

OD&DITIES

The Original Dungeons & Dragons Fanzine

EDITORIAL

Well, it has been some time since the last issue of OD&DITIES. Since the last issue, the gaming world has been overturned with the introduction of 3rd Edition D&D, and the introduction of the Open Gaming License. I have to admit that I picked up the core books and ran a short campaign with the new system, but I have come to the conclusion that OD&D, the game I grew up with, is still superior. 3e provides rules for situations, complicated ones, whilst OD&D provides simple suggestions, leaving the details for you to work out.

This issue of OD&DITIES is different from the rest, in that it contains two adventures, both designed to be fitted into any setting. These first three issues of OD&DITIES have each been designed differently - please e-mail with any thoughts about which you preferred, or about any thoughts at all.

Submissions have been rather low, with only the two excellent NPC's submitted by Michael Harvey. Please send in your submissions - they are vitally needed if OD&DITIES is to survive, and are part of the reason that this issue is so long in coming out.

I apologise for the delay profusely, and can only blame pressure of work in other projects, such as a degree(!), and the introduction of 3rd Edition - I had determined to be fair and give it a proper trial. Still, OD&DITIES is now back and is here to stay. I hope to bring out the next issue in July, so please hurry your submissions and letters along.

In addition, this issue will now be distributed rather differently. Instead of being posted on the website, this will be sent only if it is requested by e-mail. This is in the hope that it will encourage letters and submissions to the editor, as well as to determine the size of the readership. The back issues can be sent as well, if they are wanted.

As always, please send any letters or submissions to Methuslah@tongue.fsnet.co.uk.

Richard Tongue

Editor

Page 2	<i>Letters</i>	
	<i>Reviews</i>	Gazetteers 1, 12 and 14
Page 3	<i>Getting Started</i>	Upper-level Expert adventuring
Page 4	<i>Compendium of Characters</i>	Two Wizard NPC's
	<i>White Dwarf</i>	An old magazine with useful articles
Page 5	<i>Epic Heroes</i>	Epic Campaigns in OD&D
Page 6	<i>Street of a Thousand Adventures</i>	Margarita, the Soothsayer
	<i>Dragon Index</i>	Index of OD&D Dragon articles
Page 7	<i>The Star of Kolaador</i>	A low level adventure
Page 8	<i>The Tower of Doom</i>	A low level adventure

CONTENTS

Well, we finally have enough content for a letters page. I thank the two people mentioned below, and hope that many more letters appear in the future. Please send letters on any subject - comments on the magazine or any articles therein, suggestions for future issues, anything. The address to send to is : Methuslah@tongue.fsnet.co.uk .

Early Accolades on your first two issues of OD&Dities to your online fanzine I think imaginative and enthusiastic gamers of OD&D could all contribute to a very high quality magazine. I am waiting patiently for your 3rd issue and I am eager to contribute to later issues.

Ray Combs

Thanks for the comments. Again I apologise for the delay in preparing the 3rd issue, but please send in your contributions. Anything will be considered, from rules additions to short stories.

I enjoy reading your 'zine. It reminds me of the really old days, when everything was simple and new. The 'Pit of Shadows' was fun, with its fungus trap and gauntlets of bugbear power. 'Getting started' is a nice meaty article; it seems like I see a fledgling DM post a request for help every few days on USENET. It is a little hard to read with no paragraph breaks though. Overall I think you have nice

content -- short, useful articles. I also really like the emphasis on the older (pre-Cyclopedia) rules, and the setting independence. I like the Known World, but sometimes it wearies me with all its detail and history, and I want to roll my own again.

Unfortunately it is perhaps not a good time to be starting an OD&D zine. We've been playing OD&D but now everyone is eager to try 3e, so we'll be switching soon. Kind of disappointing in a way, because I really like the flavour and simplicity of OD&D; I even think that skills and weapon mastery make it too complicated. But ya gotta go with what people want to play. Still, I do love OD&D!

Michael Harvey

I'm glad you appreciate the feel of the magazine - I was attempting to capture the feel of the early days of role-playing, while still introducing new ideas. The setting independence rose out of the recognition that although there were many Mystara sites on the net, there were few that were devoted simply to OD&D. I agree that the 3rd Edition is a good game, but I also agree that it is over-complicated - it can take up to an hour to generate a character! Whenever I ran a 3e game I was scared of killing off a PC because of the time it would take to create a new one that was not a carbon copy of the original (although having a second character rolled up solved this problem). A lot of people have been playing 3e over the last year, but a certain amount of that can probably be explained by its newness. People continued to play OD&D in the time of 1e, and 2e, and I doubt that any difference will be seen with 3e.

By R.E.B.Tongue

This issue, three reviews on some of the OD&D Gazetteers produced in the late 80's. The MML had a thread some time ago in which Ethengar and the Atraghin Clans were regarded as 'lame-duck' - this will attempt to point out some of the positive aspects of these Gazetteers, with the more mainstream 'Grand Duchy of Karameikos' Gazetteer reviewed by means of comparison.

GAZ 1 : Grand Duchy of Karameikos

This, of course, is one of the most used Gazetteers of them all, detailing the land where the B-Modules were set, and therefore where many Mystara campaigns began. This gazetteer was the first of its kind, and is an excellent item. It contains notes on society, economy, and history, as well as a detailed geographic description of the land. In addition, it has a system of skills detailed, to help further flesh out PC's. This system of skills is, however, somewhat brief, with few examples mentioned. If it being used with over Gazetteers or with the D&D Cyclopedia, then this is not so much of a problem, but if used alone needs more work. (For good examples of skills, look at the skill system of Advanced Fighting Fantasy - the non-weapon skills from this rules set would work well with this system.)

The description of Karameikos is excellent, with great detail despite the shortness of the book. Many NPC's of high level are included to be major players in the campaign, but few low-level ones are added. Such items as the dress and hairstyles of the Thyatian colonists and the Traladaran natives are included, which definitely adds to the spirit of the land. There are a few brief adventure hooks included, but all need a great deal of fleshing out.

If you have many of the B-Modules, and plan to set a campaign in Mystara, then this product is essential, being an excellent starting place for PC's, from which they can explore the rest of the world. However, due to its very nature it is somewhat provincial, and high-level PC's will find little to do here. Still....

Score : 9.5 out of 10.

GAZ 12 : Golden Khan of Ethengar

This gazetteer details a land inhabited by a race of humans similar to the Mongols of real-world history, and consists of two books and a map - a Player's book and a DM's book. The Player's book contains the information a player needs to create a PC from this culture, and the DM's book contains the material required for a

DM to run a campaign in this setting.

The gazetteer itself is excellently writing, evoking the style of this land. It is easily the equal of the Karameikan Gazetteer in this style, providing much setting information, and is even superior in one way - the adventures section is far larger, and contains some adventures that are almost ready to play.

As to the usefulness, this is disputable, and depends upon the type of campaign you wish to run. In a dungeon-based campaign, the horse warriors of Ethengar will have little place, but in other types of campaign they can be more useful to a DM, though perhaps not as a source of PC's.

In a political campaign, the Golden Khan and his horde of warriors can be an excellent enemy. If played in the right manner, these forces would be unstoppable in the correct terrain, and would be a constant threat to any nation on its border. The PC's could then be emissaries or ambassadors, sent to prevent an invasion, or leaders of an army sent against them.

In a merchant-based campaign, or a more traditional wilderness campaign, a vital trade route could run across the territory of the Golden Khan - PC's could be hired to defend a caravan and be forced into fighting the Horse Warriors of the Ethengar. Or, the PC's could be hired to blaze a trail across the area, and have to prevent any attacks from the Khan's forces by getting involved in the political arena of the Khanate.

This sourcebook also includes rules for a new Character Class, the Shaman, who use spirit guides to give them special powers as well as being able to cast spells in a similar manner to a priest. This class is well written, though perhaps a little limited in it's use.

Score : (Book) 9 out of 10 (Usefulness) 7.5 out of 10

GAZ 14 : The Atroughin Clans

The last of the surface-world Gazetteers to be written, this Gazetteer details the lands and peoples of the

Atroughin clans, which greatly resembles American Indian culture. This in itself is an excellent idea that is seldom used in fantasy RPG, and it's realisation is interesting.

Again, the book is well-written, with descriptions of five different clans, each of which resembles a different American Indian tribe. The interaction between these tribes is well-done, and each individual tribe is well-described. In addition, this sourcebook details a source of access to the Hollow World, that may be a major motivation for a party of PC's to enter this area.

As to the usefulness of this product, that is a little harder to justify than with the previous Gazetteer. Running a campaign with just Atroughin characters would be extremely interesting and would work well, but it might be difficult to persuade a group of players to play in such a campaign. Having one such character, wandering in the outside world, would also be an interesting concept.

There seem to be two main reasons to visit the Clans - to enter the Hollow World (or leave it, if there is no other way out) by means of the Mystic Conveyor, or by accident. The latter probably has the greater scope. A group of PC's could be shipwrecked on the coast and encounter the tribes in that area whilst finding another ship to take them home, or they could be part of the crew of an airship that are left behind, high on the plateau - this would put them in contact with the tribes of the interior.

Another new character class, the shamani, is detailed in this book, which is similar to the Shaman in many ways, but different in that it depends on totem animals rather than spirit guides - these classes are described principally to help with the atmosphere of the setting.

Score : (Book) 8.5 out of 10 (Usefulness) 6 out of 10

Next issue : The first three Creature Crucible books, Tall Tales of the Wee Folk, Top Ballista, and The Sea People, are reviewed. Any review submissions of any OD&D product are welcome and should be sent to Metuslah@tongue.fsnet.co.uk.

By R.E.B.Tongue

Part Two

Well, by now it must seem as if this column's name has become misleading. In just two issues we have progressed from starting a campaign to 'Name' level, a point where the PC's are likely to have a major impact on the game world, wherever it is. This column will proceed from levels 9 - 15, up to the 'Companion' Rules set. At this period, your adventures are becoming more and more complicated - through necessity. The simple dungeon crawl is now a thing of the past (though it may be missed - consider running another campaign in parallel, with a fresh group of PC's played by the same people. Set in the same game world, you may find interesting situations develop.)

Your adventures will now revolve around major aspects of the campaign world. Instead of cleaning out a den of monsters, you have been

saving a town from attack, and travelling all over the game world. The OD&D rules indicate that, at 'Name' level, most PC's must make the choice of either settling down in one place and building a stronghold or becoming travellers permanently. The first option does not perhaps suggest so many obvious adventure hooks, particularly in a group with many different classes, but one idea might be establishing a town of their own, with the Fighter as the Mayor, Thief running the Thieves' Guild, Cleric running a church, and so on. (This might produce some interesting inter-party rivalry as the Fighter marshals his forces to try and fight the Thieves' Guild.) If a suitable ruined city exists, then the PC's may decide to rebuild it, which can leave room for a large dungeon crawl as the PC's explore the old city, as well as hours of wilderness adventures as local monster groups are eradicated and local communities, human or demihuman, are contacted for permission to settle. This might make an interesting campaign in itself.

The second option perhaps has the most obvious possibilities for adventure. The PC's are at a high-enough level now to receive many probable missions (it is likely that the king would ask them to rescue his daughter from a

mad wizard - a plot which has real peril if the wizard involved is 20th level. Many interesting and new creatures can be included in such a scenario.)

Another idea is to have the players more manipulated by an external force. This can either be in the form of some sort of event - maybe a magical cataclysm is imminent that the PC's must either stop, or to clean up. It can also be in the form of some sort of individual. This could be the avatar of a god, the identity of which would be determined by the alignment of the party involved, a powerful mortal such as a king, high priest, powerful magician, or other important figure. The article on Epic Quests in this issue is particularly useful to this type of campaign, with a powerful entity to fight.

Of course, it is also quite likely that, by this time, the PC's will have been involved in the campaign for several months, many game sessions. They will have gained enemies, allies, power and weakness. They will have organised their own campaign goals, and it can be easy for a DM just to play to the ideas of the PC's, although this will still mean a considerable body of work. A high-level campaign such as this will always require a lot of work, but it can be a lot of fun, also.

Next issue, instead of carrying on up through the levels, we return to the beginning, with character creation - some ideas that can be used, ways to streamline it, methods involved, various useful hints and tips for setting the players up fully in a campaign. See you next time!

COMPENDIUM OF CHARACTERS

This issue, two wizards from Michael Harvey who are certainly wizards you would expect. Each one is, as usual, detailed fully ready to be dropped into a game, and this time include skills compatible with the rules given in the Cyclopedia. Enjoy!

Trellius (Lawful Thief, 3rd Level)

Trellius has always been interested in magic, and began training as a wizard in his youth. Alas, he lacked the discipline for study and eventually dropped out. He learned that people respect wizards, however, so he pretends to be one. Trellius dresses in a blue robe and carries a staff, and knows enough magical jargon to bluff people. He relies on trickery and magic items to complete the illusion, always casting his "spells" in secret ("Wait over there, lest you distract me"). For example, he'll Hide in Shadows to simulate invisibility, or use his Climbing ability to simulate a Spider Climb spell, or use Open Locks to simulate Knock. He is always on the lookout for new magic items, and if invited along on an adventure will always pick magic items over other treasures ("I am a wizard after all".) Magic items that he cannot use he will trade to a wizard in exchange for recharging his ring. He is law abiding and conscientious, and never uses his thief abilities for criminal activities.

Flumbert of Felburg, Aspiring Wizard (Lawful Magic-User, 1st Level)

Flumbert is a gawky adolescent boy of only 15; he

has pimples and his voice sometimes breaks when he talks. He is frail and clumsy, and has no useful combat spells. Nonetheless he is determined to become a great wizard and seek his fortune in the world. He is blessed with great intelligence and some useful skills. In all likelihood he'll want to tag along with PCs; he'll do the cooking, watch the horses, and do what he can to help.

Trellius (Lawful Thief, 3rd Level)			
Strength	10 (0)	THAC0	17
Dexterity	17 (+2)	Armour Class	7
Constitution	16 (+2)		
Intelligence	13 (+1)	Hit Points	(14)
Wisdom	8 (-1)		14
Charisma	11 (0)		
		Saving Throws	
		DR / P	13
		MW	14
		P / TTS	13
		BA	16
		R / S / S	16(-1)
Skills: Alchemy (INT), Magical Engineering (INT), Acrobatics (DEX), Lip Reading (INT), Alertness (DEX).			
Equipment: Robe, Staff, Dagger +1, Pouch with "spell components", Potion of Levitation, Potion of Polymorph Self, Ring of Spell Storing (Magic Missile, Sleep, Phantasmal Force).			

Flumbert of Felburg (Lawful Magic-User, 1st Level)			
Strength	9 (-1)	THAC0	20
Dexterity	5 (-2)	Armour Class	11
Constitution	6 (-1)		
Intelligence	16 (+2)	Hit Points	(3)
Wisdom	12 (0)		3
Charisma	11 (0)		
		Saving Throws	
		DR / P	13
		MW	14
		P / TTS	13
		BA	16
		R / S / S	15
Skills: Alchemy (INT), Magic Engineering (INT), Healing (INT), Knowledge of old legends (INT), Knowledge of nonhuman races (INT), Knowledge of monsters (INT)			
Equipment: Robe, Staff, Dagger, Spellbook with: Analyse, Detect Magic, Floating Disc, Read Magic.			
Spell: Detect Magic (1)			

Although, in recent years, White Dwarf magazine has become devoted solely to miniature gaming, with special reference to Citadel Miniatures and Games Workshop products, this was not always the case. When it was first produced, White Dwarf was a role-playing magazine, of high quality. There are many aspects to it that make it an excellent magazine to collect.

Each issue was packed with valuable articles and ideas, for OD&D and 1st Edition AD&D. New weapons, new spells, new magic items, new creatures, all of these were featured in each issue. In addition, in almost every

issue can be found an adventure, most of this time of high quality - often in a completely different style to those found in Dragon and Dungeon magazine, showcasing new monsters and items. In addition, new Character Classes can be found, such as the Necromancer and Artificer, which again can be easily converted to OD&D.

White Dwarf can often be found quite cheaply in second-hand RPG shops, and frequently can be found on Ebay, especially in the UK.

By R.E.B.Tongue

Epic Quests in OD&D.

The first time you play an RPG of the genre of OD&D, you are likely to do what the box tells you to. You send a group of players into a dungeon to fight randomly rolled monsters in order to win randomly rolled treasures. If this is your first game, then there is nothing wrong with this - indeed it can often make an interesting diversion even for an experienced group of players. (Especially if they are expecting complex plots and deceptions. Often a group of players will save you the work of coming up with a plot and create one themselves, out of a few chance encounters.) Once you have been playing for a few months, you will evolve something greater, complicated storylines, sub-plots, and all manner of devious trials and tribulations for a group of PC's. The dungeon, once created with no regard for ecology, is now created in minute detail. You will run the PC's through various adventures, stringing them together into a campaign.

Finally, however, the players will demand something even greater - to change the face of the campaign world. If you wish, you could just let their umpteenth-level characters loose on the world, and watch pandemonium reign. Or, instead, you could have the players roll new PC's, and create an epic quest. Perhaps the best example of an epic quest in fantasy RPG is the original *Dragonlance* series of modules. To create one yourself, however, can be far more satisfying.

First, you need a campaign world. If you are already using one, such as *Mystara*, it makes things much easier. However, it will also mean that published work will become less useful to you, unless the PC's perform exactly in line with the *Mystara* storyline. (Highly unlikely.) Creating a campaign world for an epic quest is easier, in some ways. You will have to do more work, but as you will have much more control over the storyline, you only have to develop the areas of the world the PC's will see.

Second, of course, come the PC's. For an epic quest, you may wish to use pre-gens, with abilities you know will be required. (One idea is to produce twice as many as you need - still allowing player choice.) If you wish to let your PC's roll, you will still have to make guidelines. You may wish to ban certain races, or classes. (In *Dragonlance*, for example, clerics were forbidden.)

When deciding whether or not to use pre-gens, a factor has to be availability. Creating an epic quest takes time. If you know the players, and can create their PC's with them a few weeks or even months in advance, then fine. (If you wish to surprise the PC's, developing any henchmen is a possibility as well.) Otherwise, pre-gens are probably required, as you need to know your PC's before you can really begin.

Once you know the PC's, you must work out a plot. First, build an enemy, a villain for your campaign. If the epic is to be short, maybe less than a dozen adventures, then one man and his henchmen are fine as an enemy. If it is to be longer, then an organisation of some type is probably going to be more effective. The PC's can start low

down in the organisation, and work their way up, always finding a new tier for them to master. (Something like the famous *Lensmen* series by E.E.Smith, where Kimball Kinison always discovered a new layer to Boskone at the beginning of each book, to replace the one he had annihilated in the last.) This can work, so long as caution is taken to ensure it does not appear too contrived. Having different branches can be a help, if a couple of them are unusual. (A tropical civilisation may be supplying magical components, or running a gold mine for example. Or maybe the organisation have moved in, and the PC's need to organise some sort of resistance. An historical parallel could be Spain extracting gold from Central and South America.)

Once you have worked out your villain, figure out his motivations. A wizard might want to reshape the world in his own image, a cleric to convert everyone to his god. Making the goal stereotypical is probably a wise move - anything less might be missed by the PC's, who would then lose the best part of the entire campaign.

Once you know the enemy's goal, work out a timeline of events. While the PC's are working to demolish the organisation, they will be carrying out activities themselves, capturing cities, recovering artefacts, etc. Work out two timelines - one if the villain's plan is working perfectly, one if the PC's attempts to foil them are working perfectly. Start a new one, and keep it going through the campaign - it will be useful for you to know just what stage the enemy has reached.

Then, now that the enemy is worked out, you must decide upon the motivation of the PC's. They will not involve themselves in this for nothing. The options are plentiful, but depend upon the motivations of the villain. For example, if the villain is a clerical organisation, the PC's may be members of another faith, stopping him under orders from their god, on a holy crusade. (Note - stopping a Crusade could make an interesting campaign.) The PC's families may have been killed as heretics, or merely to uncover a holy relic buried near it. Their city might be in danger, and the city council may order them on missions to stop the enemy. (An historical parallel here might be Jerusalem, under attack from various forces during the Crusades.)

Once the PC's motivation is apparent, you basically have the starting adventure. Tidy it up, and design it to present the PC motivation in a direct manner - nothing subtle, be blatant. Burn down the PC's village before their eyes, have them helplessly dragged off into slavery, visited by a holy messenger, anything appropriate.

Now you must design the adventure. For each event, or minor aspect of the organisation, work out between one to three adventures, depending on how important the event or aspect. Then design two to four paths the PC's can take to discover the major organisation, and to work against it, gathering allies, collecting funds, and so on. Interlink them, to allow freedom of choice. When the PC's go after a minor branch, or event, just drop the adventures you have designed into the storyline. Work out several links you can use to allow the PC's to become involved in these, but make them optional. (You should, however, make completing them beneficial to their chances at the end - maybe they take the holy artefact, which they can use instead of the villain.)

Now work out three or four sub-plots, based upon

the PC's backgrounds, or as 'red herrings', to throw them off the scent. These should be two or three adventures long, but do not have to be beneficial - indeed, some might even assist the villain, if you feel the need to be particularly cruel. Then, design or find more adventures. Create your own, or better still use published ones, to save you work. These will provide a change of pace for you, and for the PC's.

Then, the most fun. Work out an epic ending. Destroy the evil fortress, have the foul villain condemned to hell, etc. Make it big, as big as possible. Change the face of the campaign world. Reward your players, and their PC's. Make their effort worthwhile. But, as with all great epics of the big screen, remember to leave room for a sequel - you never know when your players might ask the question "what happens next?"

By R.E.B. Tongue

Each issue, this section will detail a shop that can be slotted into any city or town in your campaign world, for your players to use or abuse as they see fit. They should fit anywhere from Specularum to Thyatis City, and provide useful and unusual services for the PC's.

Madame Margarita, Soothsayer

Madame Margarita does not have a shop as such, but sets up in a stall on a busy street, never in the same place twice. (Occasionally she even changes city, so can move with the PC's if required.) Her stall is simply a tent, with a table and two chairs - Madame Margarita is in the business of being a soothsayer, and has a good reputation, having had some predictions come true in the past. She has two sons, who help her move her stall as well as having jobs in the city, usually involving manual labour.

Unknown to most, Madame Margarita is a charlatan. She is, in fact, a Thief. In her childhood out in the country, her parents had her apprenticed to a hedge wizard, and she did indeed show some promise in this field, but quickly tired of the life of study and moved to the big city, working in a Thieves' Guild, where she had an affair with the local Guildmaster, which resulted in the birth of her twin sons. When that Guildmaster was killed in a brawl, Margarita realised her position was untenable, and fled. It was then that she remembered her old training, and began to impersonate a soothsayer, making phoney predictions to gullible passers-by. To maintain her reputation, she sometimes uses her sons to make sure that an event does happen, which

can bring more business as word spreads around.

Her technique does not stop there. She will settle with stealing a few silvers from a poor man, but with a rich merchant, she uses a different tactic, distracting the subject as best she can whilst relieving him of his coin pouch, of a ring or brooch. Sometimes she even gives loaded advice to a person, luring him to a particular place so that her sons can kill him and loot the body.

Margarita's most likely use in a campaign is as an enemy character. One of the PC's could be the one embezzled by the charlatan, and could seek revenge - but this could be difficult, as she always takes great pains to ingratiate herself with the local Town Guard, as well as having her two sons to protect her. If the PC's are fairly wealthy, she may attempt to set them up for an ambush by her two sons - in this case the PC should be manoeuvred to be on his own at the time, or else the sons will probably be easily overpowered.

In a town with a Wizards' Guild, the PC's might be given the task of investigating Margarita, with the possibility of offering her membership. This will involve meeting her, and doing some detective work about her past, possibly travelling to her old home city. When they discover she is a charlatan, the PC's could be ordered to bring her to justice, to make an example of her.

Another possible use is for her to suddenly discover that all her prophecies are coming true, and to realise that she has been blessed by a Immortal / God. When she has trouble being accepted by others due to her shady past, she might call upon the PC's to help her, especially if she can convert them to her repentance. This might be especially interesting if the PC's have had encounters with her in the past.

Margarita should be a Medium-level Thief, and her sons Low to Medium level Fighters.

This index is designed to be an aid to anyone who has purchased the Dragon Magazine Archive. If anyone has any articles that I have missed, then please feel free to inform me.

D&D Articles

Uniformity, Conformity...or neither? 39

And Then There Were Three, 84

War Machine Revisited, 109

Three Challenges in One, 104

Around the World in 36 Levels, 148

Out of the Stone Age, 118

And Then There were Three, 84

Voyage of the Princess Ark (Many issues, followed by 'The Known World Grimoire', all by Bruce Heard)

D&D Adventures

Sword of Justice, 92

Fell Pass, a D&D adventure, 32

Halls of Beoll-Dur, 41

Chapel of Silence, 50

Hall of Mystery, 21

Faceless Men & Clockwork Monsters, 17

Creature of Rhyl, 55

Sage Advice Columns

119, 120, 123, 124, 129, 134, 144

By R.E.B.Tongue

*Suitable for 3 - 6 PC's of Levels 1 - 2
(Total Levels 4 - 10)*

This adventure is suitable as a short quest, taking no longer than an hour and a half, and is designed to slot into any campaign. City and location names should be changed as appropriate. This adventure is especially suited to beginning players, as it includes a fairly powerful NPC to assist the PC's and guide them in the adventure.

(Jonas should be designed as suited to the power level of your PC's.)

Player Introduction

The PC's are sitting in the Inn one night when they are approached by a middle-aged man wearing a cloak, who walks up to your table and sits down opposite you. You notice that he bears a scar on his cheek, running parallel to his right ear.

"I see you have noticed my scar. That was done to me by a Goblin during the Orc Wars. If my problem was to do with combat I would have no problem dealing with it, but my problem is different. I was hired to guard a rare crystal, the Star of Kolaador, to the capital Holmgard, from the Southern Lands. This was my last stop before the capital, and the crystal has been stolen from me. A group of bandits knocked me out, and stole it while I was unconscious. Fortunately for the crystal's safety, I am fairly tough. I managed to follow the bandits for a few hours today and found their hideout, a hidden lair about six hours south of here. I need a group of adventures to go with me to the hideout and help me retrieve the crystal - I heard of what you did against the Goblins, and wondered if you would be interested. I'll pay forty gold each plus anything you find in the hideout. Deal?"

Prologue

As soon as the deal is struck, the warrior, whose name is Jonas, will lead out the door with the PC's following him.

You are soon out of Narborel and heading for the nearby forest, following a trail Jonas seems to have marked out carefully with sticks. Soon, you are deep in the forest and after only a short while, you come to the spot Jonas says is the cave. He motions you over to a spot near a tree, and pulls away some twigs. Sure enough, your actions reveal a hole in the ground easily big enough for a man to pass through.

Dungeon

1 Guard Room

This 25 sq. ft. room has within it a weapon rack and a table, around which are sitting three Bandits armed with a variety of weapons. They will attack the PC's as they enter the room, but will pay particular attention to Jonas. A search of the room will reveal 45 Gold and 72 Silver, along with three Short Swords and one Normal Sword on the weapon rack.

2 Storeroom

This 25 sq. ft. room contains several boxes, each filled with looted merchandise such as cloth, rations, and wine. There is little of immediate value in the room but a careful search will reveal a pouch containing 25 Gold behind a loose tile.

3 Sleeping Area

This 50' by 25' room contains two tables, one at each end of the room, and a collection of eight sleeping bags, lined with fur. There are six bandits in this room, all very much awake, eating at the tables. They will snatch up various weapons and attack the PC's, at least two of them with Light Crossbows ready to fire. Again, the attack will be concentrated on Jonas.

4 Well

This small room only contains a well, with a bucket by its side. Anyone attempting to *Hear Noise* will hear strange rumblings coming from the bottom of the well. A PC climbing down to investigate will find a pair of angry Orcs in a ruined room about ten feet down the well, who seem to have burrowed in from outside, judging by marks on a wall. By the looks, their tunnel collapsed and they were trapped, and are now starving. It takes three rounds for a PC to go down the well safely, or two if the PC's risk a Dexterity check. Failure means a fall down to the bottom of the well, thirty feet (3d6 Damage halved, due to water at the bottom of the well). The Orcs have no treasure, but one of them wields a Battle Axe made of Mithril, a rare Dwarfven substance that has no effect on the weapon, but increases its cost to 75 Gold.

5 Wolf Lair

This room contains two Wolves, chained to the wall. However, if any PC approaches the Wolves too closely, they will break away and attack. The room is otherwise empty, and is square (15' x 15').

6 Leader's Quarters

Inside this square (20 x 20) room is the Bandit Leader and two guards, each armed with Broadswords. The Bandit leader has a THACO of 18 and 2 HD, and is armed with a *Normal Sword +1*. A search of the room will reveal an Elven scroll *Magic Missile*, a treasure chest containing 100 Gold, and a small casket, containing the Star of Kolaador.

Conclusion

Jonas is overjoyed at retrieving the Star, and upon your return to the inn pays you the promised forty gold each. Later that day, an official approaches you and tells you that there was a bounty on the bandits, good for another fifty gold pieces. As Jonas leaves for the capital, he asks that you look him up in the future.

Experience Points

For completing this adventure, the PC's should receive 200 experience each, with a bonus of 150 available for good role-playing, ideas, etc. These additional points are optional and should only be allocated if the PC's have earned them, and can be split between two or more PC's if required. A considerable amount of treasure can be found in this adventure, which already should provide considerable additional experience for the PC's.

By R.E.B. Tongue

*Suitable for 3 - 6 PC's of Levels 1 - 2
(8 Total Levels)*

This adventure is designed to fit into any campaign. Only the tower itself is detailed, as it can be placed in any wilderness setting, but suitable wilderness encounters can be fitted in. It is useful to have a Halfling in the party, as this will provide additional reason to undertake this adventure.

Player Introduction

The PC's are shopping in the marketplace one sunny day when, several hours late, a wagon rolls in, badly damaged. Inside is a family of Halflings, from a small hamlet named Elmshire. They claim that an evil wizard controlling a horde of Undead is terrorising their hamlet, killing indiscriminately at night. They offer a reward of 50 Gold to anyone who drives the Wizard away. If there is a Halfling in the party, he will practically insist they help the Halflings, but even if there aren't, it sounds like a worthy quest for the PC's. Elmshire is only two days journey away, and you start off soon after nightfall. When you arrive, you find conditions are much as the Halflings described. The people are scared by your very approach, and only the owner of the tavern lets you inn.

"So they made it, then. Thank the Gods! Listen, we'll pay you 75 Gold to kill that Wizard now. He's murdered fourteen of us in the last week. We sent three parties out, none has sent word back until now. Please, will you help us. We are desperate for your help!" With this plea, you calm down the barkeeper and ask him where the wizard's lair is. He gives you directions to a tower, several hours north of here, but advises you to stay the night, in case you are ambushed on your way. Although you spend the entire night waiting for something to happen, your nerves tensing with every tap on the door, it is finally morning, and you set off for the tower."

After nine hours, you finally reach the tower, standing by itself on the plain, tall and menacing. By the looks of it, no-one seems to be at home when you first approach, with the doors securely shut. Closer examination, however, reveals a secret entrance badly concealed underneath the floor of the building. With little hesitation, you enter the tunnel and proceed deep into the tower.

Tower

1 Basement

This 25 sq. ft. room used to be the torture room of this keep, and indeed seems to still fulfil that function. Inside this room is a rack, stained with dark blood from a long time ago. A turn after the PC's enter, a group of 15 Giant Bats descend from the ceiling and attack the PC's, staying with them until killed or driven away.

2 Entrance Room

This 25 sq. ft. room seems to be the main entrance room. The doors are in this room, and you can see and easy

way to open them, by breaking the latch (Str test). Guarding this room however are three Skeletons, who attack the PC's when they see them. One of them will try to run up the stairs to Room 3 to warn the guards there - if he succeeds, they cannot be surprised by the PC's (and add 1 to their number).

3 Guard Room

This room used to be the tower's guard room. Inside are four skeletons, who will stand inactive in the room unless they have been alerted to the PC's presence by one of the Skeletons in Room 2, or a PC moves within 5' of them. (Required to reach the exit.)

4 Watch Room

This room has windows on each side, providing a magnificent view of the surrounding landscape. Through them, you can see that night is beginning to fall - you must hurry. Inside this room are 5 Giant Rats who will attack the PC's if they move towards the stairs.

5 Sleeping Room

This room has six bunks inside it, and upon four of them rest Zombies, who, bearing Cleavers, will attack the PC's when they enter, moving of course at their slow rate. However, they cannot be surprised. This room yields the first treasure - inside a small pouch at the feet of one of the bunks can be found a small amulet, which in fact is an *Amulet of Protection from Evil* (can cast *Protection from Evil* upon demand ; 5 charges remaining.)

6 Gargan's Room

This is the room the wizard, Gargan, has taken over. Inside is a chair, fireplace, and pinned on the wall is a map showing his grandiose plans - judging by the markings he has made upon it, he intends to take over most of this province with his Undead, even though as yet he has but few. With an evil yell, Gargan will throw some dust on the floor as the PC's enter, and from them will rise three Skeletons. Then he will cast his spells, first *Shield*, then *Shocking Grasp*. If the fight appears to be going badly for him, he will rush up to Room 7. A search of this room will reveal his treasure, a spellbook containing *Shield*, *Shocking Grasp* and *Levitate*, and a chest containing 150 Gold. In addition, in a small box underneath his chair can be found an ancient bone.

(This is in fact the remains of a holy man of the Faith, and a Cleric will recognise it as such. Giving it to the church in Narborel will yield great favour for those who give it.)

7 Roof

This flat surface is the roof of the building. Gargan has another three Skeletons up here, who he will try to use to keep the PC's busy while he *Levitates* over the side. However, any missile weapon or spell can bring him down, even if he gets off the building. In addition, the Scroll *Fly* or one of the *Potions of Levitation* would come in handy at this time, to follow him down to the ground if need be.

Conclusion

With Gargan dead, his Undead legions fall to the ground, lifeless as they were but a short time ago. A grateful Elmshire gives the PC's the reward that was promised,

and shows them great hospitality until the PC's return to Narborel, their reputations again enhanced.

Experience Points

For completing this adventure, the PC's should receive 150 Experience points. However, if a Halfling PC is present, he should receive double that for performing a service to his people. A pool of 250 experience is available

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