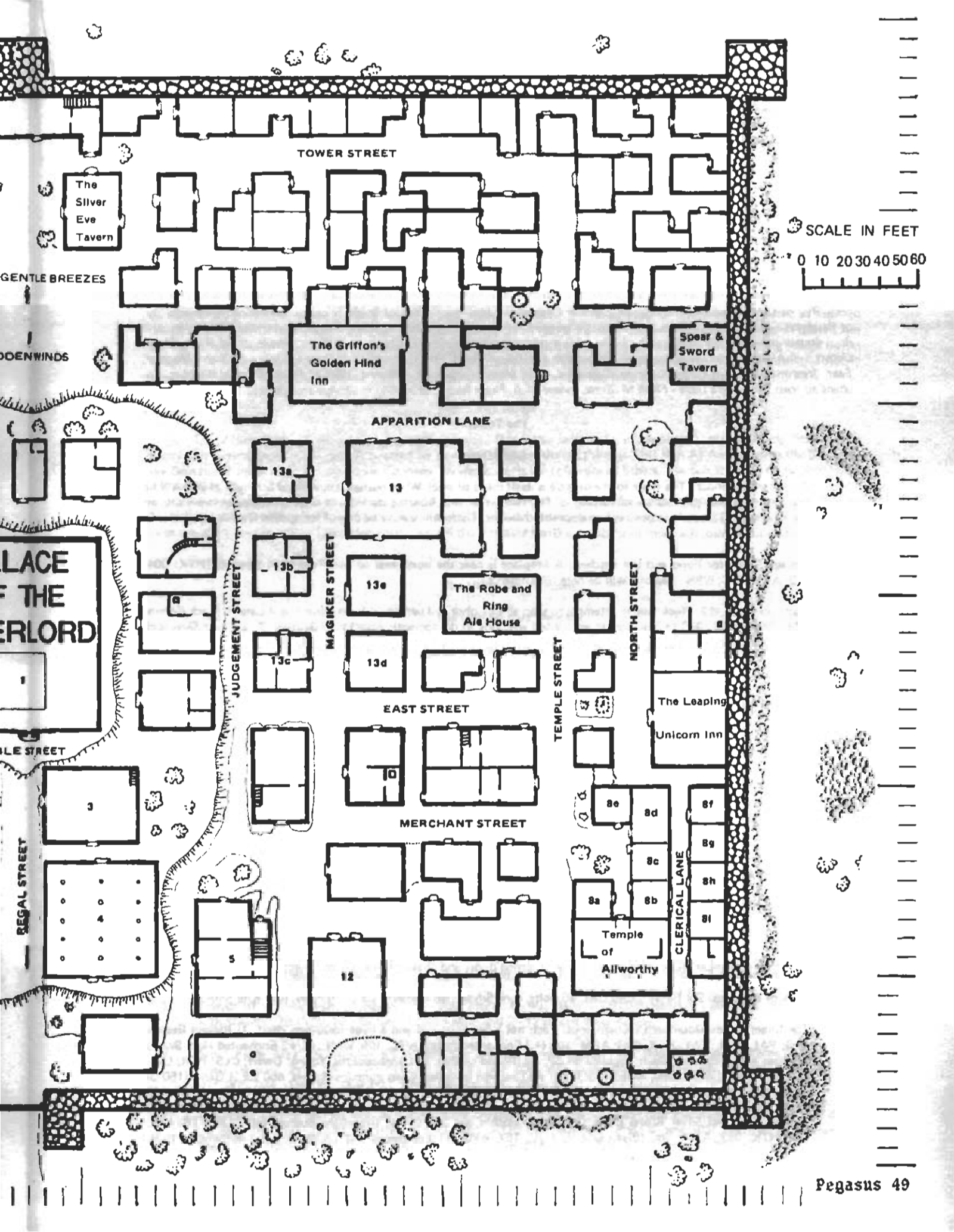
The Temple is defended by six 2nd level Fighters who are totally loyal to Gunnora: CLS: FTR; LVL: 021; HTK: 010, 014, 013, 011, 017, 019; ARM: 070; WPN: Long Swords and Heavy Crossbows.

Gunnora's Temple has no treasure. All offerings are in the form of farm produce. The Patriarchess herself has 160 GP, and 2 Potions of Major Healing in a chest in her rooms. Plumbelly's treasure is detailed in No. 4.

DAMKINA

-  = Bushes
-  = Trees
-  = Wall
-  = Gate
-  = Well
-  = 10 Feet Rise in Elevation
-  = Secret Door
-  = Door





SCALE IN FEET

0 10 20 30 40 50 60

No. 6 - The Town Tinker, Pitterhammer Siegritz

The Town Tinker, Pitterhammer Siegritz, a Gnome, can fix just about any utilitarian object at the price of from 4 CP to 4 GP. In his cashbox are 46 SP and 320 CP. Pitterhammer Siegritz: CLS: FTR; LVL: 021; HTK: 010; ARM: 040 (010 when working); WPN: Hammer.

No. 7 - The Tower of "Lady" Starmist Moonflight

The out-of-town (barely) Tower of "Lady" Starmist Moonflight, who is a 17th level Mage and her followers live here. Lady Moonflight retired to her Tower after several decades of adventuring. She is by far the richest of all the people in Quinden, though few know it. She is a follower of Gunnora. Lady Starmist Moonflight: CLS: MAG; ALM: GLX; LVL: 171; ARM: 010; PSL: 150; STR: 114; INT: 189; WIS: 146; CON: 155; DEX: 176; CHA: 189; END: 169; AGL: 167; LED: 179; LCK: 155; PSY: 187; WPN: +2 Silver Dagger, Staff of Magic Power, Ring of Nightflight, and a Ring of Fire Resistance. The Staff of Magic Power has 147 charges in it. At a cost of one Power Charge, Lady Moonflight may do any of the following: Cause a Permanent Sphere of Light, Cause a Sphere of Darkness 5' radius, Levitate, Magic Bolt, Lightning Bolt, Ray of Weakness, Ray of Cold, Fireball. At a cost of 2 Power Charges she may cast: Personal Shield 5' radius, Sphere of Invulnerability, or Paralyzation. The Staff strikes as a +2 magic weapon for from 3 - 8 per Hit, or if one charge is expended when striking, it does double damage. The Staff can be broken for a retributive strike. Spells: *Charm x 2, Magic Missile, Read Magic, Sleep, Detect Evil Auras, Detect Invisible, Open, Spider Web x 2, Dispel Magic, Haste, Speed, Hold Person, Slow x 2, Charm Monster, Fear, Icestorm, Remove Curse, Conjure Elemental, Hold Monster, Passwall, Teleport, Wall of Force, Control Weather, Enchant an Item, Medusa's Gaze - Flesh to Stone, Lesser Wish, Phase Portal, Stun, Shape Change any Object.*

The Tower

Level One

- 1 The Entry Chamber: The door to the outside is itself made of steel. When barred, a combined Strength of 200 will be required to give a 20% chance of forcing it. The two arrow slits flanking the outside door are the only arrow slits on the first level. There is a large fireplace opposite the door. There will always be one of the special Guards (see Level 3) on duty here. Also, the room functions as a Great Hall.
- 2 Storage Space for Food and the Kitchen: A fireplace is near the north-east corner. Two Maid Servants (HTK: 004, 003; ARM: 010; WPN: Daggers) will be here (50% chance).
- 3 Stairs up to Level 2: Rock Golem attempts to stop all unauthorized personnel from mounting the stairs. Rock Golem: HTK: 060; ARM: 040 (+2 or greater enchanted weapons to do damage); Attacks: 1; Damage: 3 - 24, plus *Slow* spell every other round.

Level Two

- 1 Rack of six Crossbows and 400 Quarrels, including ten Silver and two Blessed. Three arrow slits.
- 2 Barracks for 8 Men At Arms: CLS: FTR; LVL: 011; HTK: 006, 005, 008, 001, 001, 007, 007, 006; ARM: 070; WPN: Longswords or Heavy Crossbows. They carry only the Longswords. In case of attack, three will man the slits in Level 2, Room 1; three will man the arrow slits on Level 3, Room 2; and 2 will go to Level 1, Room 1, to help defend the door. The Men At Arms will obey either Lady Moonflight or her special Guards. Each Guard has 4 - 24 SP in his chest.
- 3 Small Storeroom of Foodstuffs and Military Supplies: One dozen Kite Shields, 35 Spears, 100 Crossbow Bolts (two Silver, four Blessed), four Suits of Plate Mail and one Suit of Elven Chain.
- 4 Nice personal chamber for the Maids from the Kitchen: Feminine clothing and 6 - 30 CP each.
- 5 Staircase from 1 - 3.

Level Three

- 1 The Prison Chamber: Nicely furnished, but with strong doors and chains to restrain the prisoners if necessary.
- 2 Rack of Weapons: Six Heavy Crossbows, 40 Bolts, (one Silver, two Blessed), six Long Poles, four Kite Shields.
- 3 The Chamber for Moonflight's Champions: Each has a generous bed and a large campaign chest. 1) Blessed Reston: CLS: PAL; LVL: 061; HTK: 033; ARM: 100 (+3 Enchanted Plate); AGL: 155; WPN: +2/+2 Enchanted Holy Sword. Abilities as per Paladin. Chest contains 64 SP, 12 GP and clothes. 2) Longbeard the Young: Dwarf; CLS: FTR; LVL: 061; HTK: 027; ARM: 090; AGL: 135; WPN: +3 Dwarven Hammer. Chest contains clothes, 650 GP, 4 Gems (150 GP each), and a set of well used Steel Chainmail. 3) Wilhair Manslayer: CLS: AMZ; LVL: 061; HTK: 028; ARM: 040; AGL: 189; WPN: two +2 Longswords or Warbow (1 - 6), has an automatic +2 with all missile weapons. In chest is padded Steel and Silver Breast Cups, Chainmail, clothes and 350 GP. 4) Greenlight Busher: Elf; CLS: FTR; LVL: 061; HTK: 022; ARM: 080 (Elven Chain); AGL: 167; WPN: +1 Longsword and Longbow; has automatic +1 to Hit

with the Bow. Chest contains dried herbs, clothes and 300 SP. The chest has a trapped false bottom which contains an Elven Cloak and a Potion of Sweetwater. The Elf is capable of making a tea from some of his herbs that will heal 1 - 6 points of damage on any Humanoid.

4 Stairs from 2 - 4.

Level Four

The Apartment of Lady Moonflight: Each 'side' has an arrow slit in it with a sliding steel panel over the inside of it. There are various tables and desks littered with the things of Wizardry, two bookcases filled with books, three chests, and a bed. The Lady will be present 45% of the time. If she is not present in the apartment, she will be elsewhere in the Tower (50%) or gone visiting (50%). When going out, she will always be accompanied by one or two of her special Guards from Level 3. In Chest No. 1, there is 16,000 GP, 8,000 SP and 84 EP. It is trapped by four Poison Needles. Chest No. 2 is trapped by two Spears that spring up from the floor directly in front of the chest when it is opened. They impale for 2 - 12 points of damage if they hit. The chest contains 8 Diamonds (1,000 GP each), 6 Rubies (400 GP each) and 20 pieces of assorted Jewelry (20 - 200 GP each); one is a Ring of Weightlessness. Chest No. 3 is smaller and very ornate. A symbol of Stunning is set on the lid, which only the Lady can pass without activating. In the Chest are three items: a long thin round object wrapped in cloth (Wand of Frost, 34 charges), a Book (Lady Moonflight's Spell Book; contains all the aforementioned spells plus *Familiar* and *Comprehend Languages* x 2 spells), and an Arrow (Arrow of Direction Pointing).

The Hedge

The Village Proper is surrounded by a thick hedge. This hedge is virtually impassable except by Druids. The hedge is pierced by several gates. Each gate is guarded by one Man At Arms during the day. This Man At Arms notifies the Baron, or his Captain, if unusual people approach the town. He also collects the toll from all others. The toll is 1 CP a piece from locals and farmers; 1 GP a piece from outsiders.

If any given party contains a recognizable Thief or a Half-Orc, it is 45% likely that the gatekeeper will close the gate in the party's collective faces until he can report and receive instructions. All gates are closed at night. Any din for entry will raise the alarm and bring out Light Horsemen to quell the disturbance.

The Village of Bighsdale

The Iron Smelter Dwarves

The Kingdom of the Iron Smelters, a small Dwarven tribe, is about 10 days sail and ride to the west of Damkina, 8 days sail and ride from the Steading of Quinden. The Iron Smelters are not a fabulously rich people, as they work mostly with base metals, but neither are they poor, as their iron products sell well and widely.

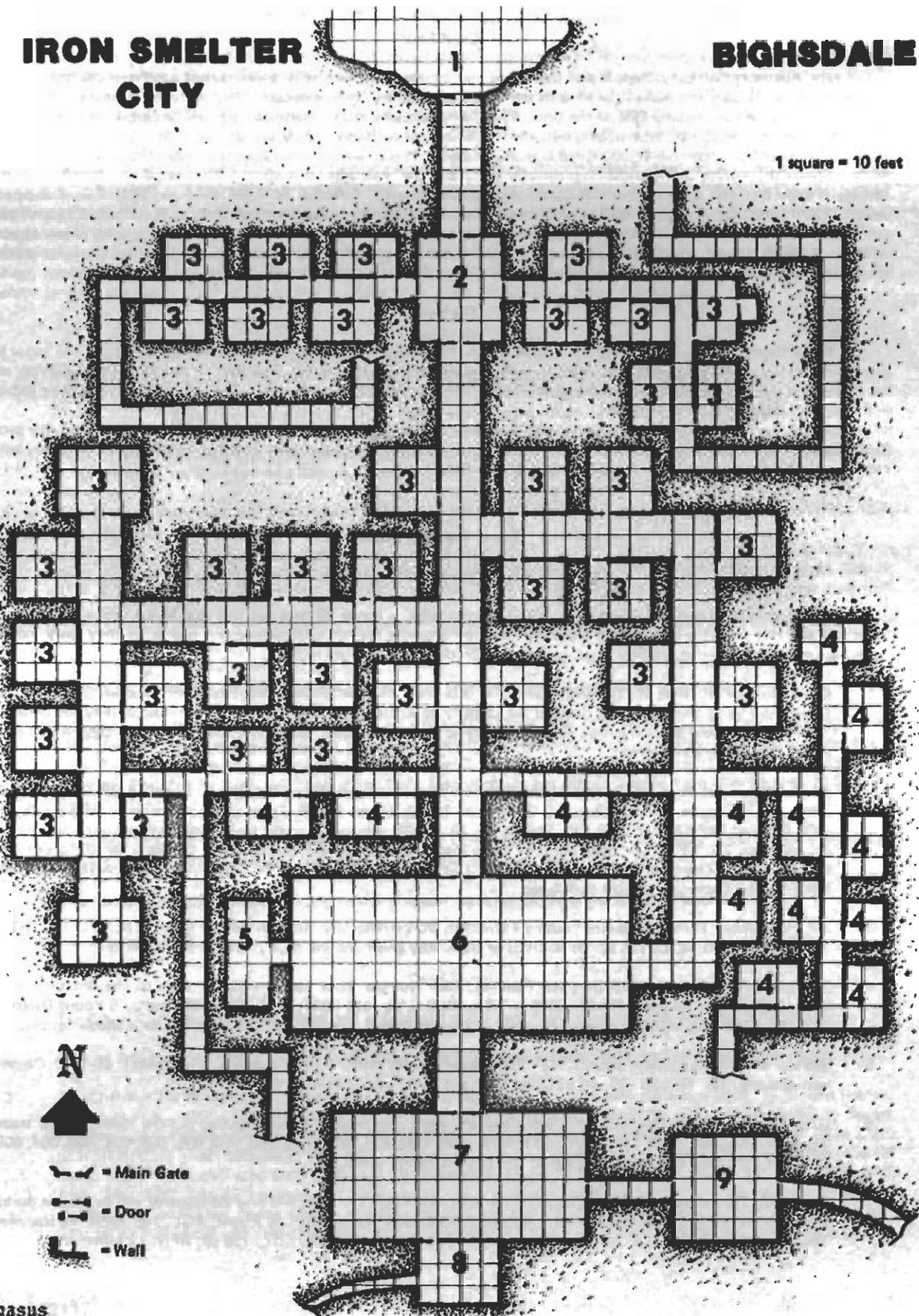
- 1 Outer Guard Post: Here are the great steel gates that open into the underground city. Four Dwarven Guards are stationed here at all times and will demand the identity of all travellers seeking entrance. If satisfied, they will collect a 1 GP toll and pass them through. Guards: Dwarves; CLS: FTR; LVL: 031; HTK: 019, 018, 011, 022; ARM: 075; AGL: 135; WPN: +1 Hammers.
- 2 Display Chamber: Here are samples of the Dwarven work displayed. There are Swords: Long: 15 GP, Broad: 20 GP; Axes: 7 GP; Daggers with Scabbards: 5 GP; Maces: 10 GP; Flails: 10 GP. There are also Chainmail Suits on display (100 GP) and Plate Armor (500 GP). Shields are 10 - 20 GP, depending on the size. Some small pieces of Jewelry are on sale from 250 GP on up; there are only seven pieces. Orders for large quantities of any item, or for bars of steel may be placed. There are two Dwarven Clerks: CLS: CLR; LVL: 011; HTK: 007, 007; ARM: 075; AGL: 145; WPN: DWH; Spells: *Command*, *Detect Evil Auras*.
- 3 All the Number Threes are rooms housing 4 Dwarven Worker/Warriors. All such will be: CLS: FTR; LVL: 011; HTK: 7 - 10; ARM: 070; AGL: 125 all; WPN: DWH or DBA. Any given one will have 2 - 20 GP on his person.
- 4 The special Quarters given to Dwarven Families. Each Number Four houses a Dwarf Male of the 3rd Level with 021 - 030 HTK; a Dwarven Female; CLS: FTR or CLR; LVL: 011 - 031; HTK: 006 - 025; and 2 - 5 Young Dwarves, 75% Male. The Male will have either a Hammer or a Broad-Bladed Axe and will have Plate Armor available for use.
- 5 Storage of finished objects: Swords: 12 - 200; Maces: 4 - 40; Flails: 6 - 60; Hammers: 2 - 20; Axes: 50 - 500; Daggers with Sheaths: 10 - 100; 20 - 50 sets of Chain-Mail; and 2 - 12 sets of Plate Armor.
- 6 Great Forge Area: 20 Dwarves are at work day and night over magical fires, pounding out the items of their trade. These Dwarves are: CLS: FTR; LVL: 011; HTK: 007, 004, 005, 003, 008, 003, 003, 005, 005, 004, 008, 004, 008, 007, 006, 004, 008, 005, 004, 003; ARM: 005 (its hot); WPN: DWH.
- 7 The Great Throne and Reception Room of the Dwarven King: The King and four Bodyguards will be present during the day. The King: Dwarf; CLS: FTR; LVL: 091; HTK: 069; ARM: +3 Plate Armor; AGL: 148; WPN: +3 Hammer. The Guards: CLS: FTR; LVL: 031; HTK: 014, 013, 016, 014; ARM: 080; AGL: 155 all; WPN: +2 Hammers.

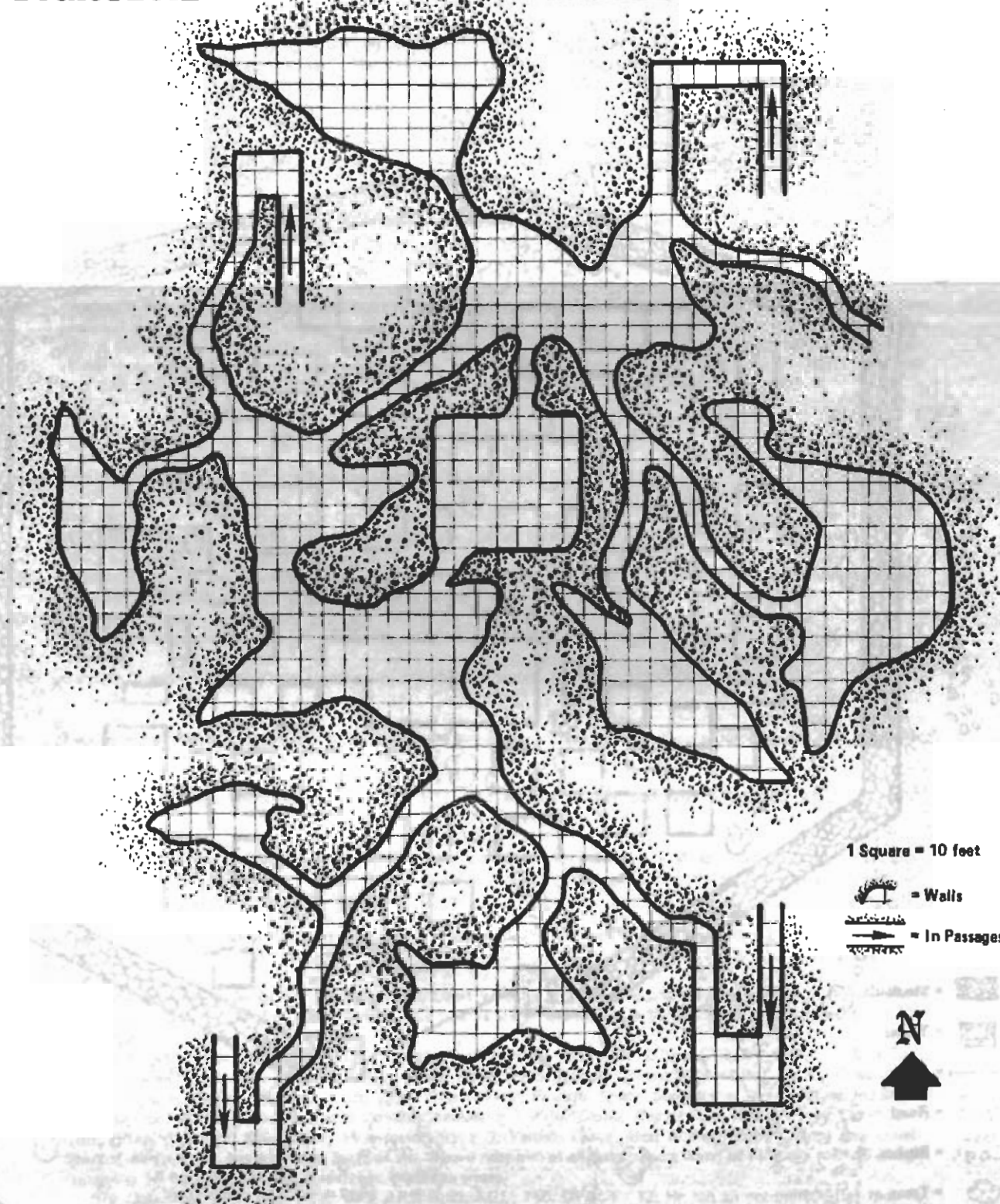
- 8 The Royal Treasure Vault: 6,500 GP, 4,500 SP, 160,000 CP, 50 Gems of the First Water worth from 500 to 1000 GP each, a Set of Magical +2 Plate Armor, Two Bars of Mithril worth 4,000 GP each.
- 9 The Royal Apartments: The Royal Consort is here usually. The King will be here nights. The Consort is Alicia Ardor: Female Dwarf; CLS: HRI; LVL: 011; HTK: 004; ARM: 005. The King has a son, but he has departed on a quest. In a small chest, there are 20 pieces of Jewelry worth a total of 24,000 GP.

IRON SMELTER CITY

BIGHSDALE

1 square = 10 feet



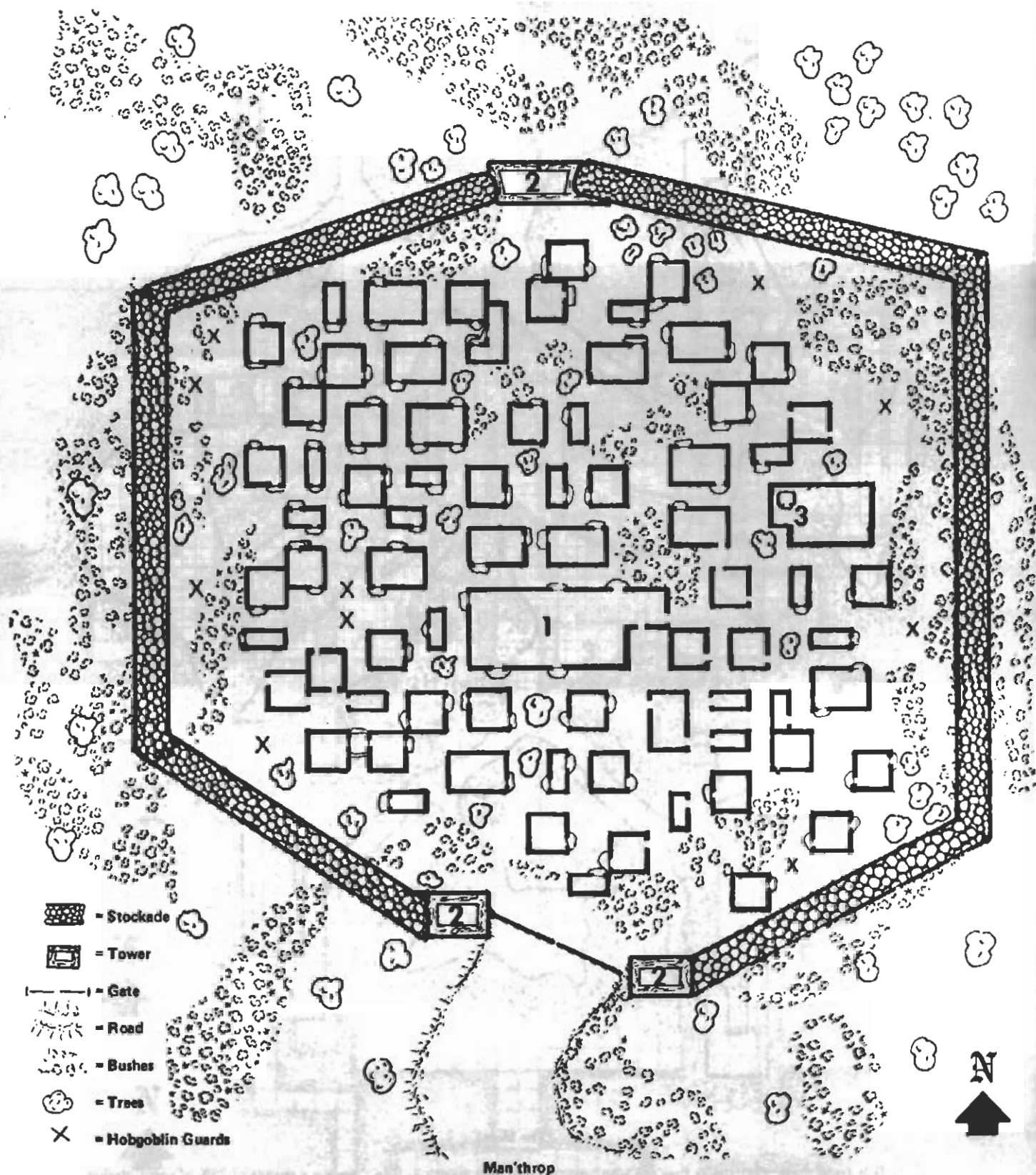


The Mines

It is from these great shafts that the Iron Smelters win their wealth in Iron. There is a chance of 25% of encountering a Mining Crew in any one of the great chambers. A Mining Crew consists of 6 - 10 First Level FTR Dwarves with Mining Picks in addition to Hand Axes as weapons. They also bear ore bags to gather their findings in.

Final Notes: In all Area 3s and 4s, percentile dice should be rolled. There is a 25% chance per Dwarf of that Dwarf being present, and if present, then he will be asleep. Otherwise, he is elsewhere. After all, the mining parties and founderies have to be manned.

MAN'THROP VILLAGE



The Threat in the North, or at least the center of it, is here, in Man'throp. Man'throp itself is not so remarkable. It is an aboveground Hobgoblin Village of Huts, with a Wooden Stockade and three Watchtowers. But, from beneath the Great Wooden Hall, there issues the opening to a small dungeon, from which all the battle against the fragile alliance of Dwarves and Men is directed. It is here that Back'Lor received his mission and a promise of considerable treasure, should it succeed. It is from here that all the evil forces in and around the area are marshalled and directed.

Man'throp Village

Each hut on the maps contains 3 - 6 Males, 3 - 6 Females and 6 - 12 Young Hobgoblins. The Males are nearly always battle-ready, being armed with Broadwords, Morningstars and Chainmail Armor. The Females also wear Chainmail and are similarly armed. Males and Females will have 3 - 10 HTK each. The Young are not armored and have only 1 - 2 HTK each.

- 1 This is the home of the Hobgoblin Chief, Crashtacker, and his retinue of 20 Bodyguards and 15 Sergeants. Crashtacker: HIT: 003; HTK: 022; ARM: 075; AGL: 124; WPN: +1 Great Sword. Bodyguards: HIT: 003; HTK: 016 each; ARM: 050; AGL: 114 all; WPN: IBA, WLB. Sergeants: HIT: 002; HTK: 009 each; ARM: 040; AGL: 114 all; WPN: IBS, IMS.
- 2 These are all Watchtowers. There are four Hobgoblins in each. Watchers: HIT: 001; HTK: 009, 008, 005, 002; ARM: 040; AGL: 115 all; WPN: WCB, IBS. They will sound the alarm if they see anyone coming. The X's mark Catapults, all Heavy.
- 3 Hippogriff Pen: Here the Hobgoblins keep the twenty Hippogriffs they use to raid Damkina. They are tended by five Hobgoblins (HIT: 002; HTK: 012, 011, 008, 011, 007; ARM: 030; AGL: 156 all; WPN: IMS) who live in the shack within the pen. The Hippogriffs are chained to posts to prevent flight. They are hostile to all non-Hobgoblins, and will permit only Hobgoblins to ride them. Hippogriffs: HIT: 004, HTK: 012, 010, 016, 020, 015, 011, 013, 009, 008, 010, 030, 024, 016, 019, 025, 028, 031, 027, 022, 025; ARM: 020; AGL: 135 all; DPA: 1 - 4/1 - 4/1 - 6.

The Dungeon Beneath Man'throp

This dungeon opens out from beneath the Chief's large Hall/Hut.

- 1 The Initial Guard Check Point: Six Ogres refuse permission to enter to any not known by them. Ogres: HIT: 004; HTK: 017, 013, 028, 021, 018, 013; ARM: 050; AGL: 104 all; DPA: 1 - 10. The Ogres have 20 - 80 GP each.
- 2 A Minotaur guards the Crossways: HIT: 005; HTK: 028; ARM: 040; AGL: 175; DPA: 2 + 2. The Minotaur will roar the alarm if anyone comes by. It has 1,000 GP stored in a niche under a loose stone in the floor.
- 3 Four Living Stalagmites of large size: HIT: 004; HTK: 015, 016, 012, 016; ARM: 095; AGL: 031; DPA: 4 - 24.
- 4 Garbage Chamber: Lurking in the garbage is a Garbage Monster: HIT: 010; HTK: 052; ARM: 060; AGL: 073; DPA: 2 - 12/2 - 12.
- 5 Food Storage: Plenty of goodies in here, if you have jaded tastes, Lizard Shanks, Purple Octopus, etc. Also, as guards, five Gargoyles: HIT: 006; HTK: 017, 020, 019, 016, 018; ARM: 040; AGL: 103 all; DPA: 1 - 4/1 - 4/1 - 6.
- 6 Second Guard Check Point: Four Hill Giants: HIT: 008; HTK: 043, 034, 030, 036; ARM: 060; AGL: 073; DPA: 2 - 16.
- 7 The dwelling place of an Advisor to the Ruler of the Dungeon. This Advisor is a Mind Fiend: HIT: 007; HTK: 047; ARM: 040; AGL: 156; DPA: 1 - 8 or Psionic Attack. It has 291 Psionic points. Psionic Powers are: Levitation, Domination, ESP, Astral Projection, Probability Travel.
- 8 Empty, but there's a lot of garbage strewn about. If searched, 1 - 6 CP and 1 - 4 SP can be found, as well as 1 - 3 rusty Daggers.
- 9 It is here that the Ruler of the Dungeon holds court with his Bodyguards, and presides over all of his evil plans. The Ruler is the Amoral Evil Liche, Ditrion. His Guards are an Ogre Magi, a Minor Demon and, apparently, a Man (Rakshasa).

The Liche Ditrion: CLS: MAG; ALN: AEX; HIT: 021; HTK: 061; ARM: 070; AGL: 094; DPA: 1 - 10 or Spell; Spells: *Charm, Magic Bolt, Protection from Good, Sleep, Write Magick, Sphere of Darkness, Detect Good Auras, Detect Invisible, Ray of Weakness, Lock, Blink, Dispel Magic, Fireball, Speed, Suggestion, Shield of Fire, Ice Storm, Shape Change, Wall of Fire x 2, Create Zombie/Skeleton x 2, Killer Cloud, Ray of Cold, Wall of Force, Death Spell, Geas, Freezing Sphere, Spiritwrack, Mass Invisibility x 3, Vanish, Clone, Mass Charm, Shape Change Any Object, Symbol, Kill x 2*. He has a drained Staff of the Wizard near him at all times, and a Wand of Fireballs with 15 charges remaining. He has a Ring of Fire Resistance, which he wears.

The Ogre Magi: HIT: 006; HTK: 033; ARM: 060; AGL: 156; DPA: 1 - 12. He has all normal abilities, may fly, become Invisible, cause Darkness, Shape Change to a Human or similar shape and regenerate 1 point of damage per combat phase. Further, he may, once per day cast a *Charm*, cause Sleep, assume Gaseous Form and create a Ray of Cold (7 - 56 points of damage).

The Minor Demon: HIT: 008; HTK: 060; ARM: 100; DPA: 2 - 12, 2 - 12/1 - 3, 1 - 3/1 - 6. May cause Fear in opponents at will, may Levitate, may cause Pyrotechnics, Shape Change, Telokinesis 400 pounds weight, or Gate in another Demon of similar type (25% chance of success).

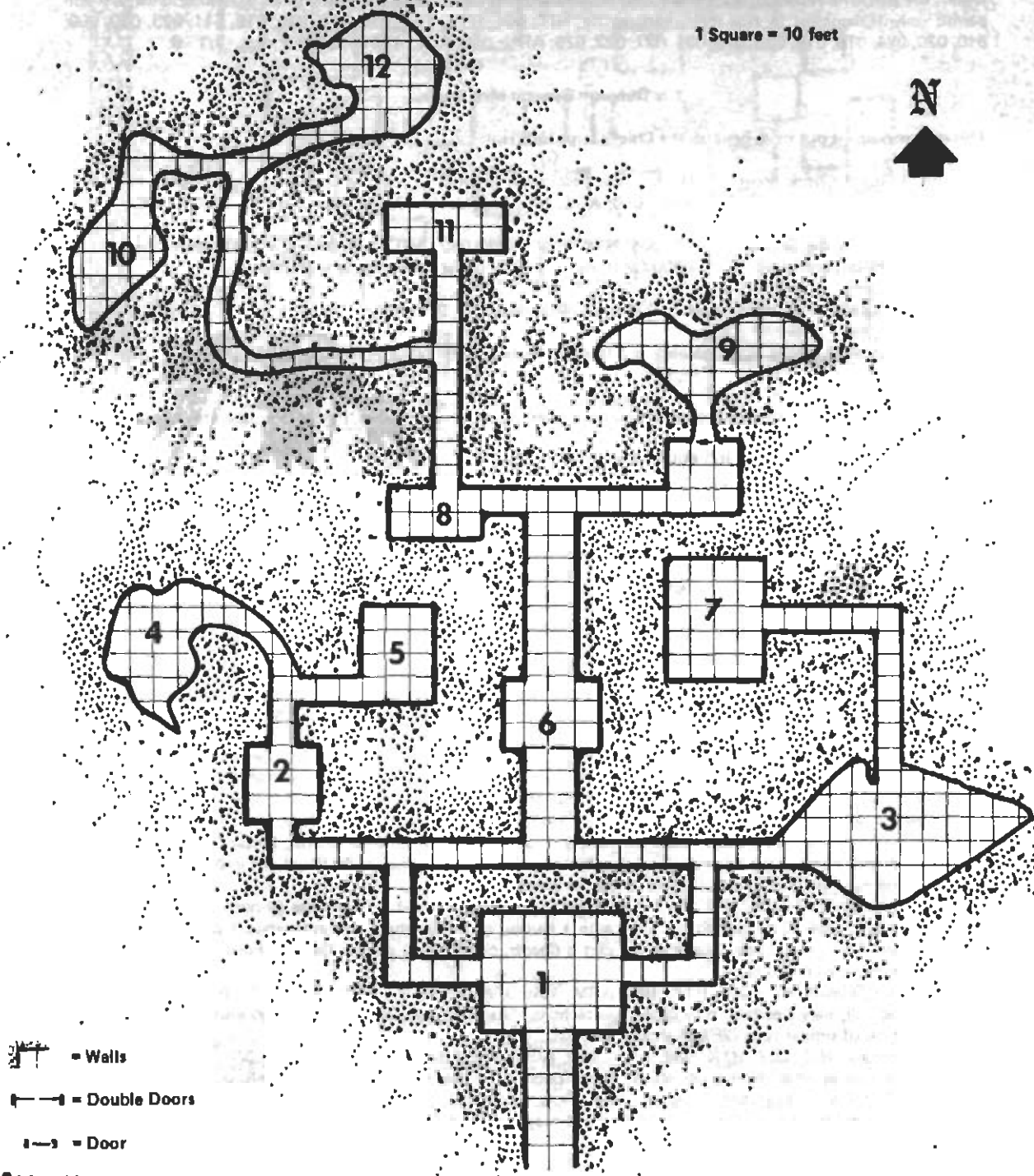
The Rakshasa: HIT: 007; HTK: 039; ARM: 080; AGL: 155; Attacks: 3; DPA: 1 - 3, 1 - 3/2 - 5. Can use ESP and Illusion to appear as what those encountered deem friendly. He uses magic and Clerical spells up to 3rd level, yet he can not be harmed by any spell under 8th level. Only +3 or better weapons do full damage; lesser weapons do ½ damage if they are magical, otherwise, they do no damage at all. A Crossbow Bolt that has been blessed by a Cleric will kill him.

In the back of the room, behind the Throne, there are three Chests: Chest No. 1 is trapped with a cloud of Poisonous Gas. Inside are 3,000 GP. Chest No. 2 is trapped with a delayed action Fireball that does 11 dice of damage. It has four dozen pieces of Jewelry in it that are worth a total of 15,000 GP. Chest No. 3 is not trapped, but there is a live Scorpion loose amongst the treasure. Scorpion: HIT: 001; HTK: 001; ARM: 001; Poison Sting. In the chest are six Potion Vials, a Ring, a Robe, and 250 PP. The Potions are: two of Major Healing, one of Flight, one of Giant Control, one of Speed, one of Sweet Water. The Ring is a Ring of Ice Bolts. The Robe is a Robe of the Chameleon.

- 10 Sleeping Chamber for the Hill Giant Guards: Four will be present at any given time. Hill Giants: HIT: 008; HTK: 042, 026, 034, 032; ARM: 050; AGL: 083 all; DPA: 2 - 16. Each has 40 - 400 GP on or about his person.
- 11 Empty.
- 12 Sleeping Quarters for the Ogres: There will be six present. Ogres: HIT: 004; HTK: 012, 021, 019, 015, 021, 015; ARM: 050; AGL: 094 all; DPA: 1 - 10. Each Ogre will have from 20 - 80 GP on him.

MAN'THROP SUBMAP A

1 Square = 10 feet



= Walls



= Double Doors



= Door

Vast Lake

Vast Lake has an incredible diameter of approximately twenty miles, and is easily two thousand feet deep in some areas. The Lake teems with all sorts of wildlife (of the normal variety), and is often visited by such mythical water creatures as River Nymphs, Water Sprites and Nixies.

Fishermen and Merchants ply the waters of Vast Lake in a multitude of varied crafts, from log rafts to finely crafted Merchant Vessels. All of the trade to Damkina must come over the waters to reach the port of Damkina.

Of late, the trade has slacked off considerably due to the raids of Gargoyles and other creatures from the Aleion Mountains. No trade at all has come from the east in more than half a year.

The only encounters on Vast Lake will be with fishing crafts, and possible a Merchant ship or a lone Gargoyle out scouting and spying for Back'Lor. All fishing crafts will be near the shores of the Lake.

The Tamesis River

The Tamesis River is fed principally by the Elivagar and Hvergelmir Rivers. The Tamesis is wide, nearly a mile and a half in some parts, and is extremely deep, sometimes reaching an incredible depth of 300 feet.

Because of its width and depth, the Tamesis is usually very calm and the current is rather weak except in the center, where the flow of the water runs faster as one gets deeper.

The Tamesis empties into Vast Lake before continuing on eastward. Much of the Damkina trade comes by way of this river.

The fishing in the Tamesis is extraordinarily good, with pike and trout reaching incredible sizes and are very abundant in numbers.

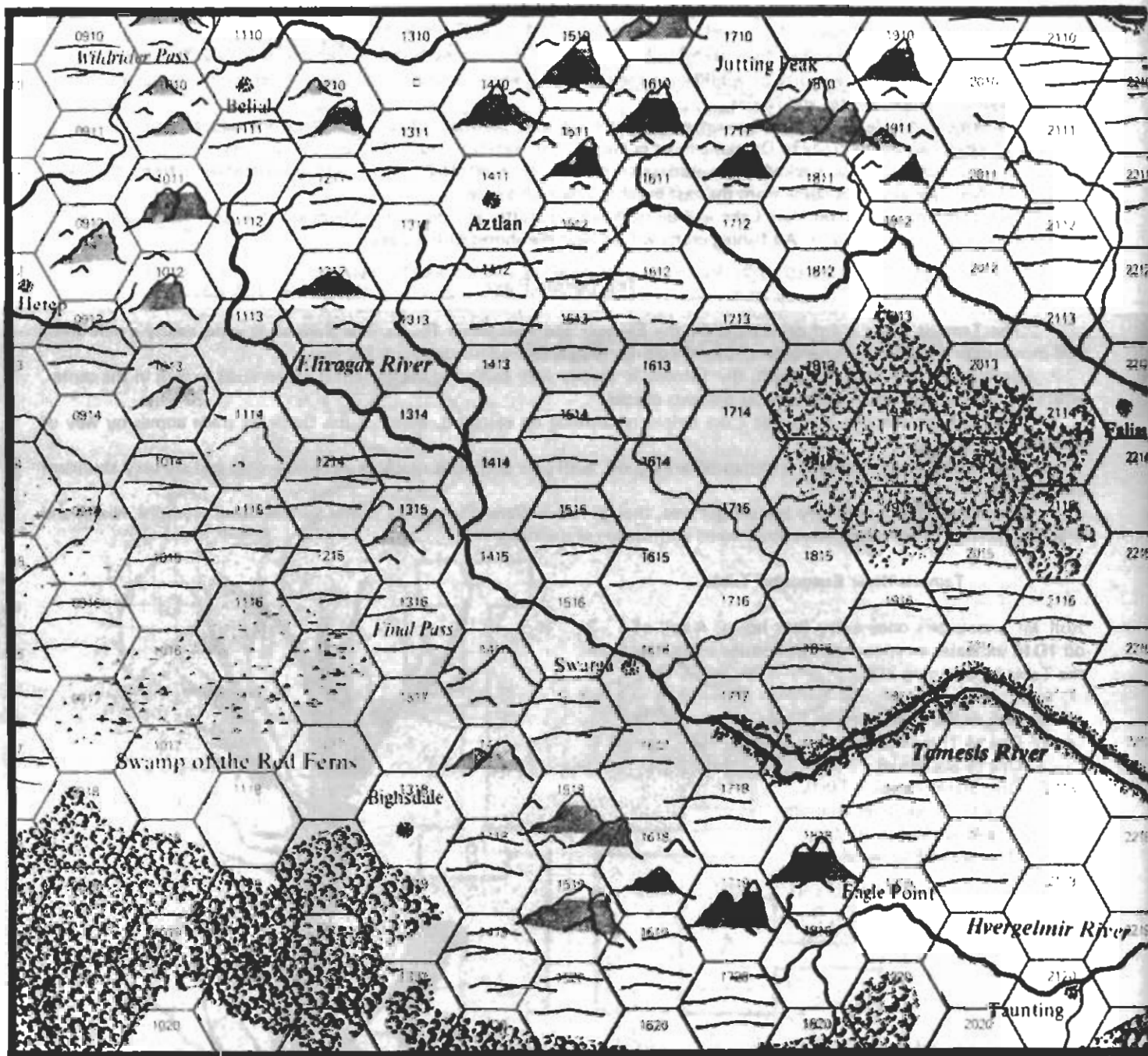
The Tamesis is a relatively low danger area, though minor Water Elementals, Water Sprites, River Nymphs, Nixies and Giant Snapping Turtles have been encountered with some regularity.

Tamesis River Encounter Table

Roll for encounters once every four hours. A roll of 1 - 2 on 1D10 indicates an encounter. Determine encounter from the Table below using 2D6.

- 2 - 3 One to Six Fishermen on Banks
- 4 - 6 One to Three Fishermen in Boats
- 7 One to Six Nixies
- 8 One Giant Snapping Turtle
- 9 - 10 One to Three River Nymphs
- 11 One to Six Water Sprites
- 12 One Water Elemental





The Final Pass

The Final Pass is the southernmost pass through the Guarding Mountain Range. This section of the Range is sometimes called the Eagle Mountains, and recently has acquired another name; The Mountains of the Avenger.

The reason for its new name is the presence of a Warrior-Wizardess that has taken up residence atop the mountain bordering the southern flank of the pass. This mountain is now called Avenger Peak.

The Warrior-Wizardess is known as Aliana the Avenger, and she rides a huge Gryphon, called Skyclaw, as she patrols the area searching for Minions of Evil to vanquish. Aliana keeps the Final Pass open, free from bandits, so trade from both sides of the mountain range can flow

freely. She is respected, admired, and feared by all the people who live in the area detailed by this installment.

She lives in a cave system high atop Avenger Peak, accessible only by those with the power of flight. It is common knowledge that if her services are needed, one only has to send up smoke signals from the Final Pass in order to attract her attention. Fifty percent of the time she will answer this summons within twenty minutes (roll 1D20), the other fifty percent of the time, she will be out on patrol and will answer within twenty hours (roll 1D20).

Aliana is an ally of Prince Rostanak the Eagle of Castle Granite (Hex 1617), of Stindalin Longbeard of Bighsdale (Hex 1318), Rostol the Reverant of Belial (Hex 1110), of Moolish Marn of Taunting (Hex 2120), Elsam the



- = Village
- = River
- = Citadel
- = Castle
- = Marsh
- = Forest
- = Hills
- = Mountains
- = Streams



Guide of Falias (Hex 2213), Konrad Wolfe of Castle Oldenhain (Hex 2911), and Winsindor the White, Overlord of the White Throne, of Damkina (Hex 2715).

Aliana desires to eliminate the evil influences of the land, for they have caused her family much grief. She is the last surviving member of her immediate family, most of which were murdered by Ogres and/or Gargoyles (though her father and grandmother died of natural causes, unlike the rest of the family). To this end, she will quest unceasingly, and will definitely agree to help the player-characters against the Threat in the North.

Aliana owns a magical Glaive called Firestorm, which has the following powers:

- 1 +3 to Hit.
- 2 +3 to damage, +6 to damage versus Cold-Using Creatures.
- 3 Three times a day (24 hours) Firestorm can cast a Firebolt with a range of 100 yards that does 6 - 36 points of damage, half if saving roll is made.
- 4 Once a day (24 hours) Firestorm can cause a Firestorm to erupt within an area of up to 100 square yards (controllable by the wielder) that causes 2 - 24 points of damage to all within the area, half if saving roll is made.

- 5 Firestorm can absorb up to 36 points of fire damage directed at the wielder if no other function of the weapon is used.
- 6 Firestorm protects the wielder from natural cold, and protects against magical cold by blocking out half the damage that normally would be inflicted.

Aliana also owns a set of magical Throwing Knives. There are four of these Knives, which Aliana calls Falcon Blades. These Knives have the following powers:

- 1 +3 to Hit.
- 2 +3 to Damage.
- 3 Extended Ranges of: Short: 50 yards; Medium: 75 yards; Long: 100 yards

Aliana has achieved seventh level mastery in the Mystic Arts (as well as eighth level in Fighting ability) and can cast the following spells: *Affect Fires, Fiery Fingers, Lively Lights, Detect Magic Auras, Leap, Read Magick Script, Slow Fall, Sphere of Light, Invisibility, Open, Levitation, Fireworks, Detect Invisibility, Rope Trick, Fireball, Flight, Clairvoyance, Lightning Bolt, Shield of Fire, Wall of Fire, Illusory Terrain.*

Aliana wears high Leather Boots and Gloves, a Leather Loincloth (all with Silver ornamentation) and various Silver and Moonstone Jewelry. She has long, wavy golden-brown hair, and is ambidextrous. She has the following statistics: CLS: FTR; ALN: GLX; LVL: 082; HTK: 055; ARM: 030; PSL: 069; STR: 157; INT: 178; WIS: 178; CON: 167; DEX: 165; CHA: 199; END: 176; AGL: 156; LED: 189; LCK: 178; PSY: 178; WPN: VGL.

Skyclow, her Gryphon, has the following statistics: HIT: 008; HTK: 060; ARM: 050; AGL: 177; DPA: 1 - 6/1 - 6/4 - 16.

The Scarlet Forest

The Scarlet Forest covers about 225 square miles of land and is close to the Elven village of Falias. It is relatively clear and untouched by any taint of evil because, in addition to the 384 forest-loving Elves of Falias, there is a small tribe of 58 Wood Elves living a nomadic existence within its confines. A minor irritant to the Elves of the Scarlet Forest is Tor Hutson, a nimble Halfling Thief who is CLS: FTR; ALN: CNX; LVL: 042; HTK: 020; ARM: 020; PSL: 048; STR: 144; INT: 157; WIS: 158; CON: 146; DEX: 164; CHA: 134; END: 147; AGL: 176; LED: 156; LCK: 159; PSY: 164; WPN: IDK. In addition to his iron Dirk, Tor has a Ring of Invisibility which he uses to great effect in his many excursions. Tor has dug a concealed burrow in a gully in Hex 2115 of the forest. He steals forth to filch everything from freshly-baked apple pies to richly-inlaid weapons. Among his many ill-gotten possessions are three leather bags containing 50 GP each, a silver Shortsword worth 40 GP, a gold-inlaid walking staff worth 20 GP, a pouch with 37 glass marbles, and a haunch of beef. Thinking ahead, Tor has decided to set about finding a bride (or two) in a couple of years, so he believes he should get the wanderlust out of his system while he is still young. He is 63 years old.

In Hex 2014 of the forest, an old, vine-covered cairn has a blue fire in it caused by phosphorescent moss. A Ring of Fire Resistance is hidden behind two loose bricks halfway up the chimney on its south side.

The Aleion Mountains

The Aleion Mountains are to the north, rising behind many rolling foothills. They are the connecting link between the northern Range of Dissonance and the northern mountains comprising the Amaite Range. Man'throp Village is the home of many low, evil scum. This heavily-fortified village is the base for chaotic raids on the trading ships of Damkina moving on the River. As long as these raids continue, trade will suffer. Many evil creatures roam this area.

Encounter

- 1 War Party of 1 - 10 Hobgoblins and 1 - 4 Orcs approach the party on the River.
- 2 Group of 1 - 10 nomadic Bison suspiciously approaches the party.
- 3 1 - 4 timid Deer grazing among the trees of a small grove.
- 4 Herd of 1 - 8 Mountain Goats bounding along the next ridge.
- 5 A ravenous Cougar, starving from a lean winter, attacks the last person in the party.
- 6 Black Bear pillages the camp while everyone is asleep; he is easily scared away.
- 7 Hunting party of 2 - 6 Elves from Falias is seen; they are not just hunting game, but discovered if the party engages in conversation.
- 8 A trio of Hill Giants hunting the party.
- 9 Flock of 2 - 20 birds startled from concealment by the party.
- 10 Pack of 3 - 12 Wolves gather around the nightly campsite for 3 nights in a row.

The Amaite Range

Lightning-torn mountains comprise the Amaite Range. Foremost and renowned is Lightning Peak, which attracts several bolts of energy each day. The mountains are tall, and numerous pure mineral deposits act as the attractors of lightning to these peaks. Hardy Halfling prospectors from the village of Quinden roam the mountains looking for wealth and compete with humans from Taunting and Duat villages for claims and for life itself. What the Halflings lack in size and strength, they more than make up with stealth, slyness, and their own inbred tunneling abilities. Some Halfling prospectors do not like to dispose of their diggings in Quinden because Baron Drampinill is strict and not above cheating Halflings out of their due cash. A couple of the older, more experienced miners now take their diggings to Damkina instead, though this means braving air attack on the Lake and the ire of Baron Drampinill if he finds out about it.

Encounters for the Amaite Range

- 1 1 - 2 Halfling prospectors in the midst of excavating their claim.
- 2 Seven singing Dwarves are encountered on the way home from a long day at the mines.
- 3 1 - 4 Taunting prospectors heading back to Taunting village.
- 4 1 - 4 Hippogriff-riding Hobgoblins looking for a secure base of operations for lake raids.
- 5 Herd of 3 - 24 wild Mustangs stampede in front of the party.
- 6 Patrol of 10 Horsemen from Quinden keeping the area safe.
- 7 Seven Dwarves are encountered, marching along and singing on the way to their claim.
- 8 Flock of 2 - 20 noisy Geese pass overhead, heading north.
- 9 A tantalizing, snow white mountain nymph dances across the path and disappears into the forest.
- 10 1 - 4 Human prospectors from Duat planning to raid a nearby Halfling claim.



LADY
STARMIST
MOONFLIGHT