

EXCHANGE RATES

1 Adamante = 20 Gold
 1 Mithril = 10 Gold
 1 Platinum = 5 Gold
 1 Electrum = 2 Gold
 1 Gold = 10 Silvers
 1 Silver = 5 Coppers
 1 Iron = 3 Coppers
 1 Copper = 5 hours of labor

The chart below shows the cost of making armor and weapons out of various metals. Costs are based on average size weapons and armor- add 20% for large and subtract 10% for small. Custom-made costs double. Artistic and skilled craftsmanship can double or triple price.

The armor class/hit probability adjustment is shown also. For example, a man with copper plate armor would be AC 5 (2 less than normal- iron plate); likewise, when striking with a copper sword he would subtract 2 from his hit probability.

Metal Type	Chainmail	Plate	Helm, Shield or Sword	Dagger, Handaxe	Mace	Armor Class or Hit Prob.
Adamante	10,000GP	16,800GP	3,400GP	1,000GP	1,800GP	+2*
Mithril	5,000	8,400	1,700	500	900	+1*
Platinum	2,500	4,200	850	250	450	0
Electrum	1,000	1,680	340	100	180	-1
Gold	500	840	170	50	90	-1
Silver	50	84	17	500	9	-1
Iron	30	50	10	250	5	0
Copper	10	17	3	100	2	-2

*minimum adjustment (possible more)

GEM TYPES

01-10	10GP	Amber, Agate, Coral, Turquoise
11-25	50	Obsidian, Aquamarine, Zircon
26-75	100	Onyx, Cat's Eye, Bloodstone
76-90	500	Tiger's Eye, Topaz, Opal
91-00	1000	Sapphire, Garnet, Jade
	5000	Star Sapphire, Sunstone
	10000	Amethyst
	25000	Pearl
	50000	Emerald
	100000	Ruby
	500000	Diamond

Note that all gems are destroyed by lightning and 10% by fire.

To determine the cost of making an object out of gems- multiply the gem type value by the cost of the item in Gold Pieces. Thus an iron dagger (3 GP) is worth 3 x 100 = 300 GP if made of Onyx.

All gem type values are based on average sized gems. There is a 10% chance per 10 gems of one of them will be different than average:

There is a 5% chance per 10 Gems that one will be an unusual type listed below; it will usually be the most valuable one of the hoard. Its particular properties should not be easily apparent.

Unusual Gems

- 1 Crystal Ball (Bk. 3)
- 2 Medallion of ESP (Bk. 3)
- 3 Amulet vs. Crystal Balls & ESP (Bk. 3)
- 4 Scarab of Protection from EHPs (Bk. 3)
- 5 Gem Controlling Earth Elementals (Bk. 3)
- 6 Medallion of Thought Projection (Sup. 1)
- 7 Amulet of Inescapable Location (Sup. 1)
- 8 Scarab of Enraging Enemies (Sup. 1)
- 9 Scarab of Insanity (Sup. 1)
- 10 Scarab of Death (Sup. 1)
- 11 Glowstone- glows as 'Light' spell (Bk. 1)

- 1 Small- half value
- 2 Average- same value
- 3 Large- double value
- 4 Extraordinary- triple value
- 5 Giant- quadruple value
- 6 Mammoth- quintuple value

- 12 Ioun Stone- absorbs 1-20 spell lvs
- 13 Prayer stone- hotline to L or C god
- 14 Geas stone- geas owner as spell
- 15 Quest stone- quests player as spell
- 16 Selenite- will write moon runes
- 17 Possession Stone- will charm at -4ST
- 18 Moonstone- raises INT 1 after 1 year
- 19 Warstone- +2 Handaxe head if attached
- 20 Wish stone- 1-4 wishes

BEGGARS Rich source of local info & predictions!

Die Roll/Level*	Chance to Know	Veracity of Prediction	Minimum Price Necessary
1 Beggar	5%	-	1-6 CP
2 Beseecher	9%	-	2-12 CP
3 Panhandler	14%	1%	1-6 SP
4 Vagabond Chanter	20%	4%	2-12 SP
5 Almsman	26%	6%	1-6 GP
6 Holy Seer	32%	12%	2-12 GP
(7) Guildmaster	50%	26%	3-60 GP

Players may ask for either information or prediction after handing over their coins. Judge then rolls beggar's minimum price secretly. If price was met, roll chance of info/prediction being correct. If it was not met, there is no chance of being

correct (they will always answer regardless). Only information about the town and only predictions about the giver will be answered. It is important that players have only sketchy knowledge about price and chances. Roll Specialist Features (per #5 Ads) to personalize the beggar.

While beggars are actually 'Guildsmen', 1st level beggars start at SL 1. All beggars are required to pay 20% of their earnings to the guild. In return, they get gruel twice a day and a place to sleep on a first come, first flopped basis. SL 1 beggars are not allowed in the guild hall between dawn and dusk as a general rule, which often precludes them getting a good night's flop space.

CHARACTERISTICS USE

Occasionally a player will claim that his 'unusually high' ability would allow him to attempt extraordinary, if not impossible tasks- like bending iron bars. Almost as often, a player with below average abilities will want to try the same things. We offer the following as a simple guideline for handling such cases.

At judge's option, a player may attempt a task, and be successful if he rolls the ability being tested as a percentage or less. For example, a Fighter with a Strength of 15 attempts to roll back a large boulder, rolling a 14% he would be successful. If a player is testing an ability other than his prime requisite, a 'failure' result will end his attempt altogether. However, a player testing his prime requisite may keep trying (that is, keep rolling) regardless. However, upon any roll of doubles, regardless of success or failure, the player is considered to have 'strained' himself. Having strained himself, he can no longer test that ability for 1-4 days. Also, his Hit Probability is reduced by one if STR or DEX was being tested, or spells are delayed by one turn if INT/WIS was being tested and so on.

On extremely difficult tasks (like bending iron bars, or figuring out a maze) more than one successful result should be necessary before the entire feat is completed (those bars bend 1" at a time). Tests involving INT/WIS might require many turns per attempt.

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GUIDELINES TO THUNDERHOLD, CASTLE OF THE DWARVEN KING

BACKGROUND

The dwarves of Thunderhold originated at the Majestic Fastness, deep in the Majestic Mountains. However, they were routed by the Dragon, Analegorn and its three young.

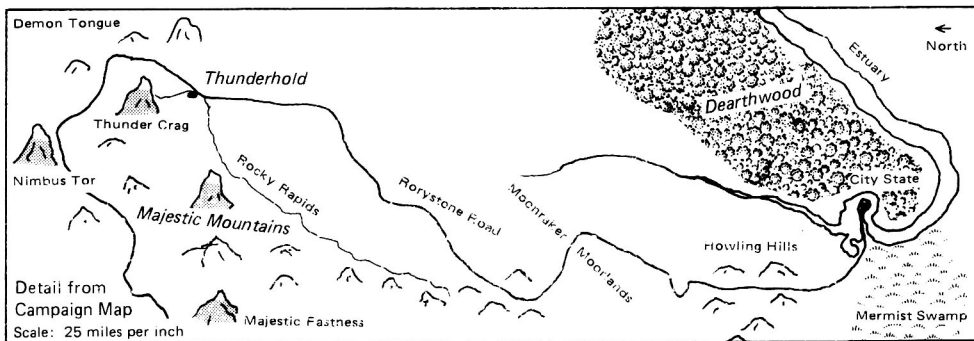
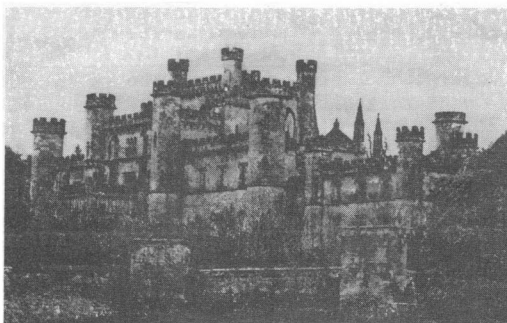
The dwarves journeyed north to the Sunstone Caverns, rumored to possess a lode of mithril. There they found and defeated an army of gnolls who held the caverns and the adjacent castle.

In olden times, the castle was the stronghold of a hardy race of men called the Moonrakers, many descendants of which now live in the castle village (population 600). The moonrakers traded with an earlier tribe of dwarves located in the two dungeons outside the castle. With time and outside invaders the moonraker/dwarven alliance eventually broke down, in the face of gnoll invasion led by the evil wizard 'Lychin' and the Minotaur/priest 'Bragash'. The present dwarves and their leader 'Nordre Iron-Helm' destroyed the gnolls and their wizard, but the minotaur escaped deep into the Sunstone Caverns.

At present, the dwarves' attempts to clear more of the Sunstone Caverns & the other cave (J 1-4) have proceeded slowly. In addition to strengthening the castle's defenses, they have started tunnels beneath the central keeps. Dwarven population of Thunderhold- 2000.

The dwarven king maintains close ties and trade with the City-State- for example he supplies armorers to the city, workers for the mines to the Northeast and troops. Although not a tributary lord, the king gets a vote in the Senate of eight and has a mutual protection alliance. The dwarves generally worship 'Goibhnie', Blacksmith of the Gods, per Supplement IV, page 19 (HTK250, AC-5, HD12).

It is rumored that a god called 'Emig XXV' died near the Thunderhold two years ago and gave birth to a mortal named 'Defect'. The mortal and a portion of the dead Emig was supposedly sold to the Overlord for a considerable sum. This rumor was probably started to explain the fire which began leaping from the Cryptic Citadel to kill any flying creature venturing over it since the mortal was also supposed to have inherited a magic limb of Emig named 'Autocannon'. The dwarves have always produced superior weapons but legion blades of recent make are attributed to the corpse of Emig. The dwarves have lately regained some territory from the giants living west of them and it also rumored that they are preparing a stroke against Analegorn, the red dragon.



The following guidelines have been 'modularized' so that legends & rumors can be individually assigned and shop letter codes reassigned at the judge's discretion.

MISCELLANEOUS DWARVES (Unless otherwise noted)

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
NORDRE IRON-HELM	FTR	N	8	56	0	15	18	11	8	17	10	13	+2 War Hammer
Stormy, Quick to Anger		+2 Mithril Plate					+3 Hit Prob/+3						Damage due to Strength
SQUIRE ZOTIK	FTR	N	3	15	5	10	10	14	11	8	12	14	Sword
Mannerly mayor of Thunderhold													
WENEGBON	FTR	N	4	20	2	6	12	9	15	11	6	4	Morning Star
Gate Sentinel Trumpet		Has custom plate armor worth 200 GP											
SABLE WIK	CL	LG	5	15	5	7	9	7	15	11	10	10	Staff
Dwarf-mother, Generous		Temple of Rosmerta (Inner castle)											Goddess of Wealth & Fertility
BONANZA BIFEX	CL	N	4	12	5	6	12	4	12	13	11	15	Mace
Anti-human Leader of War Party		Temple of Goibhnie (Temple Street)											
CUR RAPLIN	FTR	CE	3	14	2	5	11	13	12	11	7	12	Sword & Sword
Hates humans, has small following													
MEGLIN THE BRUTE	FTR	CE	4	19	5	4	18	3	8	14	9	10	Battle Axe
Dullard, friend of Cur Raplin		+2 Hit Prob/+3											Damage due to Strength
DOGIN CHOPPER	FTR	N	5	22	2	8	15	9	8	10	12	11	+1 Hand Axe
High Sheriff, 'The Protector of the Axe'							+1 Hit Prob.						due to Strength
ROMP WIKIN	BARD	N	2	10	7	6	10	14	12	11	13	15	Dagger
Widely travelled, hates elves													
FENMAR THE KNAVE	TH	N	5	12	7	4	9	12	11	10	14	8	Dagger
Nicknamed 'Flash', Cutpurse with Boots of Speed													
BANKIL THE CULPRIT	TH	CE	5	15	7	4	11	8	7	14	13	6	Sword
Cutpurse living at the Souring Mug													
PURLOIN PURFIN	TH	N	9	25	9	5	10	12	14	12	16	15	+1 Dagger
Noted Thief living at the Summit Saloon													
CARLAN THE PUFFER	FTR	N	2	12	9	5	12	7	6	16	11	11	Dagger
Braggart, affable, fat													
HOARY HARIG	FTR	N	4	19	2	5	10	9	11	15	8	16	Sword
Hero with Talisman Sword, knows of Hidden Valley													
GOOSE ASQUIL	FTR	N	2	10	5	5	11	10	14	12	16	9	Sword
Cheerful, skilled with crossbow													
LADY OF GREEN	MU	LG	11	26	6	4	10	16	14	9	13	11	+2 Dagger
(Human)	KNOWLEDGE	Charitable White-Witch											Bracers-AC6 Shadow Mirth Lodge
WEHRMOTH THE	MU	N	8	20	9	5	12	14	10	7	6	15	+1 Dagger
(Human)	WARLOCK	Gloomy Occasionally works for the Dwarven King											

Legends & Rumors

The Dungeon Vault: huge cave complex below Majestic Fastness.

The Master Stone: 100,000 GP Gem in Balrog Horde.

The Charm-Mantle: Scintillating Robe.

The Eldar Relic: +3 Spear in Troll Horde.

The Omen Beacon: Light above Nimbus Tor.

The Raven-Guide: Raven led hero out of danger.

The Night Watchers: Spectres riding Manticores.

The Sundered Shield: +5 Shield lost to dragon.

The Sun-Driven Dwarf: Flying dwarf adventurer departed 140 years ago.

SHOPS/TAVERNS A-N ARE DWARVES

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
A. NYI	FTR	LG	2	3	7	3	8	11	13	13	5	11	Dagger
B. NITHRI	FTR	N	3	12	5	8	9	16	7	12	13	10	Sword
C. AUSTRI	FTR	N	3	10	7	4	6	12	14	7	8	10	Dagger
D. VESTRI	FTR	N	4	18	9	5	10	7	15	8	8	9	Sword
E. NAIN	FTR	CG	3	16	7	4	12	14	15	12	8	12	Hand Axe
F. NOTHRI	FTR	N	5	24	9	7	16	13	14	12	9	15	Spear
G. VINDALF	FTR	CE	4	16	5	5	8	8	13	12	11	10	+1 War Hammer
H. RATHSVITH	FTR	N	2	7	7	5	10	10	14	14	14	8	War Hammer

I. Armorers:

REGIN FTR N 6 32 5 6 17 14 10 12 16 7 +1 Mace

Rumored able to make +1 armor and weapons (given correct materials)

RUFALIN	FTR	N	3	14	7	5	14	10	7	11	12	8	Flail	
<i>Greedy but skillful</i>														
THRANARK	FTR	N	5	28	5	7	15	12	9	13	10	9	Battle Axe	
<i>Occasionally repairs magic weapons & armor (PROB failure 10% per +1)</i>														
J. NAR	FTR	N	5	30	9	5	12	12	13	9	16	8	Dagger	
K. AN	FTR	CE	2	13	7	3	14	10	6	8	16	10	Hand Axe	
L. SUTHRI	FTR	N	3	19	5	4	10	14	10	7	9	12	Sword	
M. ALTHJOF	FTR	N	2	9	7	3	8	17	13	11	15	6	Dagger	
N. DRAUPNIR	FTR	N	3	9	5	5	13	14	11	11	12	9	Hand Axe	
<i>(Don't forget- all dwarves +4 lvls when making saving throws!)</i>														
<u>Shops/Taverns 0-Y are all Humans (Unless otherwise noted)</u>														
O. NI-WESER-RE	SAGE	LG	20	50	2	7	6	18	17	16	13	15	Numerous	
<i>THE AGED 869 Years old. Will not fight except in self-defence. Employment bonus: 3 rings, +2 plate & 5000 GP; per month: 2000 GP, 1 Scroll & 1 Magic item; per question: 1000 GP & 1 Magic Item. Exceptionally knowledgeable with History & Astronomy as major areas of study. Combined Magic User/Cleric. Hero against the Race of the Worms, dwarf-friend, preoccupied with charting of stargates, rides golden reptile and frequently disappears for weeks at a time- silver whistle will summon.</i>														
		CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
P. HROPTR	FTR	CG	2	12	7	3	13	9	13	9	10	9	Dagger	
Q. LYSIR	FTR	LG	5	23	7	4	11	12	10	8	10	9	Sword/Mace	
R. BRUNE	FTR	N	6	21	7	3	15	13	9	13	8	10	Dagger/Spear	
<i>Specializes in horses & bears</i>														
S. RIMEGERD	FTR	LE	2	10	5	4	11	8	15	11	9	10	Sword	
<u>T. Border Warders' Barracks (all Dwarves)</u>														
SERGEANT ONAR	FTR	N	5	34	0	8	17	11	13	15	9	14	+2 Sword	
<i>+1 Shield & +1 Dwarven Plate +2 Hit Prob/+2 Damage due to Strength</i>														
VALIANT BAKALIN	FTR	N	4	22	2	7	15	12	9	12	8	12	Morning Star	
<i>Hero of Axe Banner Legion (300 elite dwarven axemen), occasionally patrols with Onar</i>														
<i>Border Warders number 100; constantly patrol Rorystone Road, Vagabond Trail and area in groups of 7-12.</i>														
U. RIGSMAL	FTR	CE	6	35	7	4	7	11	14	12	11	13	Dagger/Mace	
V. HILDEGER	FTR	N	5	26	8	4	13	11	10	9	12	12	Bow/Spear	
GODWIN	GNOME	N	4	16	7	4	13	10	5	12	17	11	Spear	
SIGTUN	GNOME	N	3	13	7	4	12	8	6	6	9	12	Sword	
W. THELEMARK	MU	N	3	8	9	5	7	13	8	10	12	10	Dagger	
X. HESPNIR (Dwarf)	FTR	CG	2	10	4	4	14	8	10	13	10	13	Hand Axe	
Y. FIALER	FTR	N	4	19	4	5	15	12	14	10	17	14	Spear	
<i>Has band of 50-100 mercenaries (as needed), hired by King to fight raiding Gnolls, suspected of banditry in the area.</i>														

MCM



MALEVOLENT CHARACTER MODULE

This new section will feature short synopses of a wide range of 'medium duty' type monsters and their entourages. Depending upon the 'violence level' of your campaign each module might be the basis for a whole game or series of games. It is important to try to keep the character alive to fight another day, if possible, for a 'recurring animosity' can add a lot of excitement to your campaign.

		CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
LADY KOSTBERA	MU	CE	9	20	-1	8	9	17	13	13	16	17	+2	Dagger
THE SORCERESS Bracers of Defense AC2, Ring of Protection +3, Wand of Illusion, and Scroll of Protection from Lycanthropes carried on person. A former beggar girl who ruthlessly carved her niche in society and at the peak of her notoriety disappeared from the upper-world. She joined the Black Lotus and is the personal agent of the Overlord on this level. The Ring of Protection +3 bears the secret symbol of the spy network. Kostbera is extremely greedy and occasionally pursues her own best interests by looting other denizens of the deep. She wears beads														

and bangles of a slave-girl (actually worth 1,600 GP) and is an excellent actress. Seeking to avoid capture and personal combat, she relies heavily on her secret passages, traps, and hirelings. In any bad situation she will flee and trap pursuers.

HIRELINGS:	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
THRANDIL THE IV	FTR	CE	3	8	4	2	10	13	12	5	9	14	Sword
LONGARM HERN	TH	N	6	18	7	3	7	9	7	10	15	10	+1 Sword
BINDEL THE DWARF	FTR	N	2	9	3	4	11	12	9	13	8	6	Hammer
GUNDAR BEARDBOTTOM	FTR	CE	2	10	2	3	15	9	5	15	13	7	Sword
TOOTHY KALISK	CL	LE	4	15	5	4	10	9	10	10	6	10	Mace

Kosbera makes use of four skeletons 1 HD, AC 7, 2-6-3-6 HTK, armed with spears stored in a pit-trap. She never forgets an affront and will seek revenge carefully without danger to herself. Lady Kostbera is cunningly reluctant to reveal her magic ability and often poses as a captive of the skeletons to dupe a party. She might sell captives into slavery but if attracted PROB same as CHAR stated as a percentage, will charm a captive and later set him free (nude and shaven bald) in the Square of the Gods. Hidden in a chest of garments is a potion of flying, 440 CP, 110 SP, 90 GP, and four pieces of jewelry. In a jar by the corner is an Orc head, below the table 4 wine flasks, on the table a dagger, 5 SP, and a flask of oil, on a shelf two weeks iron rations for one person, four torches, and 50' of rope, and leaning against the wall a heavy crossbow, a poison 4 trap.

SUNSTONE CAVERNS



Areas: M- Mithril Lode U- Undead & Bragash
 B- Bandits of the Man-Ape Z- Zagrath, Spectre
 C- Tribunal of Chaos O- Oracle of Bubastis
 D- Dragon Lair of Gorgomat S- Sunstone mine
 G- Giant, Muakruar

The Sunstone Caverns have been rarely ventured into since the discovery of Zagrath. These wealthy mines are known to produce 1-4 gems per turn of mining in the large chambers (S9 & S14). Many of the chambers close to the entrance have been depleted. Likewise, much of the Mithril lode (M rooms) has been exhausted.

	S	I	W	CON	DEX	CHAR	WPN
BRAGRASH The Minotaur	18	9	6	12	9	6	Scimitar

Six Hit Dice, 36 HTK, AC6, Alignment- CE, +3 Hit Prob & +3 to Damage due to Strength. Commands a troop of 19 Ghouls, CE, 2 HD, AC6, 14 7 13 5 8 12 7 7 13 13 7 3 6 14 8 10 3 12 10 HTK, paralyze all (except elves) by touch, 2 claws @1-3 or 1 bite @1-4.

Bragrash craves human flesh, especially female- for feasts, being loathe to partake of the ghouls' savory delight- crypt remains. In his lair (U17) are eating utensils made of copper (@8000CP), silver dining cups (@2000SP) encrusted with 2 gems, and a potion of undead control. One crypt (U5) contains the dusty bones of an evil high priest still wearing a ring of mammal control. Throughout his corridors, Bragrash has scratched his symbol- two horns with a scimitar impaled skull.

GORGOMAT THE PRISONER, White Dragon, 6 HD, Very Old (270 years), 2 claws @1-4, 1 bite @2-16 or (on 6+) breathes cold 3x8" cone @36 pips, talks, sleep PROB 60%. Being trapped in this dungeon 120 years ago has not sweetened Gorgomat's disposition. The gnolls worship him and roam his territory NA1-6, PROB 20%, searching for rats and other tidbits to his liking. The gnolls 2 HD, 5 3 9 8 8 8 9 3 12 7 12 HTK, AC5, armed with sword @1-8, have contributed much gold to Gorgomat's icy horde of 13,000 CP, 60,000 SP, 40,000 GP, 33 gems & 20 jewelry. Gorgomat will return to the horde 60% PROB per turn.

THE BANDITS OF THE MAN-APE	ALIGN	LVL	HTK	AC	S	I	W	CON	DEX	CHAR	WPN-	Sword
CARPEN GARTIRN, the Bandit Chief	CG	8	30	4	17	14	10	10	17	5	+2 HP/Damage	

J-12

Carpen claims distant kinship with the original rulers of the area, due to STR the Moonrakers. He now commands a small force- 20 Light Foot, 1 LVL, 1 7 2 8 3 1 8 2 2 2 7 3 8 2 4 4 2 1 8 8 HTK, AC6; 12 Short Bowmen, 1 LVL, 4 8 3 3 7 8 1 6 4 3 7 2 HTK, AC7; 12 Light Horsemen, 1 LVL, 5 6 2 2 2 7 5 2 6 2 4 6 HTK, AC6; 10 Medium Horsemen, 1 LVL, 5 7 3 5 6 7 3 8 2 8 HTK, AC4; all being N to CG.

He has fought more than one successful (so far) battle against the strong chaotic force south of his tunnel complex, having set many traps and a pit between him and the menace. The last engagement cost him his friend and magic-user who blasted a considerable section of the ceiling and walls turning back the last assault. Carpen's main protection is the massive stone gate which opens upon command so his troop can ride full tilt into his stronghold. Water for his horses trickles through one wall of his hold and he has stores enough for three months should he be forced to remain in hiding. His booty includes ten dancing girls- FTR, N, 1 LVL, 1 2 1 3 4 1 2 3 1 3 HTK, AC9, daggers, CHAR 15-18; 56 jewelry, 146 gems, 6000 SP, 10,500 GP, 20 PP and a Scarab of Protection from Evil High Priests. Carpen has yet to find a lieutenant he trusts (or who can abide his appearance) so he personally issues all commands. Each entrance is guarded by 4 light foot and has a brass gong to sound the alarm.

THE ORACLE OF BUBASTIS Visitors daring to question the oracle (01) are confronted with the awesome spectacle of a 30' wide by 60' high brass idol that speaks and throws a pyrotechnic shower out of his eyes. Believers leave their earthly wealth at the idol's feet and back out quickly. In cast they return too quickly, the theurgist inside the idol has a lever which will dispense sleeping gas into the temple from all sides enveloping the whole chamber in two melee rounds (saving throw -4). NIKELAS of the Second Serendipity Order of Thirionak the Allknowing, MU, 4 LVL, 2+1 HD, AC9, 6 HTK, spends most of his time and wealth trying to duplicate the feats of a renowned master. He is assisted by LLYDAIN the Seer, MU, 2 LVL, 1+1 HD, AC9, 4 HTK and three mediums MORFING, ANSANY & TIRANGEL THE GREEDY, MUs, 1 LVL, 1 HD, AC9, 3 2 4 HTK who occupy the laboratory behind the hollow statue (02).

Nikelaus and his goblin servant SHADOW 1 HD, AC6, 6 HTK, sword-armed, live in the rough hewn cave north of the oracle (03). Unknown to his assistants Nikelas has a retreat much more highly furnished accessible from the temple area through a passage in the northeast of his secret retreat. The secret passage opens by pulling down on the carved wyvern's nose. Pulling down the stone nose of the carved troll's head releases a sleep gas which fills the chamber in 1 turn (saving throw -4).

Access to the two chambers northwest was made more difficult when the floor of the connecting chambers caved in into an underground river. Luckily the water rose no further. In those northwest chambers (04 & 05) are the festering remnants of Nikelas' living experiment period. Green Slime has occupied some of the quivering masses, but others crawl slowly around like blind slugs, subsisting on fungus and mold. Nikelas is loathe to return for the three valuable potions left in the main laboratory.



ZAGRATH ALIGN LVL HTK AC S I W CON DEX CHAR WPN
The Spectre CE 12 58 2 14 9 8 10 16 12 +2 Sword
Moves 15" and Flys 30". Zagrath continually roams the adjacent mines (Z1-10) up the tomb (Z17) which house his earthly remains. Zagrath seeks his long lost companion dog, the only friend he ever loved. Ten skeletons aid Zagrath, being his former minions of the once mighty war lord. Within his limited realm, lies the tomb of Prince Consort of Harsanland... a well preserved mummy which wears the royal crown yet.

MUAKRUAR THE UNBLEST, a Hill Giant, 8 HD, 38 HTK, AC4, @2-16/hit; lives with his wife, MAUGHAR, a Hill Giantess, 8 HD, 41 HTK, AC4, @2-16/hit, and spoilt son, MUAKAR, a Hill Giant of 2 HD, 12 HTK, AC4, @1-8/hit. The family has pet 5 headed hydra 5 HD 30 HTK, @1-6/bite per head which Muakar is usually leading on a 25' gold chain (@5500 GP). The one bright spot of Muakruar's unhappy life is the pact he has with some wererats, which provides his table with tasty morsels of orc, goblin shiskabobs and toasted humans for desert (rolled in sugar). His pains include counting out his miserly wife's piles of shining coins- 1000 CP, 8000 SP, 15,000 GP and 25 PP. His son has learnt to

use his +1 axe and wand of illusion. Muakruar has been attempting to read a scroll of seven spells for many years now.

THE TRIBUNAL OF CHAOS This court is the stage of many quizical paradoxes. It supposedly metes out justice to various chaotic factions which supply judges, guards and executioners. In fact it always depends on the dominant (most powerful) faction at the time of trial which verdict is voted. While decisions are binding, actual punishment is often overlooked to avoid open war between factions. Since there is always three judges, a verdict is never undecided. However a judge may elect to 'sell' his title at anytime and often does to the faction of the defendant. The position of the judge can be sold only for a greater amount than originally paid... each being worth about 5000 GP. The factions desiring the trial pay each of three judges 50 GP per day which considerably lengthens trial time.

The factions includes orcs, wererats, wereboars, trolls and ogres. Executioners are always trolls, while guards are primarily orcs and ogres. The wererats always have a judgeship pocketed. Wereboars frequently carry messages and are generally the most influential (most feared).

In the courtroom (C3) 20 ORC Guards 1 HD, AC6, sword-armed, 5 4 4 5 2 3 2 1 1 1 6 5 6 3 2 2 3 2 4 5 HTK; 6 TROLL Executioners 6+3 HD, AC4, 28 24 23 34 33 29 HTK; 4 WEREBOAR Messengers and 1 WEREBOAR Executioner 4+1 HD, AC4, spear-armed, 14 12 18 23 29; 2 WERERAT Judges and 10 WERERAT Guards 3 HD, AC7, sword-armed, 14 10 8 16 15 13 12 14 11 7 5 20; 22 OGRE Guards and 1 OGRE Judge 4+1 HD, AC5, morning-star armed, 19 10 31 24 9 28 32 33 21 20 17 10 8 18 23 20 22 28 18 18 12 10 12 HTK.

A guard of two Ogres- 26 22 HTK and one Troll- 28 HTK is always posted in unused rooms (C1) along the approached to the courtroom. Each faction has base of operations near the courtroom to watch over their faction's interests. The Orcs maintain 30 guards in a large room (C8) to the south- 6 7 5 4 8 2 3 1 1 3 5 2 3 3 4 6 7 8 1 2 1 3 3 4 4 6 7 8 6 2 HTK. Only ten orcs will be sleeping, eating or gambling at any one time.

The Wereboars maintain a pack of 20 in the huge room to the north (C2)- 13 30 15 26 17 23 18 21 21 19 24 17 27 15 28 14 29 13 30 12 HTK. The leader possesses a +1 Chaotic Sword and a +1 Shield.

The Trolls being the least numerous, headquarter in the two smaller chambers (C10 & C11) and usually number about a dozen (NA 11-16)- 26 23 25 29 30 21 15 39 16 32 16 34 20 19 17 21 23 31 32 14 16. It is assumed that the Mind Flayer, 8+3 HD, AC5, 37 HTK, which visits the trolls' quarters every other week, is somehow in charge of the trolls. It is during these visits that the room just north of trolls quarters (C12) is occupied.

The Wererats' colony is northeast of the courtroom (C26). Thirteen Wererats- 13 11 10 14 10 15 9 16 8 10 12 11 7; five Giant Rats, 2 HD, AC6, 1 bite @1-3, 4 8 3 9 12 HTK; and forty Rats ½ HD, AC5, 1 pt. of damage per bite, all one hit point to kill; occupy the large chamber. Small holes line the room's walls (1" Diameter) from which rat messengers run to and fro.

The Ogre clan usually has a family group of 1-6 in each of the three large chambers (C13, C14, C15) just east of the courtroom- 18 15 19 12 24 11 18 15 25 9 33 22 16 15 14 23 17 20 HTK, usually unarmed but doing 1-10 damage per blow. The ogres take especial pride in their wealth and easily buy a judgeship when necessary.

The Judges' Inner Chambers are west off the courtroom (C5). Four Orc servants occupy the chamber at all times- 2 3 1 3 HTK. Two defendants' pens are located north and south (C9-C16) of the east end of the courtroom. A hidden chamber in the center of the east courtroom wall is a teleport to the 'High Court of Chaos' five levels below (!) A small interrogation chamber (C4) is located at the west end of the courtroom. North and east of the Wererats' colony are rooms (C24, C28, C29) in which the Wererats have stored much of their booty. Only rat tracks in the dust indicate recent occupation of these ancient chambers, having only recently been discovered by the rats themselves. West and north of the Wererats' colony are the tombs of a forgotten tribe of gargoyles wisely left unexplored by the rats.

Players caught trespassing in this area are generally tried in the City State manner (Booklet I, p. 25) except they receive an automatic adjustment of -6 if different alignment and -8 if opposite alignment. If wererats predominate the tribunal a ransom of

100-600 GP per level of the player will be demanded in lieu of sentence. All possessions are confiscated and cannot be used for ransom. The wererats and wereboars frequently kidnap residents of Thunderhold to be tried for uncommitted crimes.

PROSIAC POEMS & PROVOKING PROSE

*At midnight..torches and pikes you must bring
To remove the ashen covering,
Beware the Slime and gnashing song
Of others in chamber lost so long.*

*When bells chime and acolytes sing
Beware the flutter in the air,
Beyond the idol climb the stairs
To find the greatest treasure there.*

*In a dark blue crater
Wrapped in brush and tree of green,
Lives a prestidigitator
And the biggest gnoll you've seen.*

*The fire-flies glowing bright
Lead the way through the warm
And Mermist night,
To the Giants of the Storm.*

*In barren Altania and around
The Shield-Maidens' terrible fleet,
Towering above and beneath the ground
A forbidding fortress not made for feet.*



*Below the Mists of the Mountains
Under the Rocks of the Sun,
Lies a cavern full of fountains
With wishes granted one by one.*

*After the long and cold retreat
The Witch-Queen deigned to take her seat,
By the ancient Sleeping River clear,
Where harpies singing charm the ear.*

*Down the road in the twilight glow
Warily over the darkened Troll Fen,
Follow the stream against it's flow
To find the Holy Sword lost to men.*

These should be introduced by minstrels and bards singing in taverns or around campfires after the judge has filled out the outlines of a session based on them.

SHOCK RECOVERY

We are presenting three different rule systems to be used with players who have been wounded. These are actually rules from very diverse campaigns, and are not necessarily usable together- choose your own.

1) After fighting a melee a player may regain 1-4 of his lost hit points, binding his wounds- as long as he performs no other action first (you'd be surprised by how many players rush to the treasure while they're bleeding all over). A player reduced to zero or below, considered to be bleeding to death, may also regain 1-4 hit points, if a fellow player binds his wounds before performing any other action. A player at 0 or less is immobile and unable to do anything. This 'shock recovery' roll is allowed only once, and at the end of any melee where the player actually lost hit points. The roll may not raise the player above his normal hits to kill.

2) This rule does not allow the player any recovery roll as above, but rather determines how long a player may survive at 0 or less hit points. The player rolls 2 dice and subtracts the number of hit points below zero he is. The other players now have this many turns to get to the mortally wounded player with potions etc. Again, the wounded player cannot do anything while 0 or less.

3) Like the second rule, this rule only determines how long the player has before he 'bleeds to death'. A player at 0 or less hit points rolls the same number of six-sided dice as his hit dice. The score rolled is the number of turns his fellows have to administer to him.

GUARDS & GARRISON TROOPS

There are four types of 'G' troops to be encountered, in each case 2-24 will be encountered. Roll 4 Sided Die:

- 1 Guards- AC4 Armed with swords & maces, generally of 3rd level
- 2 Guardsmen- AC4 Armed with swords, generally of 2nd level
- 3 Garrison troops- AC6 Armed with swords & spears, 1st level
- 4 Militia- AC9 Armed with spears, 1st level

QUESTIONED BY GUARDS OR CONSTABLES

Matrix the result of a six sided die roll & a ten sided die roll

Guard's action:	1	2	3	4	5	6
1 Suspect party of	Smuggling	Pilfering	Cheating	Spying	Runaway	Rival
2 Inquire party of	Home	Tavern	Ship	Outlaw	Armorer	N P C
3 Command party to	Drop Wpn.	Lie down	Halt	Go Home	Hands up	Run
4 Search party's	Everything	Bags	Clothes	Boots	Weapons	Bottles
5 Shake down for	Weapon	2 CP	3 SP	5 GP	7 GP	10 GP
6 Impress one day to	Clean Wpns.	Cook	Dig	Rake	Plaster	Guard
7 Helps party	Carry Bags	Guide	Warning	Alms	Defend	Find Item
8 Offer party	Information	Female	Pet	Drink	Food	Ride
9 Demand	Bandages	Arrows	Water	Oil	Leather	Help
10 Ask for	Information	Cloak	Drink	Food	Straw	Wood

OFFENSIVE LOCUTION (Attacking with words)

There are two forms of verbal attacks- repartees and witicisms. Any character class may attempt a 'repartee', though the reciever of the repartee must be able to understand the language of the speaker. Only the sub-class 'Buffoon' may use both repartees and witicisms (again, he must use a language understandable to the reciever).

It is important to note that while all humans know common, only 20% of all other intelligent creatures know the common tongue. Seventy percent of all intelligent creatures know Altanian, the peasant/barbarian tongue. Thirty percent of semi-intelligent creatures know one or the other. Unless the player states otherwise, it must be assumed that he is using common.

REPARTEE Any player may give up his round to 'repartee'. He may not move or make any other action. PROB of success is his CHAR & INT added together and stated as a percentage (optionally, those of either Noble or Gentleman Heirarchies may add their Social Level to their CHAR & INT). A successful Repartee will stop all meleeing and charging characters in earshot, for 1-6 rounds (judge rolls in secret). Both sides may move, but may make no offensive action. A successful enemy repartee will negate a friendly repartee and will last only one round. Two friendly repartees initiated in the same round will negate each other, regardless of success. While a repartee may stop an attacker, it will not give impetus in ensuing rounds.

WITICISMS All in earshot of a 'Witicism' must make a 'saving throw' vs. the witicism or be affected. The reciever must roll on three six-sided dice, his 'Charisma' or higher, to resist the attack. A successful witicism gives the impetus to the buffoon to strike or act first. Characters not making their saving throw are taken aback for 2-8 rounds, immobilized and unable to perform any action. However, removing any possession from a defender racked with laughter will automatically sober him.

BUFFOONS

A subclass of fighter, a buffoons prime requisite is Charisma, which must be below average. In addition, his Strength must be below average and Wisdom above average. He automatically succeeds at repartee (unless surprised) and his quick wit has honed witicisms to an art. A buffoon may use only a dagger.

Level Buffoon Witicisms per day

1	Fool	1
2	Clown	2
3	Punster	4
4	Jester	6

Frequently, buffoons are found working in conjunction with bandits or racketeers to immobilize a party while the low charisma cohorts relieve it of valuables.

POISON

An alchemist (or wizard) must do three things in order to produce a usable poison potion- 1) Research the exact formula, 2) Get a supply of the major component, and 3) Distill the components per the formula.

To research a particular poison type, each 100 GP multiplied by the type level equals a 20% chance of success, per week, accumulative. Therefore, type '0' (Belladonna) costs nothing to research the formula, as it is common knowledge among the alchemists. However, type '7' (Wyvern venom based poison) would require 2100 GP for a 60% PROB of success in researching the formula and exact components. Cost is double for Alchemists. While belladonna, opium and arsenic should be generally available (in a large town's Sorcerer's Supply House or similar, a per week PROB of 80%, 40% & 20% respectively, is reasonable), the various venoms of types 3-9 should be accessible in the marketplace only 5 to 10% PROB per week (and then only enough for a few potions). The only other recourse, is to find and defeat the monster in question; then each monster will only supply enough venom for one potion.

Special distilling equipment and minor components cost a total of 1000 GP to purchase. It goes without saying that a relatively secure workshop must be obtained also. With the formula researched and the distilling cost (shown below) paid, any of the poison types may be distilled in one week. Alchemists' distillation costs are half that shown on the chart (the chart shows the wizard's cost). An alchemist may hire three assistants, and thus work on two projects at once. Hiring more than three will not allow any further increase. All alchemical research and distillation must be done on a full time basis, reckoned in weeks. Thus, work interrupted by excursions into the wilderness or the dungeons, will be lost. However, at the judge's option, a several hour excursion into town will be allowed.

POISON EFFECTS		Points of (In addition to damage)		Effect when Saving Throw***			Per
Poison Type	Major Component	Rounds Effects Delayed	Damage Per Round/# of Rounds*	is not made on:			Potion Distill Cost
0	Belladonna	9	0/0	½ Action	-	-	10 GP
1	Opium	8	1/1	Coma	Half Action	-	100 GP
2	Arsenic	7	2/2	Ill	Coma	-	200 GP
3	Gt. Spider	6	3/3	Paralyzed	Ill	Move Halved	300 GP
4	Gt. Snake	5	4/4	Ill	Ill	Half Actions	400 GP
5	Ph. Spider	4	5/5	Paralyzed	Paralyzed	Ill	500 GP
6	G. Scorpion	3	6/6	Coma	Coma	Paralyzed	600 GP
7	Wyvern	2	7/7	Ill	Paralyzed	Coma	700 GP
8	Water Naga	1	8/8	Paralyzed	Paralyzed	Paralyzed	800 GP
9	Purple Worm	0	9/9	Coma**	Coma**	Coma**	900 GP

Notes: Gt. & G.- Giant animal type. Ph.- Phase spider.

*If saving throw is not made, figures show damage points received per round and number of rounds suffered. If saving throw is made, halve figures shown (drop fractions)- being damage recieved.

**In addition to damage recieved and coma effects, -1 on DEX, permanently, is suffered.

***Effects shown last according to size: Duration- Man-Sized 1-10 days
Ogre-Sized 12-48 hours
Dragon-Sized 6-36 rounds

When saving throw is made only half damage occurs- no ill, coma etc. When saving throw is not made, special effects below occur in addition to damage:

Half-Actions- all actions: spells, speech, movement are performed at half rate or are delayed a round, at judges option.

Move Halved- movement, only, is at half rate, usually precludes flight capability.

Coma- is unconscious, thus no actions etc.

Ill- unconscious most of the time & no actions; limited movement allowed, per judge.

Paralyzed- conscious but no actions are allowed.

DELAY of a certain number of rounds will occur before any damage is suffered or any special effects, per above chart.

Poisons can only be placed on weapons by alchemists. The poison stays potent for one week and becomes ineffective after causing six hits. Each poison potion will treat ten

small weapons or three large ones. Attempting to strike a specific point (such as a head or body) with a poisoned weapon reduces hit probability by -4.

Generally, pits in the upper dungeon levels (with poisoned spikes) will have type 1-6.

ATTACK REASONS

There will be many encounters where the players will be attacked, with obscure purpose. Unless an overriding reason has already developed (e.g. the players encounter guardsmen after setting fire to a tavern), then roll on the following table. Higher social level types will generally have 'companions' who will hasten to do their liege's bidding.

Roll 20 Sided Die		
1 Mistaken identity	11 Doesn't like p's NPC*	CAPTURE REASON 1 To sacrifice 2 To use as decoy 3 To sell as slave 4 To ransom 5 To use in prisoner exchange 6 To impress into unit/work detail p- refers to player
2 Doesn't like p's looks*	12 Doesn't like p's clothes*	
3 Doesn't like p's class*	13 Thinks p looks sneaky looking	
4 Alignment hatred	14 Interfering with plans	
5 Race hatred	15 In the way	
6 Robbery/confiscation	16 Drunk	
7 Lust*	17 Religious hatred	
8 Temporary insanity/berserk	18 Revenge	
9 Imagined slight	19 Jealousy	
10 Clan Hatred	20 Capture* (see next table)	

Attacks that are starred (*) will generally have the enemy attempting to subdue the player(s), while all others have a 30% PROB of being a subdual attempt. It is important to note that 'intelligent monsters' will not attempt an attack upon a superior party, being content to lob a cobblestone instead, perhaps.

COMPANIONS

With every personage of SL6 & above there will be a certain number of 'companions' equal to the suggested LVL GL range. For example, a Count & a Bureaucrat both will have from 1 to 12 companions. These companions will be from 1 to 6 SLs lower than their liege. Nobles & Gentlemen will also have bodyguards equal in number to their party size.

SPECIAL ENCOUNTERS (Additional Specifics)

TOWN CRIER TABLE	VIGILANTES Searching For:
1 Call to Arms (general)	1-2 Fighter(s)
2 Orcs sighted from wall	3 Magic-user
3 Special (roll below)	4 Cleric
4-6 All's well	5 Thief
<u>Special Occurances:</u>	6 Special (roll below)
1 Caravan arriving/departing	<u>Special Victims:</u>
2 Cavalry call to arms (excluding knights)	1 Dwarf
3 Footmen call to arms (excluding knights)	2 Elf
4 Stagecoach robbed/missing	3 Orc/Goblin
5 Fire (5% chance to spread)	4 Troll/Wererat
6 Epidemic outbreak (common quarter)	5 Giant Animal(s)
7 Ship arriving/departing	6 Giant Insect(s)
8 Noble's birth/death (roll Heir/SL)	Any players encountering vigilantes might be mistaken for prey (PROB 50%) if they fit general description diced for above.
9 Holiday/Day or Mourning proclaimed	<u>Result of Capture:</u>
10 Execution coming up	1 Tar & Feather (Damage 1-2pts)
11 Gladiator festival today	2 Relieved of all possessions carried
12 Battle result (distant army)	3 Hung upside down from lamppost
13 Curfew (goblins loose in city last nite)	4 Facial disfiguration (-2 CHAR)
14 Gates locked (outlaw/spy sighted)	5 Beat unconscious (-4 CHAR for 4-24 days)
15 Spell use illegal today (enemy MU loose)	6 Weighted and thrown in the Estuary
16 Jail Break (5GP reward/ 3-18 escapees)	
17 Emergency tax for overlord 1 SP per SL	
18 Extra months pay for army volunteers	
19 War declaration/peace treaty	
20 Weapon/horse confiscation (PROB of avoiding is CHAR as stated as a percentage)	