

DRAGONSEED

DFT2

THE BATTLE FOR GIBRUS

Supplementary Documents



By Michael Haskell

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The Battle for Gib Rus Supplement

An AD&D Tournament Adventure Module for 6 characters of 5th to 7th level

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Master Monster Listing

Trolls

Encounter 1, p. 9
 AC 4, MV. 12", HD 6+6, hp 34, 38, 31, 43, 46,
 #AT 3, Dmg. 5-8/5-8/2-12, ,
 SD regenerate 3 hp/rnd. starting 3 rnds. after
 damage is taken. Bodies must be burned or
 immersed in acid to be fully killed, or the trolls will re-
 form and continue to attack.
 THACO 13
 Save vs. spells 13

HP	34	38	31	43	46
Rnd. 1					
Rnd. 2					
Rnd. 3					
Rnd. 4					
Rnd. 5					
Rnd. 6					
Rnd. 7					
Rnd. 8					
Rnd. 9					
Rnd. 10					

Marine Trolls (Scrags)

Encounter 2, p. 10
 AC 2 (#1 is AC 1), MV. 3"/12", HD 6+12, hp 39, 37, 36,
 34, 30,
 #AT 3, Dmg. 1-4, 1-4, 9-16, ,
 SD regen. 3hp/rnd 3 rnds after damage when
 immersed in saltwater
 THACO 13
 Save vs. spells 13

HP	39 AC 1	37	36	34	30
Rnd. 1					
Rnd. 2					
Rnd. 3					
Rnd. 4					
Rnd. 5					
Rnd. 6					
Rnd. 7					
Rnd. 8					
Rnd. 9					
Rnd. 10					

Haunt and Hangman Tree

Encounter 2.A.1, p. 11

Haunt

AC 0, MV. 6", HD 5, hp 40
 #AT 1, Dmg. drain 2 pts. DEX
 SD Damaged only by silver or magical weapons,
 which do 1 hp per hit, plus magical bonuses;
 nonmagical fire does 1 hp per round; magical fire
 does full damage
 THAC0 15
 Save vs. spells 14

HP	40				
Rnd. 1		Rnd. 5		Rnd. 9	
Rnd. 2		Rnd. 6		Rnd. 10	
Rnd. 3		Rnd. 7		Rnd. 11	
Rnd. 4		Rnd. 8		Rnd. 12	

Hangman Tree

AC 3, MV. 0", HD 6+100, 125 hp
 #AT 3, Dmg. 1-3
 100% magic resistance
 THAC0 13
 Save vs. spells 6

HP	125				
Rnd. 1		Rnd. 5		Rnd. 9	
Rnd. 2		Rnd. 6		Rnd. 10	
Rnd. 3		Rnd. 7		Rnd. 11	
Rnd. 4		Rnd. 8		Rnd. 12	

Giant Dragonflies

Encounter 2.B, p. 14
 AC 3, MV. 1"/36" (MC: B, hover), HD 7, hp 44, 43, 36, 25
 #AT 1, Dmg. 3-12
 SA +2 on initiative, w/initiative: cannot be hit hand-to-hand,
 -4 on missile attacks, w/o initiative: -2 on missile attacks
 SD Save as 16th-lvl. M-U.
 THACO 13
 Save vs. spells 6

The two largest dragonflies have phylacteries tied around their forelegs—**ring of fire resistance** and a **ring of warmth** (+2 on saves vs. cold, -1 dmg. per die; immune to normal fires, very hot fires do 1 pt./seg., exceptionally hot fires save at +4, -2/die dmg).

On a "to hit" roll of 20, an attacking dragonfly will lift the target off the path and drop him to the rocks below (5d6 falling damage + 1d10 for landing on rocks).

When attacking with hand-to-hand weapons and with initiative, any character missing their "to hit" roll by more than 5 must roll a save vs. petrification/polymorph (DEX bonus applies) or fall from the ledge, taking damage as above.

HP	44 *	43 *	36	25
Rnd. 1				
Rnd. 2				
Rnd. 3				
Rnd. 4				
Rnd. 5				
Rnd. 6				
Rnd. 7				
Rnd. 8				
Rnd. 9				
Rnd. 10				

* prot. fire/cold

Fomorian Giants

Encounter 3.1, p. 16
 AC 3 (#1 is AC 1), MV. 9", HD 13+2, hp 81 (64), 58, 67, 68 (55)
 #AT 1, Dmg. 4-32
 SD Cannot be surprised
 THACO 9
 Save vs. spells 8

No.	1	2	3	4	No.	1	2	3	4
HP	81 AC 1	58	67	68					
Rnd. 1	64			55	Rnd. 6				
Rnd. 2					Rnd. 7				
Rnd. 3					Rnd. 8				
Rnd. 4					Rnd. 9				
Rnd. 5					Rnd. 10				

Tomb of Serella bel Trajan

Level 1

Spectator

Encounter 1.7, p. 23

AC 4/7 (70% of attacks strike the body, 20% the eye stalks, and 10% the central eye; all its hit points are in its body; a single hit destroys an eye; if all eyes are destroyed, it teleports to Nirvana), MV. 10" (MC: B), HD 4+4, hp 26

#AT: 1, Dmg. 2-5,

SA Eyes: (1) *cause serious wounds*, 60' range, 2d8+3, save vs. spells for half damage; (2) *paralyze*, 90' range, 5-20 round duration, save negates; (3) *telepathy with suggestion* to try convince the PCs to leave in peace;

SD Central eye can reflect ONE spell per round back at caster (ONLY; sv. to neg.) if spectator makes save vs. spells (12); MR 5%

S: L

THAC0 15

Save vs. spells 12

HP	26			Eyes	
Rnd. 1		Rnd. 6		Small Eye 1	
Rnd. 2		Rnd. 7		Small Eye 2	
Rnd. 3		Rnd. 8		Small Eye 3	
Rnd. 4		Rnd. 9		Small Eye 4	
Rnd. 5		Rnd. 10		Large Eye	

Stone Guardians

Encounter 1.8, p. 23

(third is hidden *inside* the bier and will emerge and attack one round after the first two are engaged)

AC 2, MV. 10", HD 4+4, hp 30, 26, 31

#AT 2, Dmg. 2-9/2-9

SD 1/4 damage from edged weapons and none from missile weapons; 1/2 damage from cold, fire, and electricity; cannot be poisoned, held, charmed, paralyzed, or affected by fear; *stone to flesh*, *transmute rock to mud*, *stone shape*, and *dig* kill instantly with no saving throw

S: M, M, L

THAC0 15

Save vs. spells 14

HP	30	36	31
Rnd. 1			XXX XXX
Rnd. 2			
Rnd. 3			
Rnd. 4			
Rnd. 5			
Rnd. 6			
Rnd. 7			
Rnd. 8			
Rnd. 9			
Rnd. 10			

Level 2, p. 25

Guardian Naga

AC 3, MV. 15", HD 12, hp 80
 #AT 2, Dmg. 1-6/2-8
 SA: Poison bite/constriction; can spit poison at one target at 30' (save or die); spells: 1—*detect evil*, *penetrate disguise*; 2—*hold person*, *silence 15' r.*; 3—*dispel magic*; 4—*neutralize poison*
 AL: LG, S: L (20' long)
 THAC0 9
 Save vs. spells 10

HP	80				
Rnd. 1		Rnd. 5		Rnd. 9	
Rnd. 2		Rnd. 6		Rnd. 10	
Rnd. 3		Rnd. 7		Rnd. 11	
Rnd. 4		Rnd. 8		Rnd. 12	

Unicorns

AC 2, MV. 24", HD 4+4, hp 30, 26
 #AT 3, Dmg. 1-6/1-6/1-12
 SA +2 "to hit" with horn; charge for 2-24 (no hoof attacks)
 SD Immune to poison, charm, holding, and death magic; teleport 36" 1/day (or up 5/day); save as 11th level Mus
 AL: CG, S: L
 THAC0 15
 Save vs. spells 12

No.	1	2	No.	1	2
HP	30	26			
Rnd. 1			Rnd. 6		
Rnd. 2			Rnd. 7		
Rnd. 3			Rnd. 8		
Rnd. 4			Rnd. 9		
Rnd. 5			Rnd. 10		

4.A. Ambush!, p. 27

Prakshara

AC -5 (w/ring), MV. 15", HD 7, hp 50
 #AT 3 or 2, Dmg. 1-3/1-3/2-5 or 2-8+3/2-5
 SA Spells
 SD Not harmed by spells below 8th level; magical weapons needed to hit; weapons below +3 do half damage; hits by crossbow bolt blessed by a cleric will kill
 THACO 13
 Save vs. spells 10

Spells (lvl. 7 ability): *cure light wounds*; *charm person*, *enlarge*, *magic missile*, *spider climb*; *ray of enfeeblement*, *stinking cloud*; *fireball*, *hold person*

HP	50		
Rnd. 1		Rnd. 6	
Rnd. 2		Rnd. 7	
Rnd. 3		Rnd. 8	
Rnd. 4		Rnd. 9	
Rnd. 5		Rnd. 10	

On his person, he carries 50 pp, a **broadsword +3** (no claw attacks when used, though he can still bite), **ring of protection +1**, a **potion of invisibility**, and a **magic-user scroll** with the following spells: *locate object* (2), *strength* (2), *hold person* (3), *extension I* (4), and *phase door* (7).

If *enlarged*, 18/76 STR, additional +2/+4 on all melee attacks. If he further casts *strength*, his strength will increase by 10-50 percentage points (d4+d6/2) up to a maximum of 19 (+3/+7).

Tree Squids

AC 1 (body)/2 (2 lg. tentacles)/4 (8 small tentacles), MV. 1"/@18", HD 5+2, hp 22, 26, 28, 30 (plus 8 X 5, 2 X 10)
 #AT 6 (or 4 and 1), dmg. 1-3 (X4)/2-12 (X2)/3-18 (beak)
 SA Constriction
 THACO 15
 Save vs. spells 14

No.	1	2	3	4		1	2	3	4
HP	22	26	28	30	Lg. tent.				
Rnd. 1					Lg. tent.				
Rnd. 2					Sm. tent.				
Rnd. 3					Sm. tent.				
Rnd. 4					Sm. tent.				
Rnd. 5					Sm. tent.				
Rnd. 6					Sm. tent.				
Rnd. 7					Sm. tent.				
Rnd. 8					Sm. tent.				
Rnd. 9					Sm. tent.				
Rnd. 10					Sm. tent.				

5. The Battle for Gib Rus, p. 28

Black Harry, Death Knight

S 18/00, AC 0, MV. 12", HD 9 (d10), hp 69
 #AT 1, Dmg. 1-8+8,
 SA +5 t.h. with sword; fear 5' r., at will: *wall of ice*;
 2/day: *dispel magic*, *gate*; 1/day: *fireball*, any power
 word, *symbol pain/fear*, all at 20th
 SD *Det. mag.*, *det. invis.*; MR 75 % (11 or lower, reflect
 spell),

Long sword +2, giant slayer: (INT 16, AL CE, det. large
 traps 1", det. invis. 1", det. mag. 1"; common,
 fomorian, CE), ego 9.

THACO 12 (7)
 Save vs. spells 10

- fireball
- power word stun/blind/kill
- symbol pain/fear
- gate
- gate
- dispel magic
- dispel magic

HP	69			
Rnd. 1		Rnd. 8		Rnd. 15
Rnd. 2		Rnd. 9		Rnd. 16
Rnd. 3		Rnd. 10		Rnd. 17
Rnd. 4		Rnd. 11		Rnd. 18
Rnd. 5		Rnd. 12		Rnd. 19
Rnd. 6		Rnd. 13		Rnd. 20
Rnd. 7		Rnd. 14		Rnd. 21

Nightmare

AC -4, MV. 15"/36", HD 6+6, hp 40
 #AT 3, Dmg. 2-8/4-10/4-10
 SA Breathes cloud of smoke and flame in combat—
 save vs. spell or fight at -2
 SD *Fly*, go ethereal
 THACO 13
 Save vs. spells 13

HP	40			
Rnd. 1		Rnd. 5		Rnd. 9
Rnd. 2		Rnd. 6		Rnd. 10
Rnd. 3		Rnd. 7		Rnd. 11
Rnd. 4		Rnd. 8		Rnd. 12

Gravehounds

AC 3, MV. 12" (9" with rider), HD 7+3, hp 51, 36
 #AT 1, Dmg. 4-16
 SA Aura of putrescence: w/in 10', sv. vs. pois. or
 nauseated and retching, if distance increases,
 recover in 1-3 rnds. but -1 to hit 2-5 more rounds;
 fear, as dragon, vs. creatures w/ less than 3 levels/HD;
 charge with rider
 SD +1 or better to hit
 THAC0 13
 Save vs. spells 13

No.	1	2	No.	1	2
HP	51	36			
Rnd. 1			Rnd. 11		
Rnd. 2			Rnd. 12		
Rnd. 3			Rnd. 13		
Rnd. 4			Rnd. 14		
Rnd. 5			Rnd. 15		
Rnd. 6			Rnd. 16		
Rnd. 7			Rnd. 17		
Rnd. 8			Rnd. 18		
Rnd. 9			Rnd. 19		
Rnd. 10			Rnd. 20		

Skeleton Warrior

AC 2, MV. 6", HD 9+9 (d10), hp 70
 #AT 1, Dmg. 1-10 (2-h sword)
 SA +3 to hit
 SD Panic all creatures below 5 HD, cannot be turned;
 MR 90%
 THAC0 7 (4)
 Save vs. spells 10

HP	70			
Rnd. 1		Rnd. 8		Rnd. 15
Rnd. 2		Rnd. 9		Rnd. 16
Rnd. 3		Rnd. 10		Rnd. 17
Rnd. 4		Rnd. 11		Rnd. 18
Rnd. 5		Rnd. 12		Rnd. 19
Rnd. 6		Rnd. 13		Rnd. 20
Rnd. 7		Rnd. 14		Rnd. 21

Skeletons

AC 7, MV. 12", HD 1, hp 3X5, 4X5, 6X5, 7X5, 8X10
 #AT 1, Dmg. 1-6
 SD Edged wpns. do half dmg., no effect from cold,
sleep, charm, hold
 THAC0 19
 Save vs. spells 17

3	3	3	3	3	4
4	4	4	4	6	6
6	6	6	7	7	7
7	7	8	8	8	8
8	8	8	8	8	8

Ghasts

AC 4, MV. 15", HD 4, hp 22, 23, 24, 25
 #AT 3, Dmg. 1-4/1-4/1-8
 SA Stench—sv. vs. pois. or -2 on all to hit rolls w/in 10');
 paralyze on claw hits, 5-20 rnds.
 SD Sleep. charm no effect
 THAC0 15
 Save vs. spells 16

HP	22	23	24	25
Rnd. 1				
Rnd. 2				
Rnd. 3				
Rnd. 4				
Rnd. 5				
Rnd. 6				
Rnd. 7				
Rnd. 8				
Rnd. 9				
Rnd. 10				

Cleric 4

W 15, AC 2 (plate and shield), MV. 6", hp 22

#AT 1, Dmg. 2-7+1 (**flail +1**)

SA Spells: 1 (5): *curse, command, cure light wounds, cause light wounds, sanctuary*; 2 (3): *hold person, silence 15' r.*

THAC0 18

Save vs. spells 14

Fighter 5

S 16, AC 2 (**chain +2**, shield), MV. 12", hp 40

#AT 1, Dmg. 1-8+2 (**bastard sword +1**)

THAC0 16

Save vs. spells 14

	Cleric	Fighter
HP	22	40
Rnd. 1		
Rnd. 2		
Rnd. 3		
Rnd. 4		
Rnd. 5		
Rnd. 6		
Rnd. 7		
Rnd. 8		
Rnd. 9		
Rnd. 10		

Allies

Treant

AC 0, MV. 12", HD 10, hp 69
 #AT 2, Dmg. 3-18
 SA Arouse 1-2 trees (6" range, HD 12, MV.3", #AT 2, Dmg. 4-24)
 SD Never surp., save vs. fire at -4, fire does +1/die
 THAC0 10
 Save vs. spells 11

Firbolgs

AC 2, MV. 15", HD 13+4, hp 81, 66
 #AT 1, Dmg. 2-20+10 (giant 2-h sword)
 SA *Detect magic*, *diminution* (double effect and duration), *fools gold*, *forget*, *alter self* (at will, 1/day each)
 MR 15%
 THAC0 8
 Save vs. spells 8

	Treant	Firbolg	Firbolg	Animated Tree	Animated Tree
HP	69	81	66	68	67
Rnd. 1					
Rnd. 2					
Rnd. 3					
Rnd. 4					
Rnd. 5					
Rnd. 6					
Rnd. 7					
Rnd. 8					
Rnd. 9					
Rnd. 10					

NPC Statistics

Lord Minder Hearst

Human Fighter 4

Stats S 15, W 7, Ch. 15
 AC 1 (plate +2)
 MV. 12"
 HD/Lvl. 4
 HP 26
 #AT 1
 THACO 17
 Dmg. by weapon

Equipment:

+1 long sword, +3 dagger

Prakshara

Rakshasa (MU 6, C 2)

AC -5 (with ring of protection)
 MV. 15"
 HD/Lvl. 7
 HP 50
 #AT 3
 THACO 13
 Dmg. 1-3/1-3/2-5 or 2-8+3/2-5
 SA Spells
 SD Illusion, ESP; not affected by spells below 8th level; weapons less than +3 do 1/2 dmg.; blessed crossbow bolts will kill.

Spells:

Protection from good, CLW; charm person, enlarge, magic missile, spider climb; ray of enfeeblement, stinking cloud; fireball, hold person

Equipment:

broadsword +3, ring of protection +1, potion of invisibility, MU scroll: *locate object*, *strength*, *hold person*, *extension*, *phase door***Black Harry**

Death Knight

Stats S 18/00
 AC 0
 MV. 12"
 HD/Lvl. 9 (d10)
 HP 69
 #AT 1
 THACO 12 (+ 5 with long sword)
 Dmg. 1-8 + 5
 SA +5 to-hit; fear 5' r., wall/ice; gate 2/day; fireball, power word (any), symbol of pain or fear 1/day. All at 20th level
 SD Detect magic, detect invisibility; MR 75 % (11 or lower, reflect spell)

Equipment:

Longsword +2, giant slayer (INT 16, AL CE, detect large traps 1", detect invisibility. 1", detect magic 1"; common, fomorian, CE), ego 9

Greel

Human Druid 3

Stats S17 W14 D15 Ch16
 AC 7
 Mv. 9"
 HD/Lvl. 3
 HP 28 [18]
 #At 1
 THACO 20 (+3 with scimitar, +2 with spear)
 Dmg. by weapon
 SA Spells

Spells:

1 (5): detect magic, faerie fire, locate animals, pass without trace, purify water; 2 (2): clw, produce flame; 3 (1): neutralize poison

Equipment:

Scimitar +2 (Giant Slayer), spear +1

Flanor

Human Druid 5

Stats S16 W14 Ch17
 AC 5
 Mv. 12"
 HD/Lvl. 5
 HP 38 [22]
 #At 1
 THACO 18 (+2 with scimitar)
 Dmg. 1-8+3
 SA Spells
 SD +1 to saves (ring)

Spells:

1 (6): (entangle), faerie fire, pass without trace, purify water, (speak with animals); 2 (3): (charm person or mammal), clw, heat metal; 3 (2): call lightning, (summon insects)

Equipment:

Scimitar +2 (blue dragon slayer), ring of protection +1, studded leather +2, sling

Parian Theel

½ Elf Druid 8

Stats W18 D16 Ch15
 AC 5
 Mv. 12"
 HD/Lvl. 8
 HP 46
 #At 1
 THACO 16
 Dmg. By weapon
 SA Spells
 SD +4 saves

Spells:

1 (6): detect snares and pits, entangle (X2), faerie fire, locate animal, speak with animals; 2 (6): barkskin, charm person or mammal, clw (X2), feign death, heat metal; 3 (4): call lightning, neutralize poison, snare, summon insects; 4 (3): animal summoning I, dispel magic, plant door.

Equipment:

scimitar +1 (luck blade, 1 wish), dagger +2, sling of seeking +2, wand of negation (14 chgs.), cloak of protection +3

Archan dan Kreeling

Human Druid 12

Stats W17 Ch17
 AC 5
 Mv. 12"
 HD/Lvl. 12
 HP 61
 #At 1
 THACO 14
 Dmg. By weapon
 SA Spells
 SD absorb spells

Spells:

1 (7): Animal friendship, detect magic, entangle, faerie fire, predict weather, speak with animals (X2); 2 (7): barkskin, clw (X2), charm person or mammal, create water, fire trap, heat metal, obscurement; 3 (5): call lightning, cure disease, neutralize poison, plant growth, snare; 4 (5): call woodland being, csw, dispel magic, hallucinatory forest, speak with plants; 5 (3): animal summoning II, insect plague, transmute rock to mud; 6 (2): animal summoning III, wall of thorns; 7 (1): conjure earth elemental

Equipment:

leather +3, scimitar +3, ring of fire resistance, rod of absorption (5 levels in)

Original Tournament Characters

Marillia Ayrseer (F)

Race Human
 Class MU
 Level 7
 AL NG
 S 9
 I 18
 W 11
 D 15
 Co 11
 Ch 17
 AC 3
 THACO 19
 HP 22

Equipment:

Bracers AC 5, ring of protection +1, scroll (3 spells), dagger +2, potion of invisibility, potion of polymorph self, ring of water walking

Spells:

Scroll—Detect evil (2), stinking cloud (2), prot. from normal missiles (3).

Spells in book: 1—Read magic, enlarge, spider climb, comprehend languages, detect magic, dancing lights, unseen servant; 2—Levitate, ray of enfeeblement, strength, knock, Leomund's trap; 3—Infravision, slow, suggestion, protection from evil 10' r.; 4—Otiluke's resilient sphere, wall of fire, ice storm

Ureel bel Callan (F)

Race Elf
 Class F
 Level 7
 AL CG
 S 17
 I 13
 W 13
 D 16
 Co 16
 Ch 9
 AC -1
 THACO 14
 HP 71

Equipment:

chain +2, shield +1, long sword +2/+3 vs. regenerating creatures, long bow, 24 +2 arrows, potion of stone giant strength, dagger, ring of feather falling

Galahra Dertucken (F)

Race Human
 Class C
 Level 7
 AL LN
 S 17
 I 10
 W 18
 D 15
 Co 15
 Ch 7
 AC 2
 THACO 16
 HP 44

Equipment:

Flail +2, plate +1, wand of fear (16 chgs.), potion of gaseous form, scroll (4 spells), sling, 4 vials HW

Spells: 1 (5), 2 (5), 3 (3), 4 (2)

Scroll—Raise dead (5), raise dead (5), heal (6), resurrect (7).

Arrowind (M)

Race Elf
 Class Rngr
 Level 6
 AL CG
 S 18 (56)
 I 14
 W 16
 D 14
 Co 16
 Ch 13
 AC 4
 THACO 15
 HP 57

Equipment:

Banded +2, long sword +2, giant slayer, long bow +2, spear, hand axe, potion of clairaudience, periapt of proof versus poison

Grilloch denCadad (M)

Race Dwarf
 Class F/C
 Level 5/6
 AL LG
 S 18 (31)
 I 12
 W 16
 D 13
 Co 15
 Ch 11 (13)
 AC 2
 THACO 16
 HP 41

Equipment:

B. axe +2, banded mail +2, potion of fire resistance, candle of invocation (LG), ring of free action, sling

Spells: 1 (5), 2 (5), 3 (2)

Kimmin Wiles (M)

Race ½ Elf
 Class MU/T
 Level 5/6
 AL N
 S 10
 I 15
 W 13
 D 18
 Co 11
 Ch 12
 AC 2
 THACO/HP 19/22

Equipment:

Bracers AC 6, cloak of elvenkind, scroll (7 spells), dagger +2, short bow +1, potion of healing, potion of polymorph self, dust of appearance (31 chgs.) , scroll (7 spells)

Spells:

Scroll—ESP (2), pyrotechnics (2), detect invisibility (3), wall of ice (4), globe of invulnerability (6), Tenser's transformation (6), Serten's spell immunity (8).

Spells in book:

1—Read magic, light, dancing lights, mending, jump, feather fall, magic missile; 2—Rope trick, darkness 15' r., web; 3—Tongues, fireball, hold person.

Thief abilities: PP 70, OL 57, FaRT 50, MS 62, HS 57, HN 20, CW 92, RL 30

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The Battle for Gib Rus Supplement

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