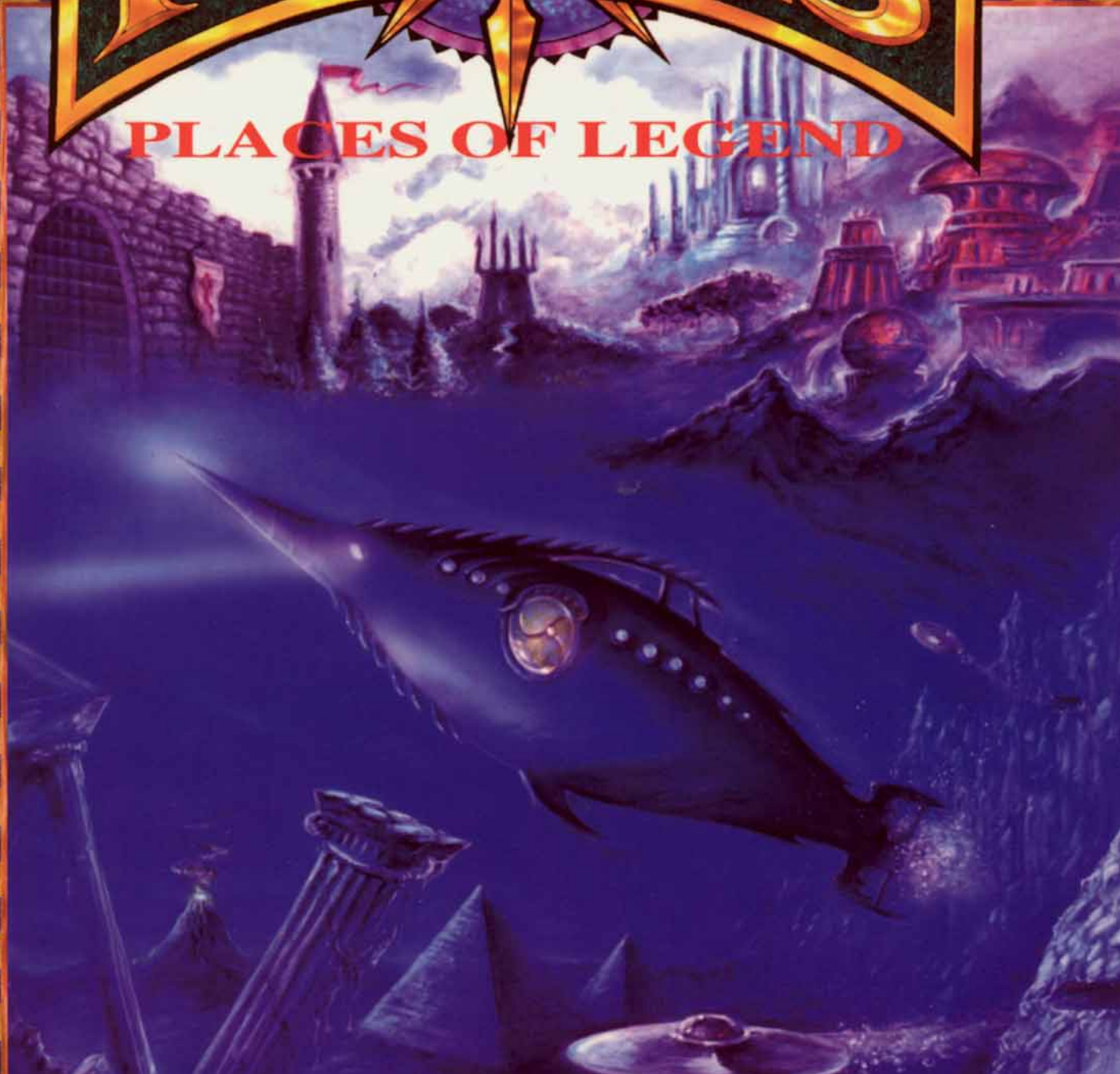


# MAPS

## PLACES OF LEGEND



Maps to 15 of the most legendary places in history  
For use in any Role-Playing System

All-System  
**Catalyst**  
Series

# MAPS

PLACES OF LEGEND

2

*15 fully-described legendary  
locations for adventuring,  
with detailed maps for use  
with any Role-Playing System.*

**Places written by**  
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**Produced by**  
Flying Buffalo, Inc. &  
The Raven Design Group



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*Maps* is one of the Catalyst™ series of books, a line of game master aids for use with any role-playing game. Each book in the series provides a "catalyst for your imagination" — something to give your imagination a boost toward better gaming. Catalyst™ is Flying Buffalo, Inc.'s trademark name for its entire series of game books designed for use with any role-playing system. *Maps* is Flying Buffalo, Inc.'s name for those Catalyst™ books which describe varieties of location layouts for campaign settings.

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**All-System**



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# Credits

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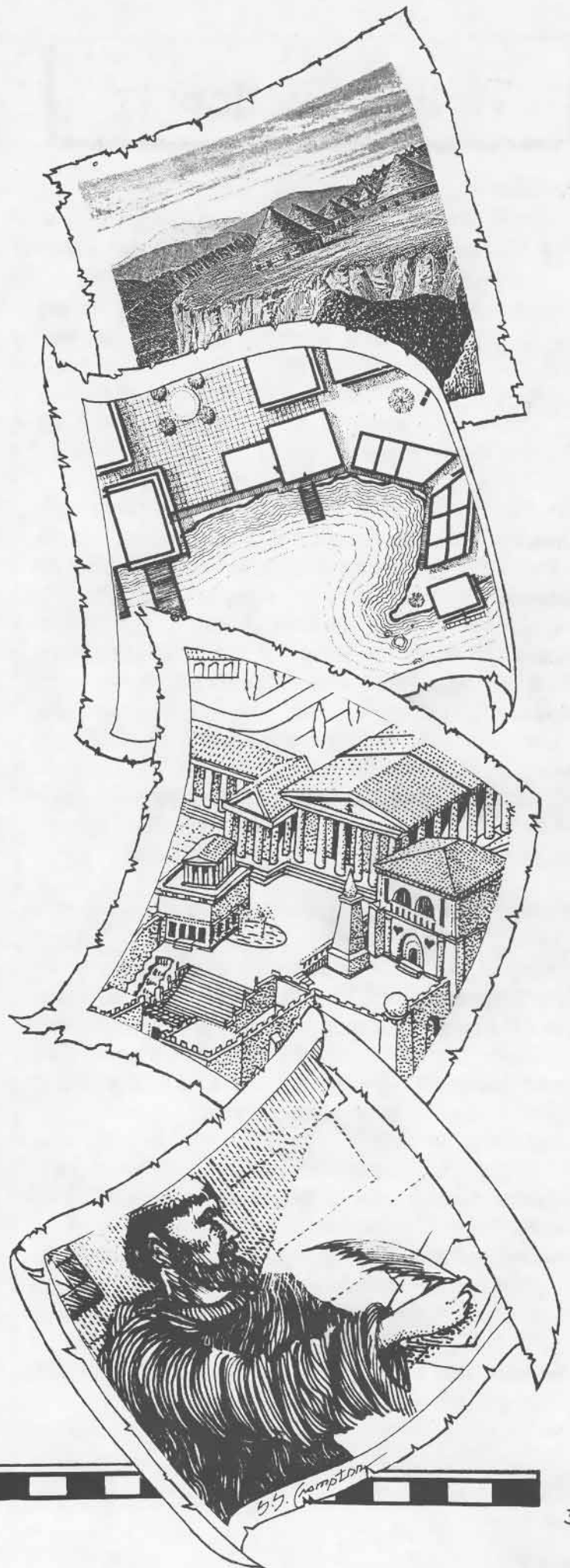
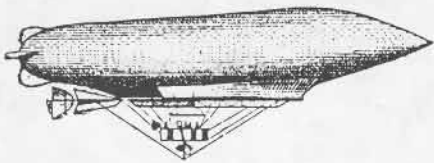
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there who love treasure maps.



## Introduction

**I**t's been said that familiarity breeds contempt. However, roleplaying can suffer when players must attempt to relate to completely alien surroundings. When players are thrust into unfamiliar scenes, the game can lose some of its immediacy and flavor as characters struggle to find a footing. Often, the quickest way to root your players in a roleplaying world is to provide a recognizable setting.

Books, movies and television have traditionally exploited this technique. We've seen our heroes transported by means mundane and fantastic to a myriad of times and locales. Whether a Connecticut yankee finds himself in King Arthur's court, or an English inventor is launched into an apocalyptic future, these adventurers are most successful when able to apply existing knowledge of the environment to the problems at hand. That's why in *Maps II: Places Of Legend* we've detailed an assortment of locales sure to strike a familiar chord with even beginning roleplayers. But that doesn't mean "old pros" can't enjoy these adventures too ...

At first glance, some game masters might dismiss Camelot or the Bermuda Triangle as overly simplistic settings for complex characters run by experienced players. Yet sometimes overconfidence can be one's greatest enemy — think of all those accidents that occur in the home! Why *not* send those *nth* level wizards and warriors to the North Pole? Pride might go before a fall.

What's that? Fantasy characters aren't your style, so what good is *Places Of Legend* to you? Not to worry. There's plenty of room for blood-drinking sociopaths and cyber-gangsters in the worlds of *Maps*. Consider sending your virtual dreamworld tech-soldiers to invade Oz, or relocating your Machiavellian vampiric coven to the Village of Hamelin. We just provide the maps; it's up to you to choose the route.

— Debora Kerr

## Notes From A Mapmaker

**W**ell, here we are again, back with another book of *Maps*. The first book gives you some good basic maps of city/community environs that would work in just about any game you care to run. This time around, we thought it would be great if we could give you a collection of maps of places that everyone had heard of, but that didn't exist as maps for rpgs.

We've also listened to your comments and suggestions. So in *Maps II* you'll find that every place has adventure ideas. We've tried to organize the book better, added some interior art, upgraded the cover, tried to make the maps more usable, and added crossover scenarios at the back of the book so you can link these legendary places together in new (and unusual) ways.

If you liked (or disliked) this book, please let us know. Also, we'd love to hear what you'd like to see in future *Maps* books; Futuristic Maps, Mythical Maps, Maps of Ships? Let us know. We'll answer every letter. The address to write to is *Maps/S.S. Crompton* c/o Flying Buffalo, P.O. Box 1467, Scottsdale, AZ 85252.

By the way, *Maps I* has been nominated for an Origins Award for Best Graphic Presentation of a Game Supplement. Win or lose, the nomination is quite an honor. Thanks.

— Steven S. Crompton



# KEY TO MAPS

Below are most of the map symbols used in this **MAPS** book. Most of the symbols are to the scale of the particular map they are used in, however in order to be able to identify what the viewer is looking at, several symbols are not to scale. (Water wells are a perfect example of this.)

Overall the maps should be self explanatory; Match the map and number to the text. These are your maps now, so if you want to change something in the map, by all means feel free to do so.

	<i>retaining wall</i>		<i>grass &amp; trees</i>		<i>river</i>
	<i>security wall</i>		<i>trees</i>		<i>road</i>
	<i>walled gate</i>		<i>forest / jungle</i>		<i>path</i>
	<i>regular wall</i>		<i>orchard</i>		<i>hill / mountain</i>
	<i>fence</i>		<i>farmland</i>		<i>island</i>
	<i>no. # buildings</i>		<i>underground tunnel</i>		<i>cliff</i>
	<i>misc. buildings</i>		<i>hidden tunnel</i>		<i>well</i>
	<i>ruined buildings</i>		<i>bridge</i>		<i>distance scale (feet)</i>
	<i>tents</i>		<i>dock</i>		
	<i>tile</i>		<i>boat</i>		
	<i>sand</i>		<i>stairs</i>		
	<i>dunes</i>		<i>fire</i>		
	<i>marsh / swamp</i>		<i>statue</i>		
	<i>water</i>		<i>dimensional gateway</i>		
	<i>grass</i>				
	<i>hedges</i>				
	<i>palm trees</i>				

Timeless Places



---

# THE NORTH POLE

As winter claims the world, there are few places that receive as much attention in the minds and hearts of younglings everywhere as the North Pole, home of the legendary elven hero Santa Claus. A few of the adventurous have tried to search the frozen wastes for a sign of his dwelling and workshop, but to no avail.

Surely, however, such a place of magic, of treasure, would not be easy to find. Long ago, the place was made and hidden, its location purposely vague despite the universality of the legend. We all have known since we could speak about the North Pole, source of magical gifts and wintry expectation and joy; and one might think that a place large enough to supply presents for the entire world must be immense — yet never has it been discovered.

Nonetheless, there are some who know its secrets. I suppose the folk of the North Pole stay there forever — everyone knows that any elf that strays too far for too long will surely perish. (Why else would there only be one such glorious night in a whole year?)

I got this map from an ancient elf who wandered into my camp one night. He claimed he was from the North Pole, and that all his life he had dreamed of the outside world. That dream tugged at his heart until staying would have killed him just as surely as leaving had. He died gazing with rapture at the green canopy of leaves above us, his hands stroking the soft grass. He said he had seen just ten sunsets since leaving the ice caverns which had been his world, the hidden world of Santa's workshop.

---

- 1 **Ice Caves.** The entrances to Santa's vast underground complex are caves in the face of a immense ice mountain, one of many in this polar region.
- 2 **Crevasse.** Bordering the ice mountain to the west and northwest is a jagged crevasse. The depths are hidden in mists and shadows. The crevasse is not bottomless; in fact, the floor consists of layered ice and the discarded garbage of the workshop.
- 3 **Underground River.** Beneath the frozen world of the workshop runs an underground river. Heated by the heartfires of the earth, this river serves as one of two sources of water and supplies warmth and power to the complex.
- 4 **Santa's Residence.** The home of Santa Claus and his wife is a palatial collection of ice caves, located to the west of the main cavern complex. Though the couple has no younglings, they have several rooms apparently set up for that purpose. The rest of the chambers are filled with mementos and precious items collected over the years.
- 5 **Kitchen.** Connected by a tunnel to the Claus's home is a cavern, huge by the standards of warmer lands, which serves as kitchen for the workshop (not for the elves — they have their own facilities in their warrens). Here the smell of gingerbread is omnipresent, and the tables are filled with candy canes and all of the other delicious treats of the Christmas season, ready to be wrapped for delivery. The kitchen is connected to the main complex by an artificially constructed tunnel.
- 6 **Storage.** To the east of the main entrance is the opening to the storage and supply cave. It is relatively small, as most of the raw materials are magically produced and the rest are rapidly used up.
- 7 **Well.** Off the east end of the supply room, a well has been sunk which brings the water of the underground river to the cavern complex.
- 8 **Workshop Entrance.** The ice cave that is the main entrance to Santa's vast workshop has just enough curve to the passage that the casual observer has no idea that there is any depth to the cave.



- 9 Main Hall.** The workshop's main hall is constantly bustling with elves running back and forth with toys and other gifts in various stages of production, depending on the season. The pervasive, happy chattering of the elves is punctuated by the tapping and banging of tools and machinery.
- 10 Woodworking Cavern.** In this chamber, elves work at carving intricate and beautiful toys. Rocking horses, sleds, and wagons are put together here. Most tools in this area are hand tools such as saws, hammers, and sanders.
- 11 Plastics Room.** This is a recent addition to the workshop. Heat from the forges warms pipes of river water, producing steam to run manufacturing machinery. Only a small contingent of elves works here — most are uncomfortable with the technology of the warm regions.
- 12 Tunnel.** Behind the Plastics Room is a large tunnel which descends to the lower level of the cavern complex. The tunnel opens into the workshop's main hall.
- 13 Forges.** The lower caves house the forges of the metal workers. Sled runners, tracks for toy trains, and other sturdy metal toys are built here. Excess steam is used to heat and power the upper levels of the cavern, then vented into the crevasse. Rising, it appears no different from the mists which normally hide the frigid depths. It is also at this level that jewelry is made, and there are many small side rooms filled with gold, silver and jewels.
- 14 Elftown Warrens.** The elves reside in a huge, honeycomb maze of tunnels and small caves which comprises the rear of the workshop cavern complex. The warrens contain homes and all the necessary social facilities. The tunnels are so complex that not even the elves know them all. From time to time a worker has disappeared within them.
- 15 Sewing Room.** In this relatively small cave seamstresses and tailors make clothes for dolls and children. Bows, lace, and yards of fabric line the walls. All work is done by the skilled hands of the elves — there are no machines here.
- 16 Finishing Room.** Final painting and decoration of toys and gifts is done in this room, which is filled with brightly colored paints and art supplies. The elves who work here are so exuberant that even the ice walls are covered with gaily painted pictures.
- 17 Wrapping and Packing.** All gifts made in the workshop eventually make their way to this room, where they receive a final inspection before being wrapped in beautiful paper and trimmed with ribbons and bows.
- 18 Passage.** From the main hall, a wide tunnel leads to the livery cavern, where the reindeer and sleigh are kept.
- 19 Stables.** In this large cavern, structures to house the reindeer and their grooms have been built. It is here that Santa's sleigh is loaded in preparation for his annual ride.
- 20 Grooms' Quarters.** The elves of the grooms' contingent live in this small, dome-shaped structure. The grooms prefer to live close to their charges, alert for any sign of problems.
- 21 Box Stalls.** The reindeer that pull Santa's sleigh live in luxurious box stalls. Their every need is attended to by the grooms. The reindeer are quite friendly with the elves and Santa, and are occasionally allowed to roam the upper levels of the workshop if accompanied by their grooms.
- 22 Sleigh Storage.** In this small cave which opens into the livery cavern, Santa's magical sleigh is stored. Even when not in use, the sleigh is polished and kept in top condition by the head groom.
- 23 Mail Drop.** Nearly a kilometer from the main workshop is a small house that looks as if it were made of gingerbread and frosting, with a roof-high candy-cane striped pole in front. This is the order processing center. Millions of letters written to Santa Claus by the children of the warm regions are delivered here. It is rumored that this is actually Santa's Home — a story which none of the North Pole's inhabitants would deny.

## Adventure Ideas

**A** An evil would-be conqueror conceives a plan to capture the North Pole workshop and focus its energy toward the production of powerful magical weapons. The group is hired to locate and infiltrate the operation, and prepare for the invasion. They are promised as payment any magical item that they discover or can force the elves to produce for them. The adventurers could accept the job as offered, or perhaps turn matters to their own advantage.

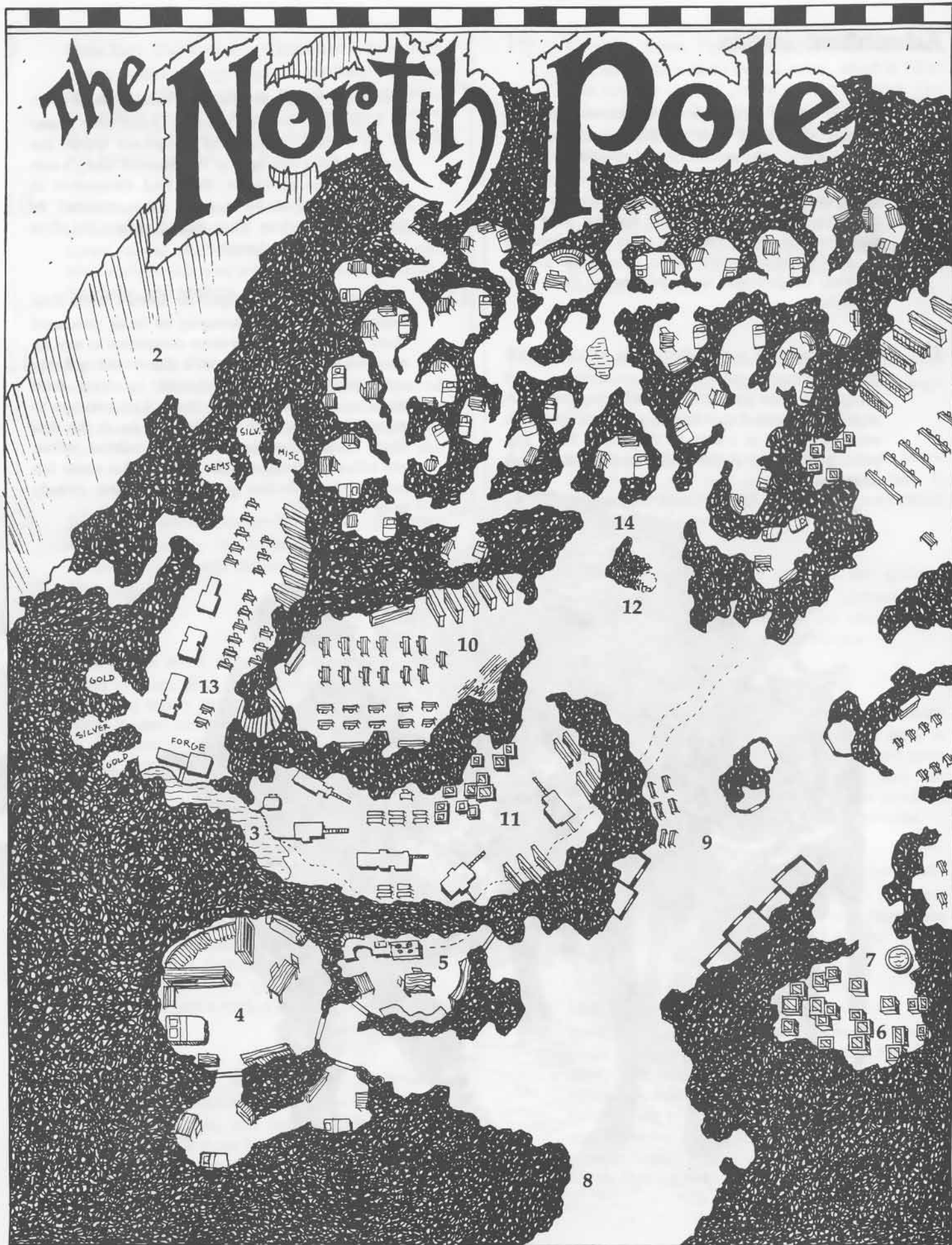
**B** The adventurers seek a fortress in which to hide from enemies, store their acquisitions, and recuperate from particularly painful encounters. A mysterious hooded merchant approaches them with what he claims is a map to the North Pole. The price is high, but if the group could find Santa's secret workshop ...

**C** The party is pursued through underground caves by a vicious, powerful monster. After what seems to be weeks of dark and dangerous travel, the group sights a dim light in the distance along a side tunnel. Drawing closer, they find themselves in what appears to be a huge forge manned by brownie-sized elves. They must convince the elves of the impending danger.

**D** A sadistic mage casts a spell on Santa's North Pole workshop, secretly sabotaging all items produced there in ways that make them dangerous to anyone who receives them. The plot is discovered by Santa only after several unfortunate incidents have occurred. He seeks out the band of adventurers to enlist their aid. Will they believe he is the real Santa Claus? Can they solve the problem before any other misfortunes take place? What about the rest of the defective presents that have already been delivered?

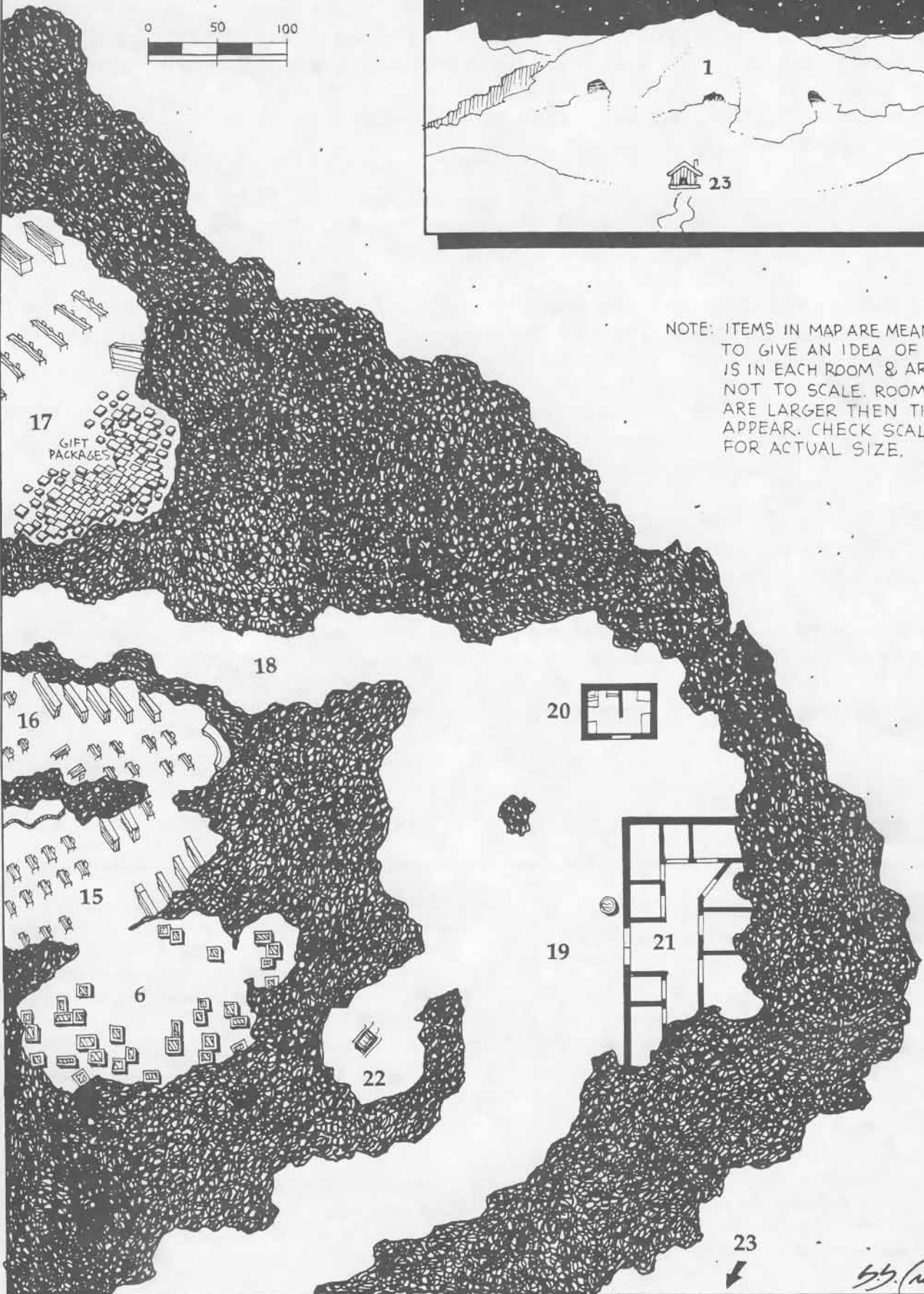


# The North Pole





NOTE: ITEMS IN MAP ARE MEANT TO GIVE AN IDEA OF WHAT IS IN EACH ROOM & ARE NOT TO SCALE. ROOMS ARE LARGER THEN THEY APPEAR. CHECK SCALE FOR ACTUAL SIZE.



*by Hampton*

---

# A MAP OF THE MAGICAL LAND OF OZ

Did you ever have the feeling that something, well ... not quite real might be true anyway? I'm a sensible man. I work hard, and I don't have time to believe in fairy tales. I wouldn't have thought anything about it, but lately this guy, L. Frank Baum, has been writing these books — four or five by now, about this magical place called Oz. I was reading them to my kid, and they made me remember this job I went on ...

My boss sent me out to this old, one-room farmhouse to clean it out. These two old folks, Henry and Em as I recall, had been behind on their payments for years. There was always an excuse — failing crops, drought; but finally he had to foreclose on the farm.

It was abandoned when I got there. Not empty, like the folks had moved on. It was more like they'd just disappeared all of a sudden. The animals were all still in their pens, squealing for their food. A meager breakfast was drying on the table.

There was a big bed in a corner behind a curtain, and along one wall by a window there was a trundle bed that might have belonged to a child. A single blue and white gingham dress in the closet proved that a little girl had lived there too.

It didn't take long to pile the furniture onto my cart (the boss said to take everything, though I could tell from the haul that it wasn't worth enough to make those folks even). There wasn't much, and I didn't have to fight anyone to get to it. These folks had been real poor.

It was under the pillow of the trundle bed that I found this strange map, folded up carefully. It had all kinds of odd names that I never heard of around here, and this note in green ink on the back:

*"To Dorothy, to help You remember Us and the land of OZ when you are back in drear'  
Kansas —*

*The Shaggy Man"*

Who knows? Maybe that's where they went. Any place is better than this place, and even this isn't theirs any more.

---

- 1 **Desert.** The fairy-land of Oz is surrounded by a deadly, impassable desert with sands that mean instant death to any who touch them.
- 2 **Land of the Munchkins.** The eastern lands of Oz belong to the Munchkins. Most everything in this country is blue, as that is their favorite color.
- 3 **Yellow Brick Road.** A road of yellow brick leads through the countryside toward the center of the land of Oz. It passes through a cornfield (where Dorothy found our friend the Scarecrow), forests (which were home to the Tin Woodsman, the Cowardly Lion, and the Kalidahs), and a poppy

field (which nearly killed Dorothy and the Lion with its poisonous perfume) before reaching the main city of Oz. Near the start of the Yellow Brick Road is the site where Dorothy's house fell when the cyclone dropped it in Oz, killing the Wicked Witch of the East.

- 4 **Land of the Gillikins.** To the north live the Gillikins, who have colored the countryside purple, their favorite color.

- 5 **Mombi's Residence.** Approximately halfway between the center of Gillikinland and the northern border lives Mombi, a local witch who once kept Ozma, heir to the throne, in the form of

a boy and ignorant of her true heritage, to keep her from assuming the throne.

**6 Land of the Winkies.** To the west is the domain of the Winkies. The characteristic color of the land is yellow. The Wicked Witch of the West, destroyed by Dorothy during her first visit to Oz, lived in Winkie country.

**7 Tin Woodsman's Castle.** After Dorothy left Oz, the Tin Woodsman moved into this castle built for him by the Winkies, who asked him to return and become their emperor.

**8 The Scarecrow's Tower.** When Ozma assumed the throne of Oz, the Scarecrow built this interesting tower and came to live close to his old friend the Tin Woodsman.

**9 Jack Pumpkinhead's Field.** Jack Pumpkinhead, brought to life by the boy Tip (who later turned out to be Ozma in her enchanted form) with the Powder of Life stolen from Mombi, also moved to this beautiful countryside to live near his friends. He has a large field full of pumpkins which he uses to replace his Jack-o-Lantern head when it becomes overripe.

**10 Land of the Quadlings.** To the south is Quadling country. The identifying color of this land is red, as can be seen from the houses, clothes, tools, and anything else that can be colored. Near the southern border lives Glinda the Good. She is a powerful witch, friend to Dorothy and Ozma.

**11 The Hammerheads.** Between Glinda's palace and the central city of Oz live the Hammerheads, armless creatures with rubber necks and flat heads. Travelers beware!

**12 The Emerald City of Oz.** The central, main, and most important city in the land is the capital city of Oz. The Emerald City is surrounded by a thick, high wall set with emeralds. A single huge gate, studded with these gems, provides the only entrance and exit from the city.

**13 The Guardroom.** Passing through the gate, visitors enter a guardroom. When Dorothy first came to Oz, everyone was fitted with green-lens glasses issued by the Wizard. The room is high and arched, and like every other building in the city,

adorned with emeralds. The guardroom allows entry to the interior of the city, filled with domed marble and jewel-studded buildings. According to one record, there are 9,654 structures, which house an average population of 57,300.

**14 Stables.** Even animals must be cleared through the guardroom when entering the Emerald City. After they are admitted to the city, however, they must have some place to stay. In Oz, animals are often as respected as people, and many have their own residences in houses or even the palace. For those that do not, there are stables to the east of the gate where they are housed in comfort, frequently groomed and well-fed.

**15 Forge.** Near the stables a blacksmith has set up his forge. He works in all metals, for in Oz it is not unheard of to shoe a creature in such substances as gold, as was done for the Sawhorse to keep his legs from wearing down.

**16 Artisans.** Several different artists who work with precious metals and jewels have workrooms near the forge. They like being close to a source of metal scraps. The smith is more than willing to share those bits of metal that are too small for his uses.

**17 Shops.** Many shops which sell beautiful and magical items line the streets north of the gate. Most goods cost very little, and barter is the most common form of trade. If a shopkeeper sees that a customer really wants something but has nothing to pay with, he will often give the object away just for the joy of making someone happy.

**18 Inns.** Closer to the palace are several inns. Though the population of the Emerald City is a mix of folk from throughout the countryside and magical creatures of many types, the inns do not cater to any specific interest. All are comfortable, and all provide their guests with excellent food.

**19 Service Sector.** To the west of the gate and the guardroom, the service sector begins. The folk of Oz work for the love of working, and give freely to those who desire or are in need of their wares. Along the main street that runs through the center of the Emerald City, the first businesses one encounters are the craft shops, where everything from furniture to clothing is produced.

- 20** **Kitchens.** Adjoining the craft shops, several kitchens proudly produce everything from baked goods to candies. The pleasant smells of this sector waft throughout the Emerald City.
- 21** **Alchemy Shops.** Behind the kitchens, along a clean but narrow and winding street, can be found the alchemists' shops. Here one may obtain herbs or magical powders for cooking or medicine.
- 22** **Coroner and Mortuary.** Inhabitants of the Emerald City who become ill are usually cared for at home by their families, possibly with the advice of a local resident with experience in caring for the sick. Occasionally, a desperate friend or relative will seek aid from a magical personage such as Glinda. These good people will help whenever they can. If, however, a death occurs, a coroner and mortuary are available to deal with the matter. These services are located along the west wall of the city.
- 23** **Communities.** Beyond the service sector, the streets are lined with homes. Many have small yards with beautiful green gardens, and places for a few animals that belong to the family.
- 24** **School.** Youngsters of the Emerald City go to school, where they learn about the wonders (and dangers) of their land. History and basic arithmetic are also taught, and stories are popular.
- 25** **Theater.** The citizens of Oz love to be entertained, and while it is not uncommon to encounter someone singing or performing on a street corner just for the love of it, most performances take place in a theater just outside the palace grounds. All sorts of programs are presented here, often attended by Dorothy, Ozma, and their friends.
- 26** **Palace Grounds.** The palace is surrounded by gardens with beautiful flowers and fountains, some of which contain water with magical properties.
- 27** **The Palace.** Now occupied by Ozma, but once the palace of the Wizard and later the home of the Scarecrow, the royal residence is grand, with high walls and magnificent towers. There is a huge throne room, where Ozma sits, and many apartments where visitors may stay. There are dining halls and parlors, and in one tower there is a magic mirror, through which Ozma can view anyone she desires to see.

- 28** **Billina's Coop.** Behind the palace is the coop that is home to Billina, the talking hen that once accompanied Dorothy on a visit to Oz. Billina produces eggs which are poisonous to the evil Nomes, underground creatures from across the Deadly Desert who have threatened Oz in the past.

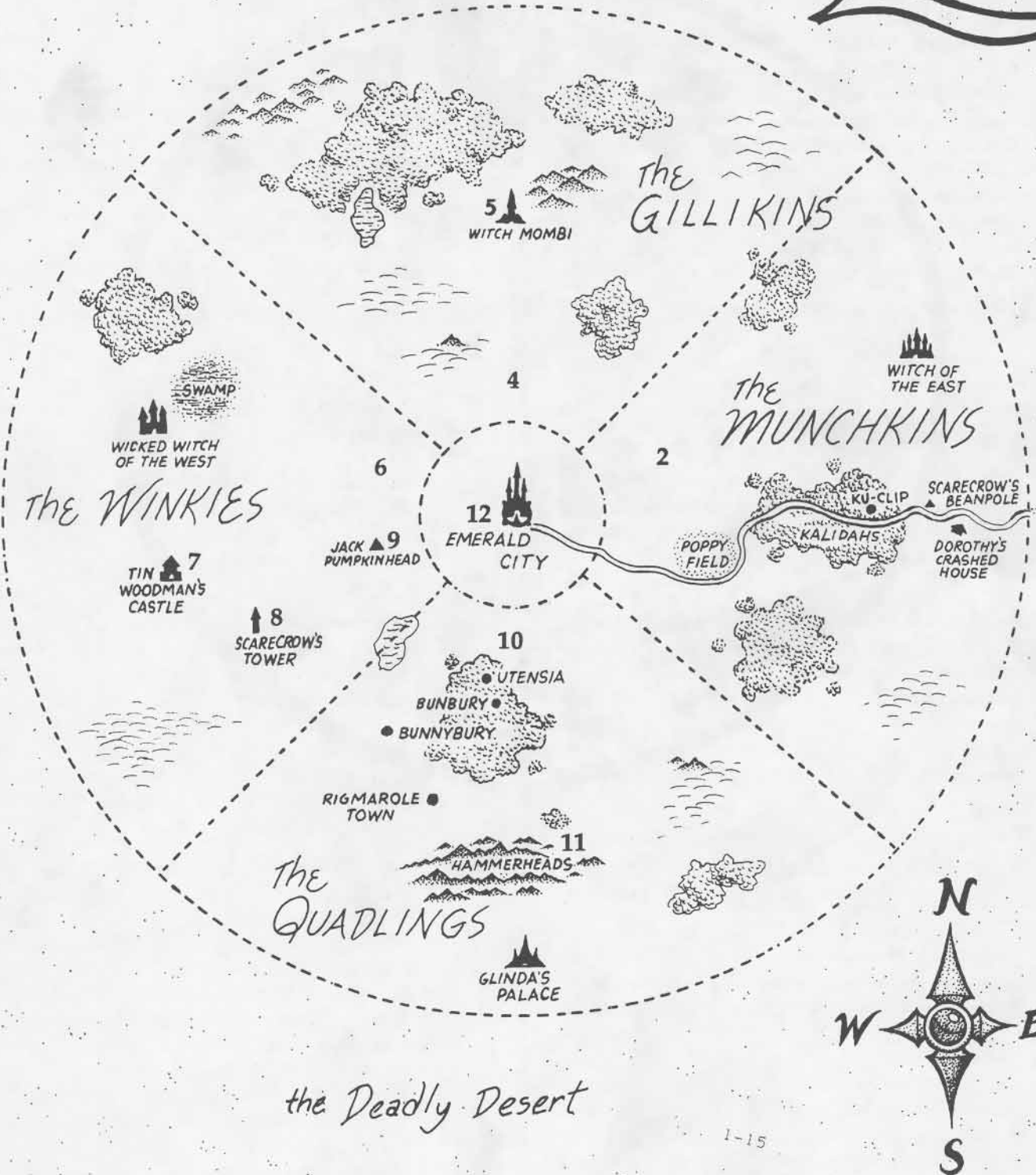
## Adventure Ideas

- A** Caught in a powerful tempest conjured by a high-level magician, the adventurers find themselves in a strange-looking forest. They have barely recovered when they are confronted by ferocious creatures that appear to be part lion and part tiger — and all hungry. Where are they? Can they escape the Kalidahs? How do they get home? Like their predecessor Dorothy, they must find someone with the knowledge and power to send them back.
- B** The band of adventurers is summoned to Oz by Mombi, an evil sorceress who wishes to capture the Emerald City and rule the land. She asks them to seek out the dangerous and evil inhabitants of Oz to join together and storm the city. The undertaking will be difficult, as the evil creatures of Oz resist organization and authority. In addition, the Emerald City is protected by beings with powerful magic of their own.
- C** While traveling overland, the group of adventurers comes upon the remains of what appears to be a hot-air balloon. A short distance away they find an old man who claims to be a wizard. He tells them of a magical land called Oz, and exhorts them to help him to return. He shows them a cane with a huge emerald in the handle, and promises it and more like it as payment when they reach Oz.
- D** As technology advanced, Ozma, the young ruler in the Emerald City, and Dorothy's good friend, magically hid the land of Oz from mortal eyes. Unfortunately, her precautions came too late. An unscrupulous inventor discovered the borders of the Deadly Desert that surrounds Oz while piloting a stolen balloon to his hideout. He has returned with the intention of taking over the technologically naive land. Dorothy, knowing that it will be difficult for the magical inhabitants of Oz to defend themselves against the threat, suggests to Ozma that she contact a band of adventurers to help protect the country.

# THE LAND of

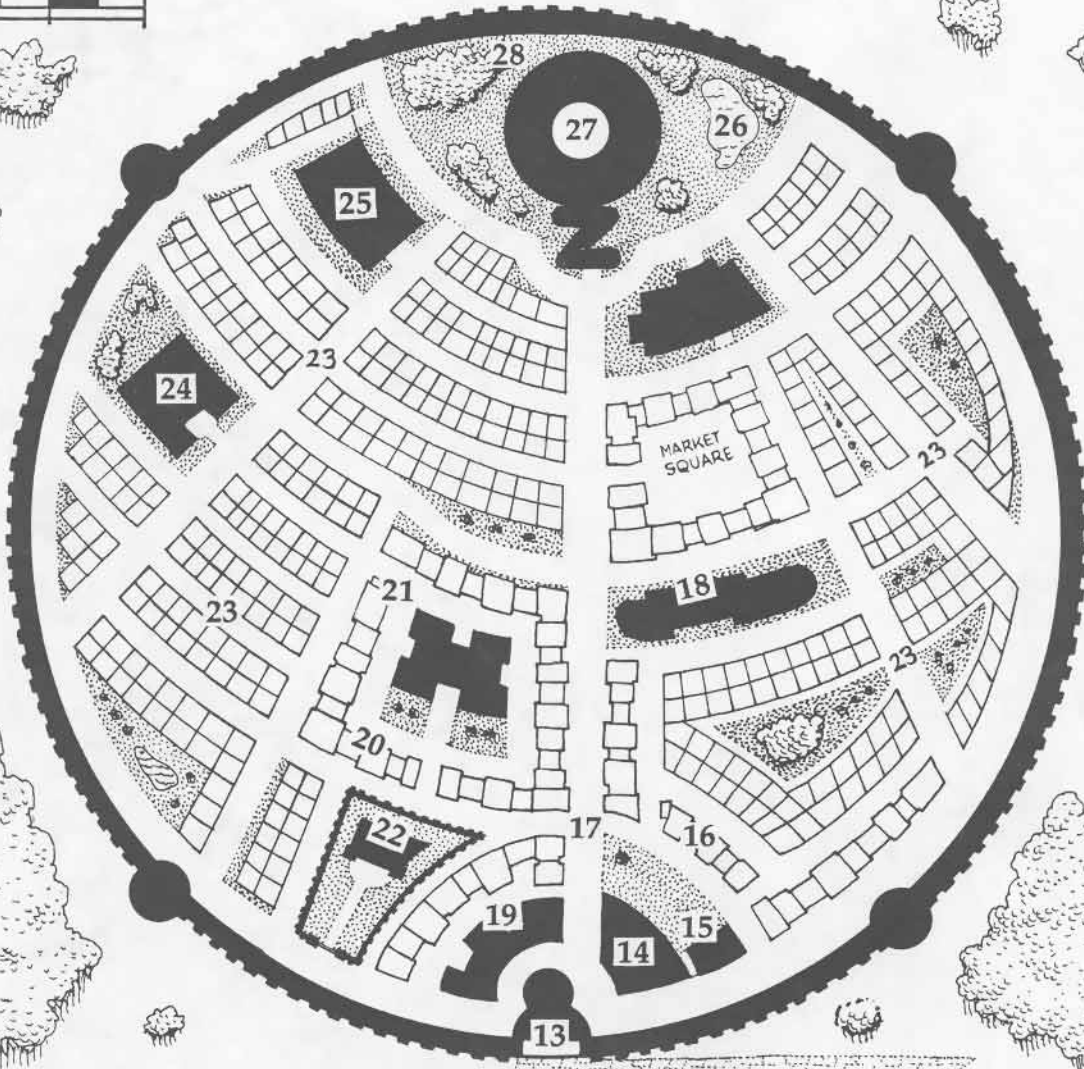
# OZ

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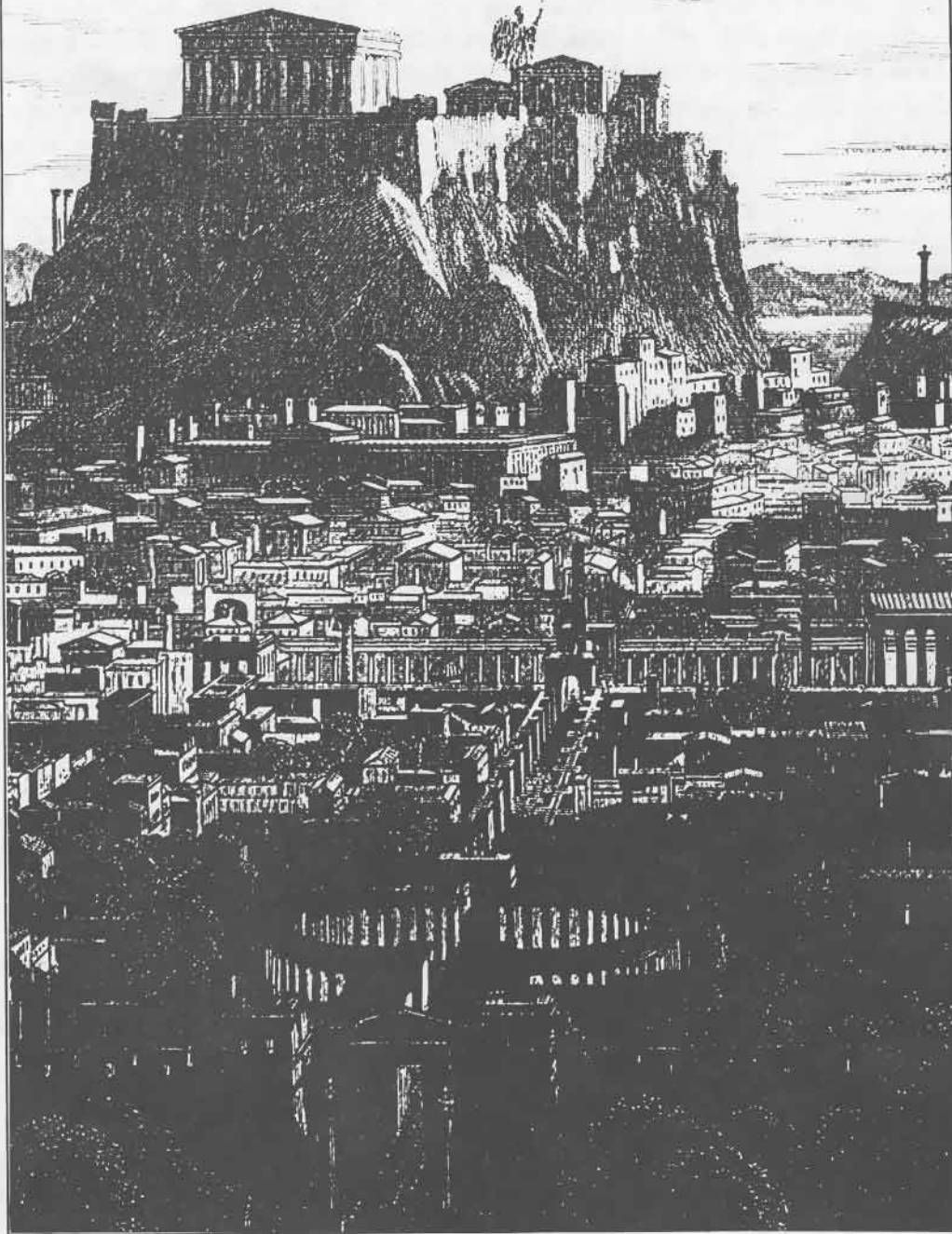


# The Emerald City of Oz



*O.S. Compton*

# The Ancient World



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# LEMURIA

Mankind has often sought to discover the nature of the antediluvian world. Sciences that deal with discovering and explaining the distant past have never satisfied our curiosity. It has been the prophets and psychics, rather than the archaeologists and historians, to whom we have turned for answers. The following account of Lemuria, a lost continent in the Pacific Ocean said to pre-date, or perhaps even be the parent civilization to Atlantis, is based on our need to recapture an idyllic paradise lost. In the decades before the turn of the last century, debates about the nature of Lemuria were in the forefront of both metaphysical and scientific circles. Evolutionists theorized that the missing landmass was a cradle of civilization, its disappearance explaining the absence of linking fossil between primates and modern man. Occultists such as Madame Blavatsky painted a more alien portrait of Lemuria as a land of four-armed, hermaphroditic psychic beings who eventually evolved into the more human-like Atlanteans. This account of Lemuria mixes a pleistocene environment with visitors from the stars.

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**1** **The Land.** To the east of what we now know as New Guinea, another landmass of equivalent size and shape existed 45,000 years ago. Discovered by the same people who sailed south from Indonesia to settle in Australia, Lemuria's lush rainforest climate provided plenty of natural resources for their primitive lifestyle. It was an idyllic setting, filled with tropical fruits, colorful birds, ample water and the dense shelter of the trees. Unfortunately, it sat directly atop the junction of the Pacific Plate and the Indo-Australian Plate, a geologic hotbed of volcanic and earthquake activity that eventually submerged the island.

**2** **The People.** At Lemuria's peak, about 20,000 B.C., the native population of the island numbers about 2,000. This population base is scattered throughout the land in a loose-knit arrangement of tribes. The largest tribes number in the hundreds, but there are also many smaller groups that are more akin to extended families than organized communities. The Lemurians are dark-skinned like other tropical peoples, and exist by hunting, gathering, and some limited farming. There is a tradition of warfare among the tribes, but hostilities have been suspended in the face of a threat from what the Lemurians identify as demons from their underworld.

**3** **The Demon Boat.** On the eastern shore of Lemuria there lies a ship which dropped one night from the stars. From the jungle, the Lemurians watched "the demons" come out of the boat and "plant their eggs" in the sand. The demons then entered the rainforest and began to hunt the natives with short

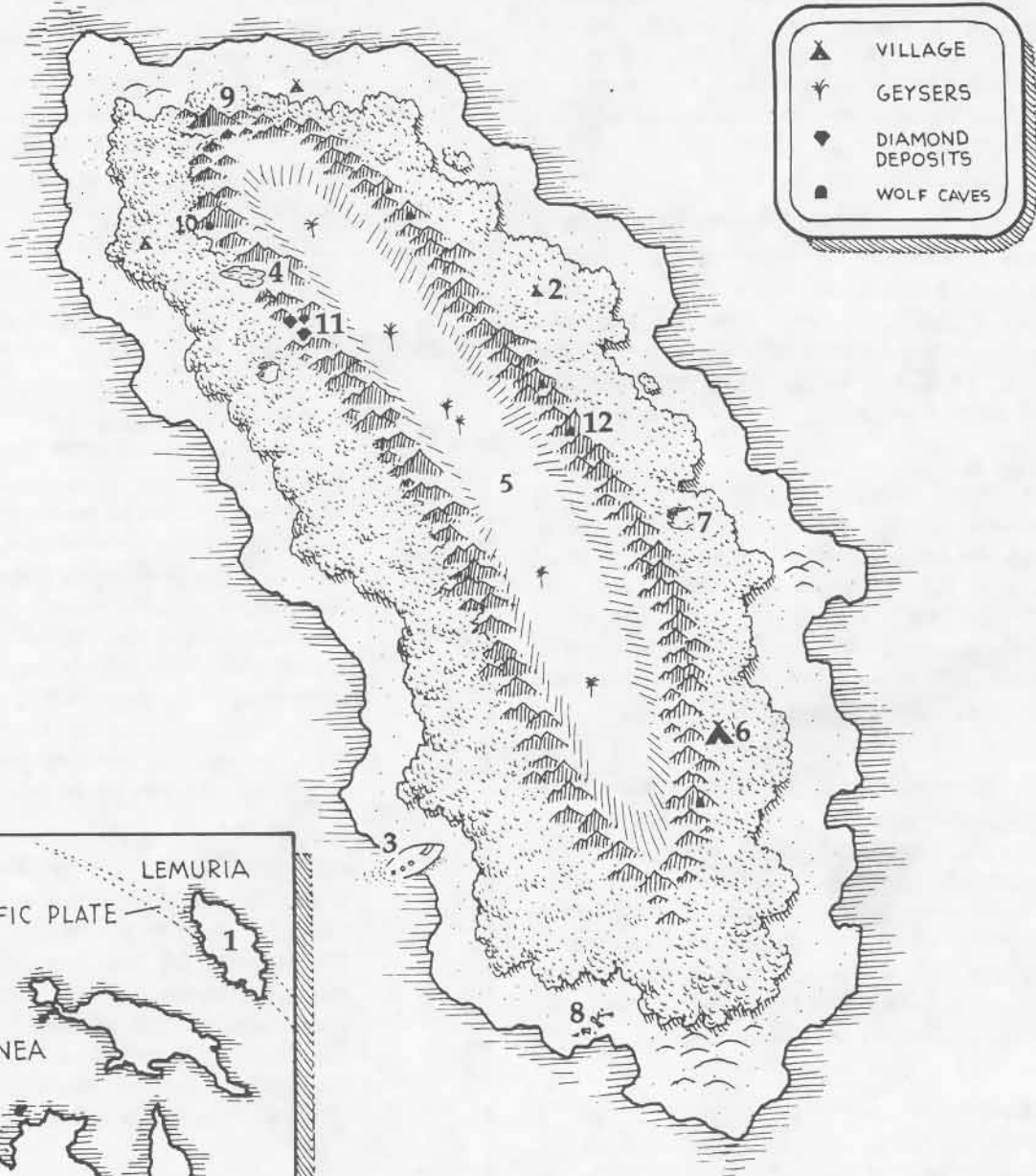
sticks that shot star fire. The Lemurians that were struck with the star fire fell dead, and were taken into the Demon Boat, apparently for food.

The Demon Boat is a marooned spaceship. Its occupants expect eventual rescue, due to the transmitter beacons they have placed on the beach. Until that time comes, however, they must survive. Their race is called the Tumeç, and they are similar in appearance to bipedal baboons. They are definitely carnivorous, and the Lemurians are one of only two kinds of big game on the island.

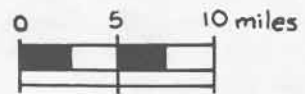
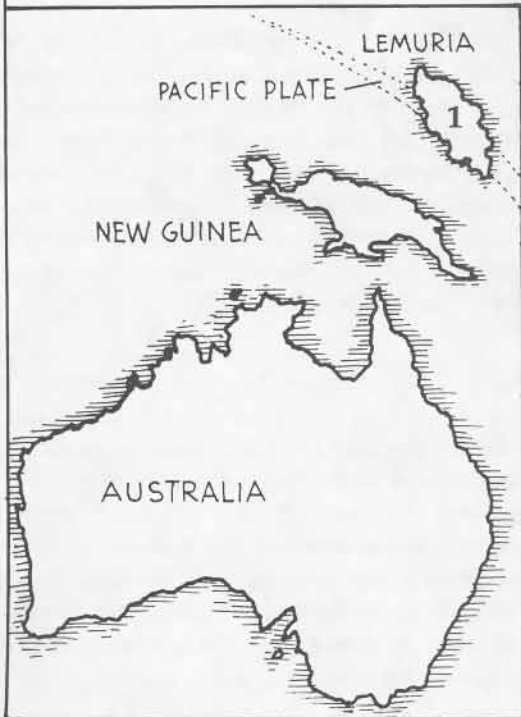
**4** **The Water God's Hole.** Any spring gushing fresh water is revered by the natives as a gift from their Water God, Umboa. The largest spring on Lemuria is thought to be his dwelling place, and the natives have gathered here for protection from the Demons. The rocks and trees surrounding the spring have been painted with magic symbols of protection, and the Lemurians constantly watch the flow of the water for some sign that Umboa is coming to do battle with the Demons.

**5** **Burial Valley.** The Lemurians bury their dead in the lowlands between the hills in the middle of the island. The location was chosen because the nearby geysers are believed to be openings to the underworld. The graves are marked with wooden effigies carved by the grieving families. The Tumeç have discovered the graves and have taken many of the carvings as souvenirs, much to the horror of the Lemurians.

# LEMURIA



- ▲ VILLAGE
- ★ GEYSERS
- ◆ DIAMOND DEPOSITS
- WOLF CAVES



**6 Village of the Lizard Clan.** The largest and most warlike tribe on the island is the Lizard Clan, led by an aging warrior called Ibri. He is white-haired, still muscular, with many battle scars. Ibri knows every corner of Lemuria and every settlement upon it. His village is the envy of the other clans, with permanent shelters and communal places for tribal activities. The sheer size of his clan has caused Ibri's people to grow more crops than the other groups, for his hunters are rapidly depleting the rainforest. As a defense against other tribes, and now the demons, Ibri has erected a barrier of sharpened stakes (a primitive version of a fraise) around the village.

**7 Slash and Burn Fields.** The Lemurians farm bananas and tubers in small cleared patches throughout the island. However, the Tumecc have discovered these farms and now prey upon the women and children who tend the crops. All are afraid to go to the fields, and overgrowth and hunger are the result.

**8 Tumecc Dump.** About a quarter mile south down the beach from the Tumecc ship is a clutter of their garbage that has floated away from their camp. It has caught up against a reef which joins with Lemuria's shoreline. Here can be found broken bits of Tumecc technology, discarded alien artifacts, and the tooth-marked bones of their Lemurian meals.

**9 Place of Passage.** This high peak on the northern end of Lemuria is the site where young men undergo the tribal rituals which initiate them into manhood. The boys are blindfolded and forced to stand at the very edge of the cliff. The tribal elders then scarify each boy's back with his clan symbol. Unless the boy endures the pain by standing perfectly still, he will lose his tenuous footing and fall to his death from the cliff's edge.

**10 The Caves.** The western mountain range of Lemuria is pocketed with caves. The artists among the natives have always left their mark on the interior walls. Many portraits of fish, monkeys, and lizards can be found here. Lately, the Lemurian artists have begun to draw pictures of the Tumecc ship and the demons inside it.

**11 Diamond Deposits.** The eastern mountains contain these precious gems, but the Lemurians do not consider them a matter of importance since wealth among their people is determined by the number

of wives, children and livestock one has. They believe the earth and its rocks are the property of the creation god, Uzembi, and would never dare to remove any of his possessions.

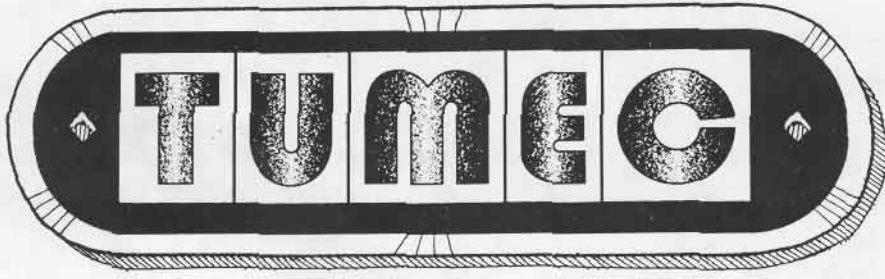
**12 Tasmanian Wolf Dens.** Some of the caves in the mountains of Lemuria are home to the Tasmanian wolf, the largest marsupial carnivore on earth. The creatures have reddish brown coats with black stripes similar to a tiger's. Females have an external abdominal pouch in which they carry their young. Their strong jaws could open to almost 180 degrees, and the wolf crushed the skulls of its prey with a single snap of its jaws. The Lemurians believe this strange animal is actually a were-creature that can walk on two legs and shapechange into a human if it so desires.

## Adventure Ideas

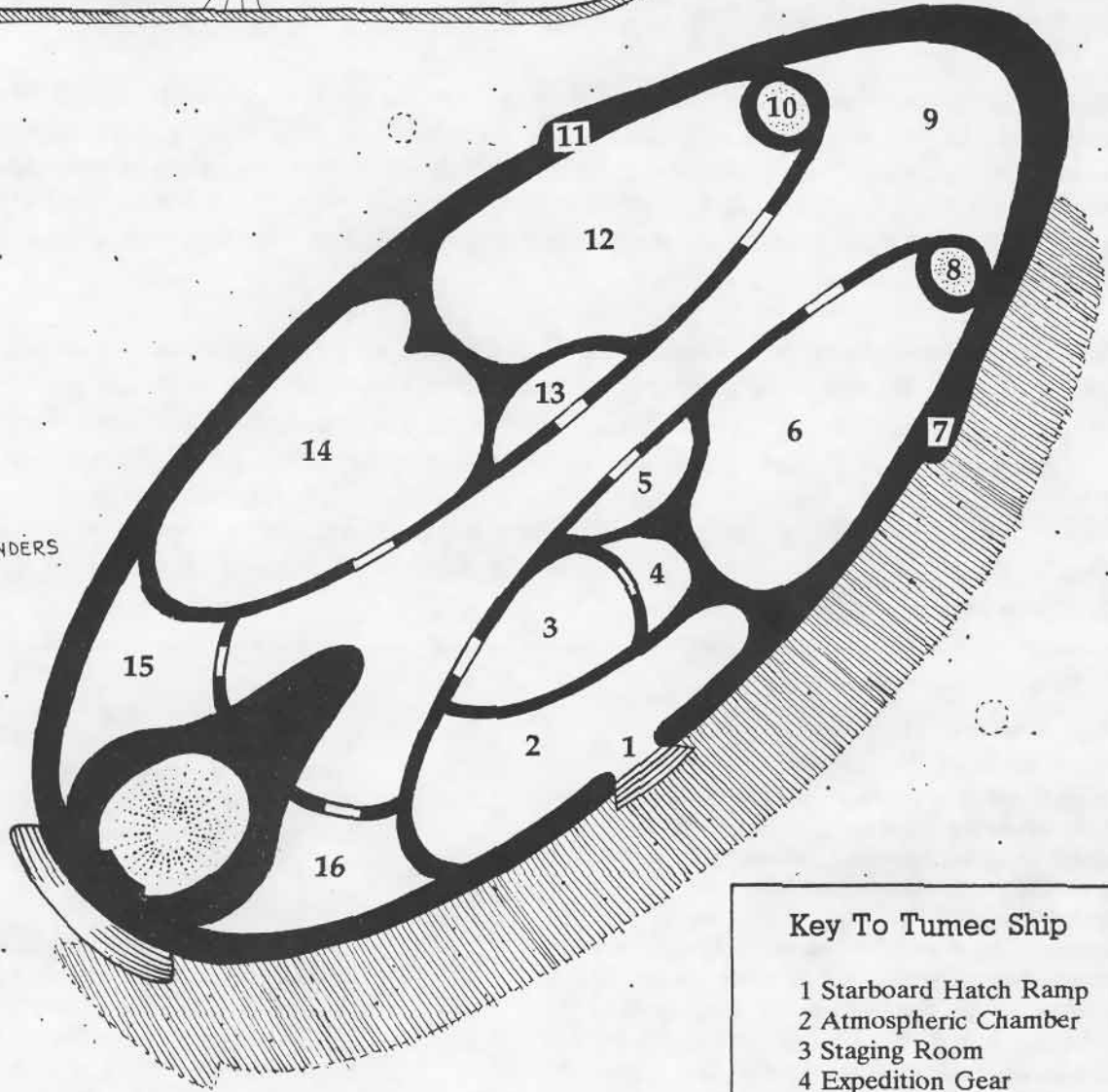
**A** The adventurers are of another space-faring race that picks up the Tumecc distress beacon, and travels to Lemuria to investigate. The Tumecc will be pleased to see other advanced beings, and will invite the party to enjoy a Lemurian hunt with them before they leave the planet. If the adventurers find this morally objectionable, the Tumecc will take offense and attack the party, attempting to kill them and steal their spaceship. If the party agrees to go on the hunt, they will face Ibri's warriors in a rainforest protected by pit traps, snares, and hungry Tasmanian wolves.

**B** Umboa the water god is finally stirred by the prayers of the Lemurians, and reaches through time and space to find defenders for his people. The adventurers are snatched from their own dimension to meet Umboa in his subterranean water world. He orders them to Lemuria to destroy the Tumecc. Are the adventurers really up to this? And can they convince the primitive Lemurians that they, too, are not demons?

**C** A member of the party with psychic powers begins to have visions of the catastrophic earthquake which sunk Lemuria. A old warrior is prominent in this dream, who holds a handful of diamonds out and beckons to the seer. After a number of visions, the chosen adventurer will be able to pinpoint exactly where Lemuria sank beneath the sea. If a deep sea mining venture results, the party will not only find the diamonds, but the wreckage of the Tumecc spaceship that went down with the island.

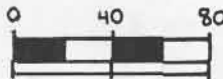


TRANSPONDERS



**Key To Tumec Ship**

- 1 Starboard Hatch Ramp
- 2 Atmospheric Chamber
- 3 Staging Room
- 4 Expedition Gear
- 5 Starboard Controls
- 6 Tactical Bridge
- 7 Escape Pods
- 8 Defensive Generators
- 9 Pilot's Bridge
- 10 Weapons Power Plant
- 11 Escape Pods
- 12 Armory
- 13 Port Controls
- 14 Galley & Berths
- 15 Propulsion Room
- 16 Hold



*W. J. Hamilton*

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# ATLANTIS

*Only in legend is Atlantis legendary. To those who trace their ancestry to the magnificent city, the stories of opulent buildings and decadent lifestyles are the stories of home; the tales of philosophers, scientists, artists and wizards whose power was unequalled throughout the known world are the tales of family and friends.*

*On Atlantis. Excerpts from the journals of an expatriate ...*

Before the cataclysm that hid the city beneath the ocean, Atlantis was inhabited by a powerful race, long-lived by the standards of mortal men. As a rule, its folk were golden haired, and men and women alike possessed surpassing physical beauty. For these reasons, when they visited foreign lands, they were often revered by the locals, who called them 'the fair folk' and attributed to them powers even greater than those they truly possessed. It has been suggested that this is one of the roots of faerie legend.

In the disaster that buried Atlantis, many of its citizens perished. Many others left to find a new life among other civilized peoples (indeed, there is no doubt that many great scientists and magicians are descended from these). The reasons for the disaster are not clear. Some hold that the gods sought to punish the Atlanteans who had become too proud; others say that the people themselves sank the city in order to preserve its beauty. The answer lies with the few who chose to remain in Atlantis, sustaining their lives in a new marine environment by the strength of their magic. Centuries of isolation have made those who remained dangerously protectionist and unpredictable.

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1

**Salt Marshes.** The thick, salty waters of these marshes, in addition to supporting the local salt mining industry, provide the main entry to the city. Ships must thread through an array of lead-tipped spars and steel bulwarks, pulled either by undines (water elementals) or silkies (were-seals) controlled by Atlantean navigators. The navigators are required to lead all ships through, a service for which Atlantis charges a fair sum. A number of wrecks lie on the bottom of the marshes, the remains of ships that tried to get through without this assistance. Often, treasure hunters grapple the marshbeds to find salvage. The city officials allow the operations as long as they don't interfere with shipping, though there are often fights between rival salvage gangs.

2

**North Gate.** This spear-topped metal gate lowers to give ships access to the inner bay. Since, through magic, it can raise and lower quickly, it is sometimes used to destroy ships that try to sneak through into the city. It is surrounded on the riverbed by wreckage, and it sometimes jams; both magical and mundane cleaning is done each month. Only ships that are equipped with a crystal

of recognition will get past the magical chain guard. All other ships will be repelled. The Atlanteans keep their secrets to themselves, and share them only with the few outside merchant traders who are allowed access.

3

**Guard Towers.** These multi-storied guard posts provide security for the main gate. The dozen guards in each are armed with enough of an arsenal of weapons and magic to take care of any ships which may attack. A renowned swordswoman named Larenor rules the guard post with an iron fist. She is credited with single-handedly destroying three warships during an attack on the city.

4

**Docks.** These docks run all along the western shore of the bay. There are facilities to accommodate ships both large and small. Service establishments surround the dock, such as bait and tackle stores, sailmakers, and taverns. The most popular tavern along the docks is Triton's Cove, a seamy and dangerous place frequented by the smugglers and pirates who have access to Atlantis.

- 5 Military Docks and Storehouses.** These docks are reserved solely for native vessels preparing for missions. Here they may load up and make repairs in preparation for the journey. The docks are usually guarded by armed sentries, especially during wartime.
- 6 Warehouses.** These warehouses are for the storage of goods coming into and going out of Atlantis. Many are privately owned, but some are available for rent. There is also a customs office that newly arriving ships' captains are supposed to go to; but since Atlantis has no import/export tariffs (part of the reason it is so popular a port), this visit consists merely of formalities, for the most part. Mainly, customs inspectors check only for contraband, of which there is very little in Atlantis (and those items that are illegal can usually be "overlooked" by the inspectors who have been favored with a suitable gift).
- 7 Fairground.** This large, open area is used as an open-air fair and festival ground whenever there are a large number of ships in town with cargoes. The fairground is said to be haunted by a mysterious "ripper" at night, and few dare to venture there after sundown. Before rumors of the ripper arose, the fairground was a popular trysting place for lovers. Now, only the ripper and those brave enough (or foolish enough) to hunt him will go there after dark.
- 8 Dark Town.** The residents of this run down part of Atlantis are worshippers of "the dark ones." They have no interest in the present and spend their time attempting to bring forth their gods who will wipe humanity from the face of the earth. The worshippers will be spared (of course) and will rule over all. In their religious fanaticism, they disdain worldly possessions and pleasures.
- 9 Palace of the High Priest.** The High Priest and his court have taken over this entire building. It is decorated almost in a mockery of the homes of rich nobles, and is shunned by the majority of Atlanteans. Few have seen the High Priest face to face, and even fewer have lived through such meetings; none of those who have will discuss it. The High Priest rules his subjects through fear, and manipulates their utter belief in his voodooesque magical powers.
- 10 Middle-Class Housing.** These buildings and houses are taken up by the bourgeois citizens. A few shops are scattered about, but for the most part this district is filled with houses and apartments. This is probably the safest, and most densely populated, part of Atlantis.
- 11 Merchants' Quarter.** Middle-class merchants have their shops, and some their homes, in this part of Atlantis. This is where one can find armorers, smiths, brewers, and tailors. Most of the regular trade in Atlantis is done here.
- 12 Exclusive Businesses.** These are higher class shops and stores. Such establishments as fine wineries, strange pharmacies, furriers, and exotic pet shops are housed here. Only the wealthy and the powerful patronize these merchants.
- 13 Religious District.** The population of Atlantis is truly a polytheistic one, and this is demonstrated by the variety of gods and goddesses who have temples here. Many intrigues take place in the religious district, and few natives are surprised at the number of cloak-and-dagger activities that take place here.
- 14 Temple of Poseidon.** This is the main temple of Poseidon Earthshaker in Atlantis. He is chief among their gods, revered even above Zeus, and this temple on the waterfront is the finest of them all. It is sometimes used as a secondary palace by the Sea King. In the center of the temple is the Eye of Poseidon, a huge pearl (valuable enough to buy a kingdom or three) that is said to keep Atlantis safe from all harm. Since the time of the cataclysm, it is assumed to have been lost beneath the waters. Some say that Poseidon's anger at having other gods in "his city" is what destroyed the port and caused the Eye to be lost. The eye has very powerful magic which the citizens use as a power source for their spells.
- 15 Royal Quarter.** Here are the homes and small palaces of the rich and noble of Atlantis. It is an elite area, with resorts, bath houses and gardens interspersed among the residences. Despite the constant gaiety of frequent parties and gatherings, behind the walls of these miniature palaces many nobles secretly plot the downfall of their rivals. The richest, most influential aristocrat in this area is Lord Kamerac, whom rumors say is secretly the leader of a deadly cult of assassins called the Poisoned Waters. This band is credited with doing away with a number of nobles; however, there is no proof of their involvement.



- 16 Student Quarter.** This large island contains the institutions of learning in Atlantis, as well as housing for the students who come here to study. It is also home to many guild halls. The quarter swarms with academics from many nations, and a number of good bars and brothels have opened for their entertainment.
- 17 The Academy of Thought.** Students from all over the world are invited here to learn philosophy, sciences and arts. It is also a school of magic, and it is rumored that certain students may learn fabled mind powers here. The academy is one of the three greatest schools in Atlantis, and certainly among the greatest in the world.
- 18 The House of Seacraft.** This building is the center of learning for the many sailors of Atlantis. Graduates of this school learn the ways of the sea, to become the finest voyagers on the waters. Some suitable students are taught water magic and enchantments known only to Atlanteans. This school, like the Academy of Thought, is renown throughout the world.
- 19 The House of Warcraft.** In addition to learning combat techniques for land and sea, students here learn many special tactics and skills. Among these are arcane battle magics which transform trained warriors into the most powerful of fighters.
- 20 Royal Palace.** The home of the Sea King of Atlantis is a great edifice that stands on a hillside outside the main defenses of Atlantis. It is surrounded by gardens, forest, and vineyards famous for the best Atlantean sweet green wine. While it looks easy to approach, none get near who are not welcome. The royal residence is guarded by both magical and mundane means. It is said to have floors of gold, and furniture of platinum and pearls, with rooms packed with treasure gathered over a century of the Sea Kings' rule. The current king, Brendan Whitefroth, is a powerful and dangerous diplomat and warrior, as well as a truly decadent Atlantean. He is notable for being a foreigner, a sailor who travelled to Atlantis as a boy to learn in its schools, and who rivalled the natives in seacraft. He was adopted by the previous Sea King (who had no sons) and inherited the throne.
- 21 Guard Posts.** These towers along the walls of Atlantis house small contingents of guards armed with weapons and magic for the city's defense.

They see little action, for few attackers get past the front gates and almost none attack by land. They have become rather lax.

- 22 South Gate.** This wide waterway is the other water entrance to the city, a long river that crosses the island of Atlantis before going back into the sea. The mouth of this waterway is booby trapped, and Atlantean navigators are a must for safe passage. Fewer ships come though this way than via the salt marshes, for it is a longer trip upriver to the city and the island has more than a few inhabitants who are only too willing to attack ships coming in the hard way.
- 23 Secondary Gate.** This smaller gate is set up like its larger counterpart in the marshes, raising and lowering to provide defense for the city.
- 24 Watchtowers.** These are similar to those guarding the North Gate, but with less manpower. The squad stationed here is a close-knit group, commanded by Captain Felar.
- 25 The Wizard's Island.** This windswept isle off the west shore of Atlantis is little more than a lump of rocks on which stands a high, black tower. It is home to Gregorius Ray, an evil wizard who was banished from Atlantis many years before. He is bound to the island by a spell cast by a coalition of lesser wizards. He delights in causing trouble for Atlantis, but cannot do much now due to his binding. No one willingly visits here, for aside from Gregorius Ray, the island is said to be home to terrifying spirits.

## The Cataclysm

Unbeknownst to the people of Atlantis, the evil wizard Gregorius Ray was not idle in his many years of exile. He spent his days studying dark rites. These enabled him to call up gigantic creatures from deep beneath the waves, and set them to destroying Atlantis. Unfortunately for Gregorius, he was pulled down along with everything else he sought to destroy.

Although some escaped the sinking of Atlantis, many more died, although some that were on the land as it disappeared beneath the waves were affected by the strange, wild magics that Gregorius unleashed. They were mutated in the blink of an

eye, adapted quickly to lives under the sea. In this way, it can be said that Atlantis did indeed survive. Over generations, though, inbreeding and disease have caused the Atlanteans to devolve into malevolent, cannibalistic creatures. In the wreckage of the formerly great city, they war on each other and the ships that pass by, hoarding Atlantis's treasures and adding to them with any more they can plunder. They are truly terrifying in battle, riding on the backs of sharks and whales, using tooth and claw, bone weapons, and magic against those unlucky enough to cross their path.

Gregorius Ray is also still alive, ironically still stuck in his tower. He intermittently watches what is going on in the world through the weak spells he has been able to sustain. He is slowly attempting to weld together the tribes of mutant Atlanteans as well as find a means of leaving his watery home. His one desire is to create an army to take over the world.

The city itself is a wreck, much of its great treasure lost to time and the environment. Fish swim through the ruins and many plants and corals grow on the structures. A few buildings survived intact, and contain air pockets that have protected some artifacts and treasures. Any adventurers who find a way of surviving the water and creatures could become wealthy beyond the dreams of avarice, by discovering the secrets of lost Atlantis.

## Adventure Ideas

**A** As the adventurers pass through Atlantis, an earnest youngster persistently begs to join their ranks. He claims he has been schooled in the Academy of Thought, and brags that he knows many spells that would be of great use to the party. The youth is actually a runaway servant from the Temple of Poseidon, eager to leave Atlantis and adventure elsewhere. He does indeed know all the spells he claims, but will bring the wrath of Poseidon upon the party if he sails with them and abandons his temple service. The adventurers will either have to appease the sea god or make sure the youth returns to the temple to avoid disaster.

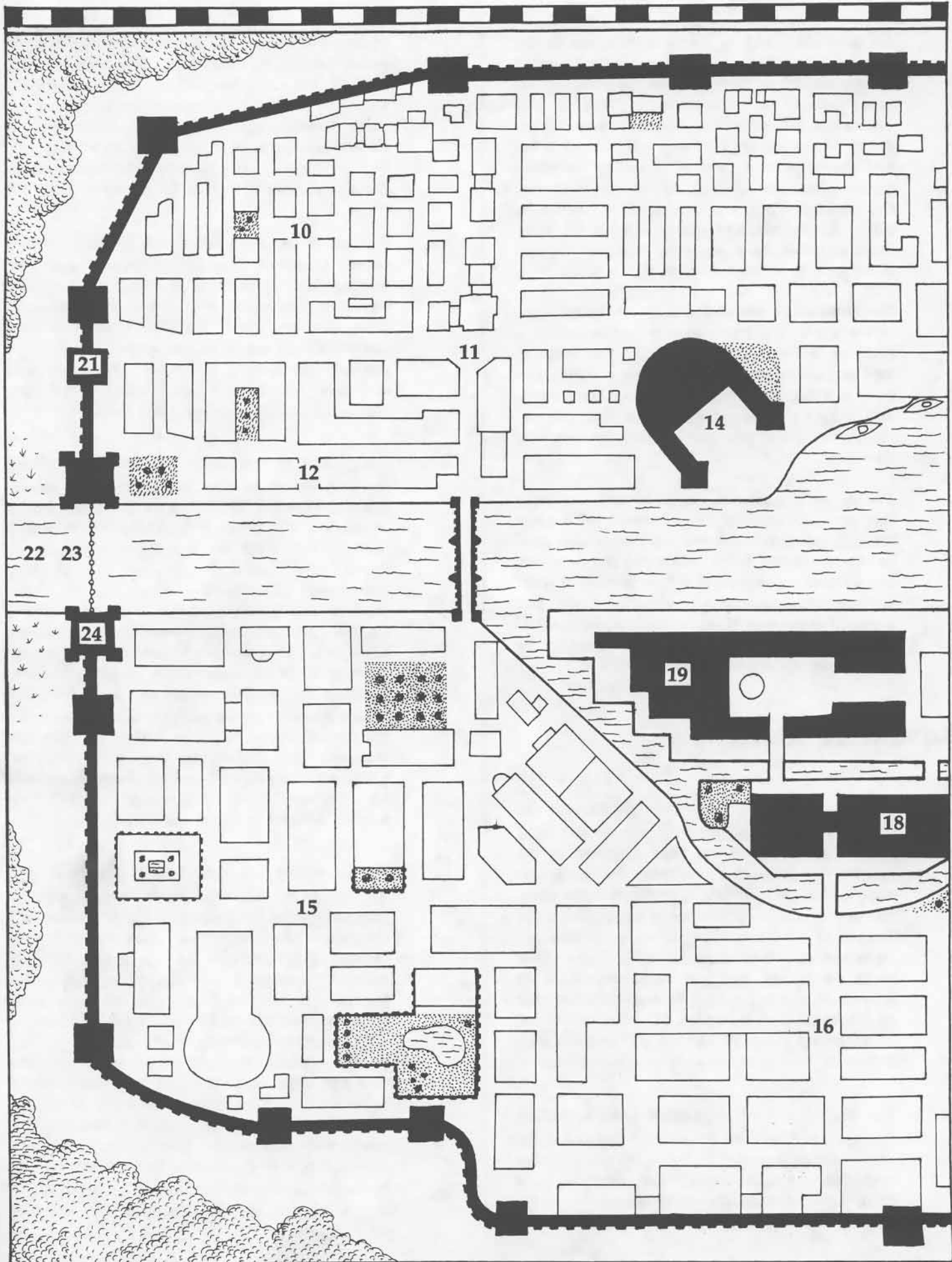
**B** The High Priest has kidnapped Lord Kamerac's daughter, and he fears she will be sacrificed in the rites of the dark ones. The rich noble offers a hefty reward for any mercenary who can rescue her from Dark Town. Should the party become involved, they may discover that the girl is in love with one

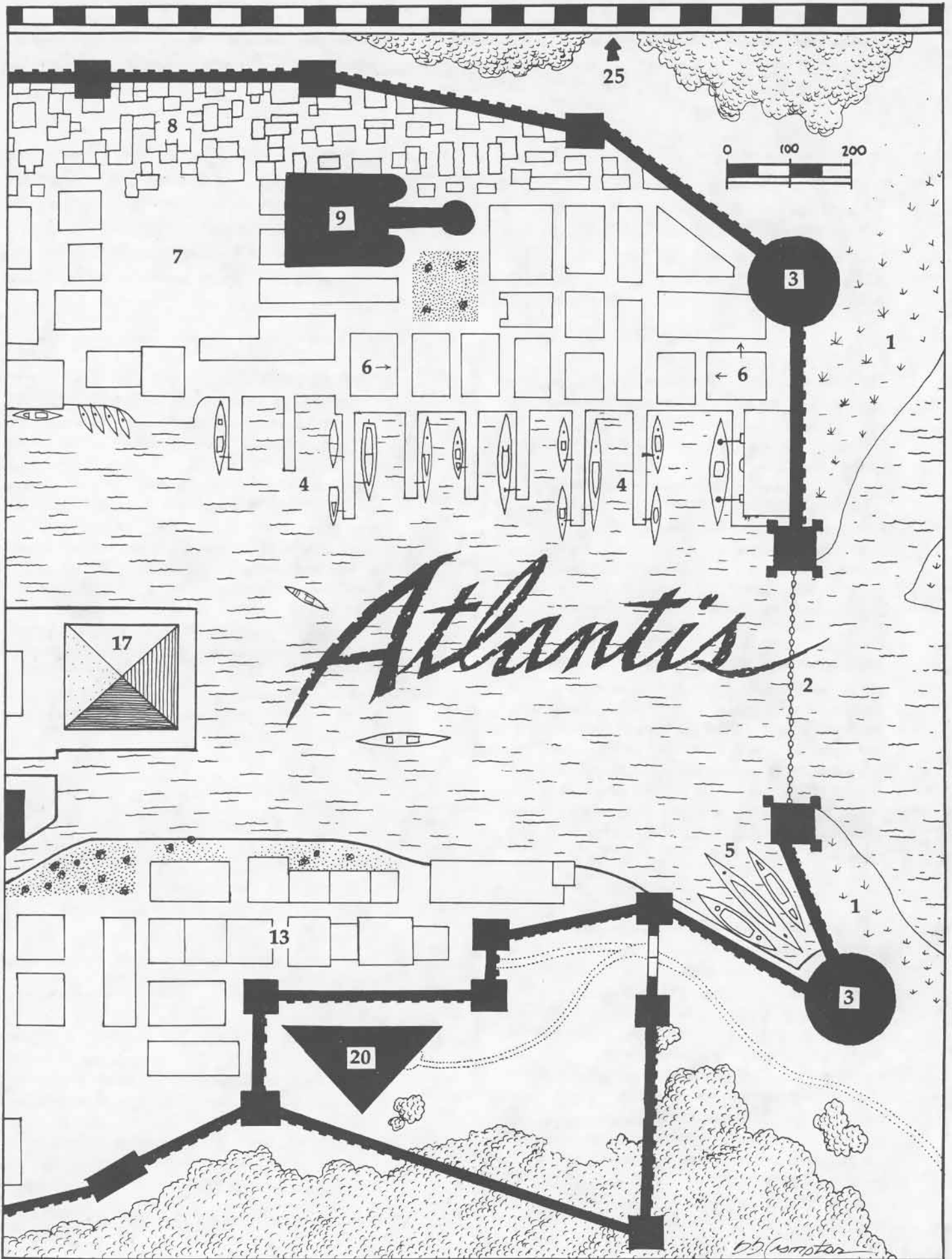
of the worshippers, and has simply run away from home. The High Priest has nothing whatsoever to do with her plan, but will zealously defend his territory from the influx of unbelievers. Should the party actually capture the High Priest without finding out the truth of the story, the worshippers of Dark Town will rise up in open rebellion against the city of Atlantis to free their leader.

**C** The party has been counseled to seek out the wizard Gregorius Ray on his lonely island for magical help. Unaware of his bad reputation, the adventurers accept his invitation to enter his tower. Once they are inside, Ray will attempt to take control of their minds. He will send those whom he can influence to King Whitefroth's palace as spies, and those who resist will face death, unless they find some means of escape from the tower.

**D** Lord Kamerac, a distant blood descendant of the previous Atlantean king, has always resented the adopted Brendan Whitefroth's hold on the throne of Atlantis. His group of assassins, the Poisoned Waters, has tried on numerous occasions to murder the king, but has never had a clear opportunity. Kamerac's new plan is to foster amateur attempts on Whitefroth's life, encouraging the ruler to beef up his personal security. Then, Kamerac's men will present themselves as experienced bodyguards to gain access to the king. Kamerac will hire the adventurers as his group of stooge assassins, giving them enough help to make the job look easy. However, unless the group is extremely alert and clever, they will fail and be tossed into prison. Will they be caught in the set-up and languish in the dungeon, or will they actually succeed in killing the king?

**E** While sailing in the Mediterranean, the adventurers witness a sea battle between a pirate ship and a small fishing boat. To their amazement, the crew of the fishing vessel sinks the pirate ship through a combination of magic and complex nautical maneuvers. Although victorious, the fisherman are wounded and signal the adventurers for help. Responding, the party will find that all the fishermen are elderly, each wearing a peculiar medallion around his neck. If questioned, the old men will claim to be the last surviving teachers from the House of Seacraft and the House of Warcraft of Atlantis. The party's reaction to this news will determine their reward. If the adventurers take the men at their word, they will be taught valuable spells of warfare and seacraft. If they scoff, they will be presented only with the catch of the day.





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# THE ISLAND OF CIRCE

In the annals of adventure fiction, Ulysses's return to Peloponnesus from the Trojan Wars is one of the most exciting. One particular adventure took place on the island of the witch Circe, where Ulysses and most of his crewmen were transformed into pigs. According to legend, Circe's island is located somewhere in the Mediterranean Sea, among the many islands of the Aegean. One myth puts her lair on Aaa, an enchanted island said to have been created by the vengeful river god Achilles from the body of a beautiful huntress. (Note: the river god Achilles is not to be confused with the Greek hero of the same name.)

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- 1 **The Island of Circe.** Circe's island is a small land located in fairly shallow water near, but not on, the principal trade routes between Troy and the Hellenic city-states. It is roughly circular in shape, formed from the top of a now dormant volcanic cone. The island is very rugged, consisting of a convoluted series of interlocking hills and valleys. Greenery abounds over most of the island. The black sand beaches are inviting and picturesque, seeming to welcome passing sailors and merchants. Little do they know the danger they are in when they pass near this witch's atoll.
- 2 **The Reefs.** Circe's island is protected by a series of sharp reefs, barely submerged beneath the blue-green waters of the sun warmed waves. These reefs are formed primarily of the tops of small volcanic cones, vents formed off of the larger cone. Time has softened their edges somewhat, but they still present a serious threat to shipping. Circe has placed spells on them which make them doubly dangerous, hiding them from all but the sharpest eyes.
- 3 **Wreck Number One.** This ship was a small coastal merchant vessel out of Phantacarpattia. Its crew abandoned her soon after she hit the reef she is resting against. Now the ship is home to a rather large mollusk, a beast that scavenges the unlucky sailors who fail to escape from the wrecks of their ships. This creature inhabits the stoved-in hull, and has managed to grow to such a size that it is able to drag even strong swimmers to a watery grave. Circe has spent some effort enchanting the giant creature to grant it immunity from the effects of normal weapons. It would require an enchanted blade or trident to slay it. It also has been trained to allow some of its potential victims to escape, so that they can reach her island.
- 4 **Wreck Number Two.** This is the wreck of a lavish pleasure barge owned by the King of Phrygia. This gold embossed credit to the art of conspicuous consumption was presented to King Menos by his loyal subjects on the even of his son's wedding to the daughter of King Thensos of Cos. On its maiden voyage it disappeared. Legend holds that it sank in a storm near Lesbos. In reality, it was blown far off course, and ran aground on Circe's reefs. Long stripped of its finery by the servants of the sorceress, its once proud superstructure is now the home of a giant kraken. Like a nest of vipers, the kraken's many tentacles entwine throughout the barge's broken ribs, laying at rest, awaiting the appearance of likely prey. Once more, Circe has enchanted the kraken, making it immune to normal weapons and hiding it from all but the keenest of eyes.
- 5 **Bay Of Pigs.** So called by Circe herself. It is her little joke.
- 6 **The Beach.** Black sand gives way to green forest. Idyllic, so long as you do not know what horrors the forest conceals.
- 7 **The Path.** A smooth, clear and inviting path leads into the forest, and to sure ruin.
- 8 **The Cave.** It is said that this cave leads down into the body of Gaea, leading through the caverns of the Undines, on into the upper reaches of Hades' subterranean lair. A spirit, Aaa the Huntress, inhabits this cave. Her sobs can be heard on nights when the moon is full and the winds blow from the north. If you spend the night in the cave, she will give her sad story, telling how she was hunting near a river in Thessaly when the god of the river noticed her. This lewd immortal pursued her, but

she refused his advances. In a fit of anger, the god transformed her into an island. Only her disembodied mind remains, locked in this cave.

**9 Secret Paths.** Circe has several enchanted paths on the island which give almost instantaneous transportation to certain places. You may only use these paths by the light of the moon, as they are invisible at all other times. When the first light of the moon strikes one of these paths, it shimmers like a ghostly ribbon of fog leading onward. Each step on the foggy path is equivalent to a leap of 100 feet. In only a few steps you can be anywhere on the island!

**10 Ritual Stones.** This is a standing stone circle which predates Circe's use of the island. It is an eerie place avoided by men and animals. Circe herself tends to leave this part of her island home to itself. Should anyone manage to gain Circe's confidence, she will tell them that the standing stones are a powerful conduit for etheric energy. Those who know the proper rituals may make use of this energy in spell casting. On Midsummer Night Eve, these stones are particularly sensitive to the etheric plane's magics. At this time, Circe maintains a watch on the stones, as strange beings have been known to enter her world through them. Circe is possessive of her island domain and has no intention of sharing it with otherworldly monsters. On that magical eve, she gives some of her transformed victims an opportunity to win their freedom by keeping watch and destroying anything that materializes. She always keeps her word in these situations.

**11 The Pig Sty.** Circe's transformed victims have this as their home. She does not usually devour her prisoners, but a pig's life is still a pig's life. No man is happy in this state. Nothing keeps these pigs from roaming the entire island except the hope that they will be made men again; Circe has been known to return and transform selected individuals back from their porcine state whenever she has need of them.

**12 Circe's Hut.** A hut on the outside, this place is in reality an enchanted sanctum for a powerful sorceress. Circe does most of her spell work in the hut, except the actual transformation, which is accomplished by a potion introduced into the food she gives castaways. There are four rooms in the hut. One is Circe's workroom. It is packed floor to ceiling with all the paraphernalia that she uses in her sorcerous activities. Next door to this room is

Circe's bed chamber. It is ornately appointed in the Greek fashion with a couch, dressing table, and clothes cabinet. Behind a screen in one corner is a large brass bathtub and a cistern filled with water. The water can be heated by dropping hot stones in the cistern. When the desired temperature is reached, the water can be pumped into the tub. In the front of the hut are two more rooms; a guest bed chamber, which is seldom used, and a small parlor. This parlor is lavishly decorated with statuary, sea shells, and knickknacks of ivory, gold, silver and jade.

## Adventure Ideas

**A** A merchant vessel transporting the players is holed by one of the reefs. The survivors manage to make it to Circe's island where they are hunted by the sorceress and her enchanted minions. One by one the survivors are transformed into pigs, except for the adventurers. Can they save the sailors?

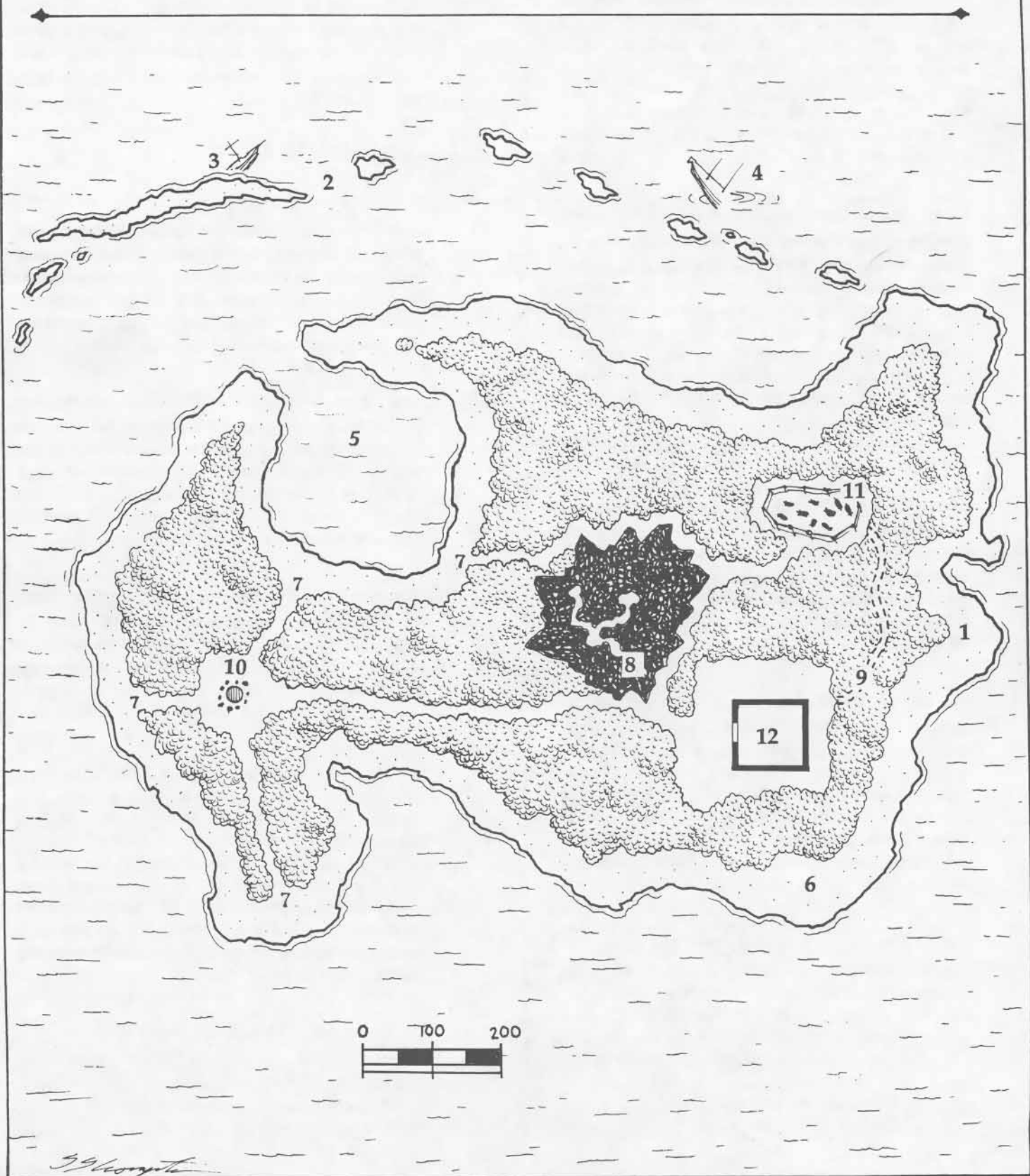
**B** The players have heard of the pleasure barge lost by the King of Phrygia. A listing of the gold and silver ornaments used in the construction of the barge is all that should be needed to get any group of players to search for it. Clues lead to Circe's island, and the players must recover the treasure from the Mistress of Aaa!

**C** The Prince of Phantagoria is lost on the island. The adventurers are hired to search out the missing heir and return him to his family. Clues lead to Circe's island with the appropriate complications.

**D** The daughter of a powerful merchant from Xanthos is seeking out a cure for Aaa, the huntress transformed into an island by the river god Achilles. It seems that Aaa is her aunt. The girl's mother is dying, and wishes to be reunited with this sister. As a dutiful daughter, the girl has entered into a quest to restore her aunt to human form. Using the family's vast wealth, she hires the players to protect and aid her in this labor. In this case, both Circe and Achilles might join to prevent the players from rescuing Aaa.

**E** On Midsummer Night Eve, a magic spell cast upon the adventurers goes wrong and whisks them to the ritual stones. When they step outside the stone circle, Circe's captive men attack them in hope of winning their freedom.

# ISLAND OF CIRCE



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# MOUNT OLYMPUS

The Greek Gods ruled the realms of man from a city atop a great mountain in Thessaly, the peak of which pierced the clouds. Cloaked by the white billows of the stratosphere, the home of the Gods was inaccessible to the mortals ruled by its residents. Each god resided in his own dwelling of bright metal, drove gilded chariots through the streets of Olympus, and strolled the byways of the citadel in golden shoes. In Homer's *Iliad*, which details the part played by the Greek Gods in the Fall of Troy, Zeus brags of the immensity of Mount Olympus: "If I wished and were inclined to pull, I could drag up the very earth and sea and tie the cord around Olympus' peak, and everything would dangle in mid-air." The few humans who visit Olympus, be they honored heroes or helpless pawns of the deities, will encounter these wonders:

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**1** **The Mountain Trail.** There are many trails on the lower slopes of Mount Olympus, but as a climber toils into the upper regions these merge into only one accessible path. The surrounding terrain is extremely uneven and rocky, with many hollows and looming crags that are home to a variety of wildlife. The temperature along the highest part of the trail plunges to a freezing chill, and those travellers who have not equipped themselves properly for their journey will suffer the cold.

**2** **Harpy's Aerie.** Just before the trail disappears into the clouded portions of the mountain's peak, it passes a twisted pillar of rock which juts like a splinter from the mountainside. The top of this perch is home to an embittered monster, a nymph who refused the attentions of Zeus, who angrily transformed the beautiful creature into a hideous harpy. Mortified by her appearance, the unfortunate monster with the face of a hag and the body of an eagle hid in shame on the slopes of Mount Olympus. She will immediately attack any human who sees her, to keep word of her ugliness from being spread.

**3** **The Cloud Barrier.** Past the harpy, the trail ascends sharply toward a thick, white, vaporous barrier which spans the path. The cloudy wall offers no resistance to those who walk through it, but they will emerge not on the other side, but rather in a cave where they will be met by two guardians of Olympus. These demigods will judge the intentions of the group, and determine whether they are worthy of entering the presence of the gods. The beings are the divine personifications of the Season in which the group is travelling and the Hour in which they attempt to pass the barrier; for example, they may meet a nymph-like female named "Spring" and an old man called "Twilight."

However they appear, the demigods will give the party a fair hearing. If their cause is not completely acceptable, the guardians may demand a sacrifice or a favor before allowing the party to proceed. Once their approval is gained, exiting the mouth of the cave leads to the start of the Silver Road.

**4** **The Silver Road.** A shining band of purest silver, 25 yards across, leads to every point of interest in Olympus. Crafted by Hephaistos, the builder of all the architectural wonders in the divine city, the road never loses its polished shine no matter what touches its surface. It is completely indestructible, and ends at the Palace of Zeus.

**5** **Gardens of Demeter.** The goddess of crops and vegetation tends her own fields, forests and orchards in these acres along the edges of Olympus. The fruits, grains and vegetables grown here surpass all on Earth in their size, appearance, taste, and nutrition. Demeter provides her crops for the pleasure of all residents and visitors to Olympus, and has no objection to anyone who wants to sample her creations. However, she disapproves of gluttony, and may punish those who are too greedy by altering the taste and appearance of their snacks.

**6** **Vineyards of Dionysus.** Past the fields of Demeter, nestled against the outskirts of the Forest of Artemis, the Silver Road leads to the Vineyards of Dionysus, the god of wine and ecstasy. Row upon row of tangled grape vines hang heavy with the ripest fruit. These crops are tended by woodland spirits called sileni, hairy men with the ears of horses. They are friendly, wise, but almost always drunken. Many visitors to Olympus never progress past the vineyards, becoming so intoxicated on the wine freely offered by the sileni that they forget



their purpose. Female visitors should beware the satyrs, drunken, lustful goat-like men who rampage rowdily through the vineyards. Dionysus makes an occasional appearance to sample his latest vintage, but he is usually on Earth promoting mischief among men.

**7 Forest of Artemis.** This dense, dark, but beautiful woodland is populated by the finest game, and is the domain of Artemis, goddess of the hunt. Both familiar and mythic beasts await pursuit within the shelter of the forest, and Artemis welcomes proficient hunters and huntresses to test their skills against her creatures. She is a harsh judge, however, and commonly punishes any who bungle their sport or offend her by turning them into animals, to be hunted by subsequent sportsmen.

**8 Caverns of Hecate.** This goddess of darkness is feared by mortals and respected by her fellow gods for her secret knowledge of magic and ghosts. She also governs the moon, and sometimes changes into a beast with the heads of a lion, a horse, and a dog. In this guise, Hecate can sometimes be found hunting in the Forest of Artemis. Her spells are cast upon the world from her sanctuary in this dark cavern. Those who approach her respectfully can benefit from her advice and guidance, for her enchantments allow her to see the future and manipulate events.

**9 Cleft of Hades.** Zeus's brother Hades governs his own realm in the underworld, but occasionally visits Olympus by means of this passage in the earth. He emerges from it every autumn to claim Persephone, the daughter of Demeter, and take her to spend half the year in his realm of the dead. This is one way to enter the land of the dead which avoids encountering Charon the Ferryman and Cerberus, the three-headed dog guardian of the gate to the underworld.

**10 Geyser of Poseidon.** As one follows the Silver Road away from the Cleft of Hades, the forest thins to a fragrant meadow which stretches to the edge of a shimmering lake. Naiads, alluring spirits of the water, are common along its shores. They frequently invite visitors to swim with them, and use their charms to keep them in the water indefinitely. The naiads are not intentionally evil, but they cannot understand that mortals tire. As a result, many of their playmates drown from exhaustion while swimming with the water spirits. This lake has a hole at the bottom which eventually leads to the Mediterranean Sea, realm

of Zeus's other brother, Poseidon. When Poseidon visits Olympus, a great geyser of water spouts from the center of the lake as he emerges in his chariot drawn by giant seahorses.

**11 Villa of Aphrodite.** The Silver Road arches across the lake to a beautiful country estate owned by Aphrodite. This pillared villa with baths, gardens, banquet halls, and many, many bedrooms is a favorite rendezvous for amorous gods and their lovers. Aphrodite entertains in a great chamber in the middle of the villa, sometimes with her favorite mortal lover Adonis. She will do anything for love, and will help in affairs of the heart no matter what other havoc may result.

**12 Treasure House of Hera.** Hera and Aphrodite are not friendly neighbors, due to Aphrodite's constant encouragement of Hera's husband Zeus's infidelity. However, Zeus tends to return to his wife penitent and conciliatory, bearing fabulous gifts to bribe his way back into Hera's good graces. This temple-like structure houses all the gifts that the king of the gods has given his wife. Hera makes a point of visiting her trove frequently and flagrantly displaying her booty, especially at Aphrodite's banquets. Hera is extremely jealous and covetous of beautiful things, so adventurers should keep a close watch on any treasures of their own.

**13 Theater of Apollo.** Past Aphrodite's villa and Hera's treasure house, the Silver Road leads to this marble amphitheater where the gods play out their scenarios involving mankind. On a lushly decorated stage, the gods direct actors who take the roles of earthly kings and heros. The actions of these players are then echoed by actual events on Earth. When the gods are not manipulating mankind, Apollo and his muses may entertain, he playing divine music and they adding their dulcet voices to the song.

**14 Stadium of Ares.** When the gods hunger for less artful entertainment, they turn to the Stadium of Ares where violent sports are played out. These include battles between heros (sometimes entire armies) and gladiatorial fights between man and beast. Often a human whom Zeus wishes to punish is forced to face some peril at this venue. The victim will, however, be provided with the finest armor and weapons to encourage a good showing.

**15 College of Athena.** This goddess of war, wisdom, arts, and crafts actively assists heros and

adventurers. Her Olympic residence is this pillared hall, wherein she dispenses counsel on battle strategy, statesmanship, and advanced scientific enterprise. Athena usually appears in her female form, wearing a helmet and coat of mail. However, she also transforms into an owl, and can often be seen patrolling the skies of Olympus.

**16 Plaza of Hermes.** Hermes, the god of travellers and patron of thieves, enjoys the novelty that mortal visitors bring to his divine home. To encourage them to extend their visit, he had this marketplace built to cater to their needs. Merchants from all corners of the world are free to hawk their wares here, and even the gods sometimes do a little shopping in the plaza. There are taverns serving the finest mead, and games of chance on every corner. It is a pickpocket's heaven, for Hermes insures that thieves in Olympus are never punished for their deeds.

**17 Lyceum.** This building is the town hall of the Greek Gods. They gather here to discuss affairs which require their concerted action or agreement. There is a central dais for speakers, surrounded by rings of marble benches. To one side of the dais is a pedestal which supports an hourglass. This timepiece is upended when a god begins to speak. Once its sands have run out, he must yield to another speaker.

**18 Palace of Zeus.** The most magnificent residence in Olympus is this palace. Only the major Greek gods may come and go freely. Other visitors must be escorted by one of these immortals to gain entry. The palace is guarded by semi-divine sons of Zeus and his many adulterous lovers. They all have enhanced strength and craft, and have loyally pledged to protect the home of their father. Those who are allowed to enter come first to a golden foyer, edged with countless statues and busts of their host (Zeus is rather conceited and loves sculptures which depict him favorably!). This foyer stretches to a great stone stairway which is surmounted by Zeus's throne, another work of ostentatious sculpture. From this seat Zeus reigns supreme, dispensing justice with the flip of a thunderbolt. Other rooms flank the foyer, and arched hallways lead to banquet rooms, treasure chambers, libraries, armories, and living spaces for Zeus's many servants.

## Adventure Ideas

**A** The party seeks to gain admittance to Olympus in order to enter the underworld through the Cleft of Hades, to bring a dead compatriot back to the land of the living.

**B** Zeus kidnaps a female member of the party and installs her in his palace as his new mistress. With the help of Hera, the party enters the realm of the gods to rescue her.

**C** One of the party's members has been offered the rule of a small country if he can prove his worth by capturing the three-headed beast which is said to live in the Forest of Artemis.

**D** The party, having pleased the gods by past deeds, is invited to visit Olympus. While there, they are asked to be actors in one of Apollo's productions. As the adventurers read their scripts, they realize that the plot will bring about tragedy on Earth. Will they obey Apollo and participate?

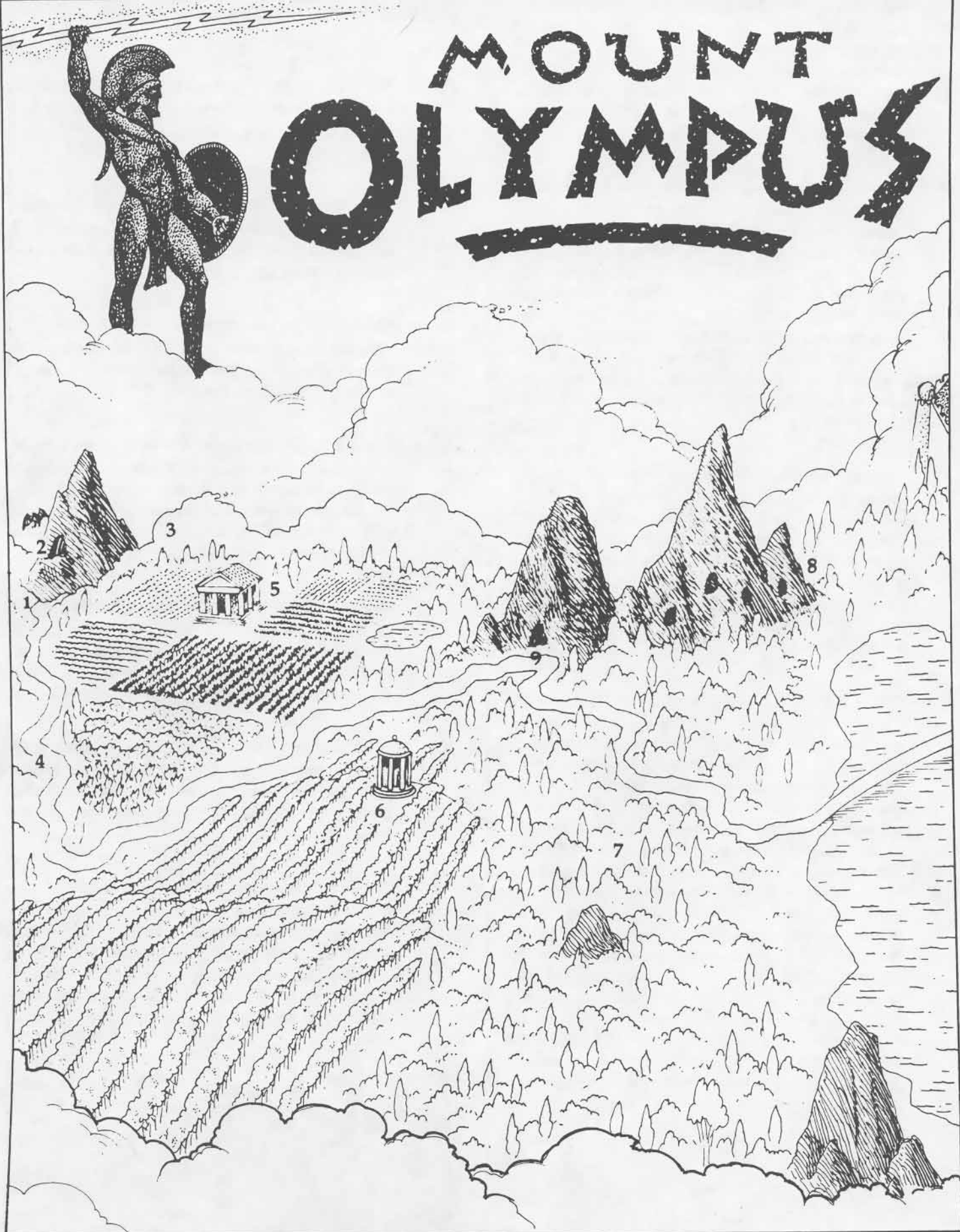
**E** Hermes is impressed by the thieving exploits of one of the adventurers. He leads the party to The Treasure House of Hera to pick their plunder, but they must escape on their own through the Forest of Artemis, chased by the huntress and her beasts.

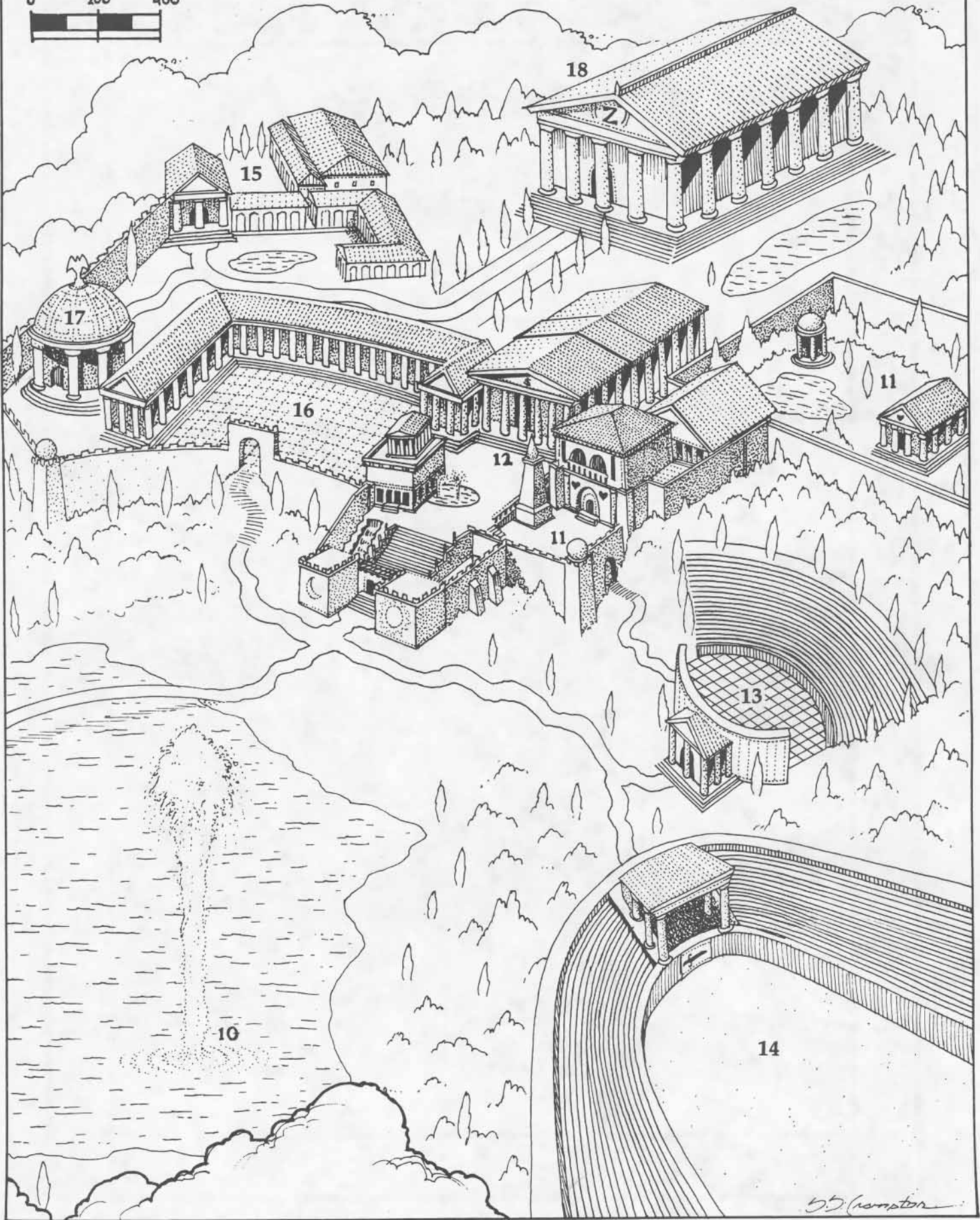
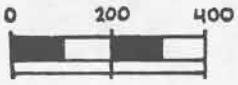
**F** While serving in an army, the party finds themselves transported to the Stadium of Ares to fight for the amusement of the gods. Will they perish, or distinguish themselves before the immortals?

**G** A lonely priestess of Aphrodite falls in love with one of the adventurers, and is determined to marry him. Upon hearing that he is about to set off on a quest, she appeals to the goddess for help in securing her mate. Aphrodite will create all sorts of obstacles to prevent the unfortunate object-of-affection from leaving town until their affair is concluded.



# MOUNT OLYMPUS





# The Medieval Era



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# CAMELOT

The legends of Camelot, the chivalrous castle of King Arthur and the Knights of the Round Table, place this fabled site at many points throughout the lands of Brittany. Popularized in the 15th century by Sir Thomas Malory's *Morte D'Arthur*, and enhanced by countless folk tales and original works since then, the characters that surround the legend are many indeed. Here is the true account of the lands of Camelot.

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**1 The City.** Camelot, the central location of the legend of Arthur Pendragon, is the name of the City that surrounds the legendary castle of Arthur. Camelot offers the many splendid structures of a most renowned and revered city. Outside the castle walls are the hutches and farm lands of the lower class. These properties, on the flatlands that surround the great knoll upon which rests the city and the castle, are deeded by the King to each family, which may consist of more than just one bloodline. A large portion of land is retained for the Seasonal Faire, held quarterly, and otherwise not used except as mandated by the King.

**2 Outer Wall.** Within the confines and protection of the first defensive wall are the dwellings of the more recently developed middle class, and those of the tradesmen needed to support a city of this size. The first, or outer, wall is the lowest of the defensive walls to be breached in an attack against the city, standing a height of only twelve feet. The wall has appropriate battlements and gates for the passage of local residents and travellers or the resistance of an enemy. Although this may seem an easily surmountable wall, the relatively steep sides of the knoll increase the difficulty of a breach. Inns, taverns and other establishments of trade are also located in this middle class district.

**3 Midden Breach.** Located within the protective mass of the middle defensive wall, known as the Midden Breach, are the homes of the affluent. These would include the residences of the City Banker, the Sheriff, various knights and their families, one or two particularly wealthy and respected traders, courtesans of the court, etc. The Grand Cathedral is located near the central gate, called the Commoner's Passage, and is separated from the wall by a large park referred to as the Common Ground. It is against the law for a commoner to roam in any area of the Midden Breach except for the Common Ground or the Grand Cathedral.

**4 Inner Breach.** Past the Grand Cathedral is the final gate leading to the castle of Camelot. This allows passage through the inner wall, known as the Inner Breach, and into the Court of Arthur. Once each month, commoners are allowed to pass through this restricted gate, by petition only, to be ushered into the courtly presence of His Majesty for the sole purpose of Kingly Justice. Since there is a legal system to take care of most arising problems (though in some cases this system is the cause of injustice), only the most desperate of problems are brought before the King. A single delegate of a group with a petition is chosen to present the case.

**5 The Castle.** The castle of Camelot is exquisite. Encased in imported alabaster, it shines like a beacon for leagues when caught by the rays of the sun. Each tower, and a goodly portion of the roofs, is topped with a sea blue tile glazed in the kilns of expert potters. Many of the gates are guarded overhead by the stone likenesses of oil-pourers and rock-droppers. The gates themselves are girded with the shapes of ferocious beasts, which are said to guard the castle against any evil entry. Gargantuan wooden doors, strapped by bronze scrollwork, overpower the mortal who would pass into the inner reaches of the castle. A 30-foot wide central passageway, adorned on either side by gigantic statues of mythical beings evenly spaced between large arched windows, leads to an enormous reception room. Along the way, the windows overlook a marvelous mosaic floor etched by a trickling brook born of fountains and bordered by a lush garden.

**6 Reception Room.** The Reception Room itself is not overshadowed by the beauty passed in gaining entrance to this chamber. The entry is extremely wide, but restricted by a thick wooden bannister which squares off an area around the entrance to the room. The walls are covered in tapestries that would seem to tell a bard's tale of fantastic events and deeds. Huge stuffed and taxidermied animals

are placed about the floor, all in positions of deference to the throne placed at the opposite end of the room. The throne appears huge, set upon three enormous steps, yet it in no way dwarfs the King when he is seated upon it. This illusion of greatness is created by the structure of the room, which narrows in height and width at the throne end. No one is permitted to cross to the King's end of the room. Members of his elite guard take petitions to the King via exterior passages that lead to the throne, where Arthur's magistrate waits to receive them.

**7 Halls and Chambers.** As for the rest of the castle, there are many rooms and towers. There is no dungeon, for prisoners and criminals are sequestered in the Sheriff's Keep. The mosaic garden and a large ballroom for feasting, dancing and jovial revelry exist for the entertainment of Arthur's court and guests. Each and every foot of the castle is adorned with exquisite detail and richly appointed; truly the home of the greatest king of all.

**8 Chapel Perilous.** Many of the Knights of the round table have attempted the trials of the Chapel Perilous, though few have escaped to tell the tale. Outside the Chapel are many shields that are known to be those of slain knights of the realm. Each shield is hung upon a tree upside down. Before the Chapel is a Graveyard in which twenty black knights, all with faces of bone that grin and gnash, will challenge anyone's right to enter the Chapel. Those who fight courageously through to the Chapel will see the body of a knight with a great sword clasped tightly in his grip lying under a cloth. If any of the cloth from the knight is carried away from the chapel it will immediately heal, upon application, any wound unto death. Upon exiting Chapel Perilous, the adventurer will encounter a sorceress named Hellwas. She will revile the hero, saying that she has made all this as a test, and will summon the same twenty black knights from their grisly slumber to attack yet again.

**9 Amesbury Abbey.** Arthur's half sister Morgain was sent by her stepfather, Uther Pendragon, to Amesbury Abbey to follow in the ways of the Sisterhood of Nuns. Morgain learned quickly, but much more than the nuns taught. She spent many hours in books of necromancy, eventually developing into a great sorceress. Morgain felt wronged by Arthur's father, and fostered her animosity against her half-brother. It is said that within the walls of the abbey there now are areas

that the Sisterhood of Nuns fear to tread — areas of evil fostered by the presence and practices of Morgain. The hiding place of her laboratory of the arcane arts has yet to be discovered.

**10 Dolorous Gard.** No one has ever conquered the evil of this castle. Upon arrival at its gates, there appears a damsel who is actually a fairy servant of the Lady of the Lake. The servant warns of the three gates that must be passed and the successive complement of knights at each gate: twenty, thirty, and forty respectively. Any heroes who vanquish all ninety of the knights may pass into the inner most gate. There an aged man ushers the heroes silently to a graveyard within the castle. Here are many tombs of knights, some from the Round Table. In the center of the graveyard is a great slab of metal on which is written: *Only he who conquers this place shall lift this slab, and his name is written beneath.* The slab may be raised with great effort to reveal the name of the hero in tarnished gold — at which point a great knight will attack the hero. If successful, the hero inherits the castle and may free all of the knights in the dungeons, who will immediately swear fealty to him, some with a request for leave to return home to set their lives in order.

**11 Grail Chapel** Joseph of Arimathea petitioned Pilate the Roman for the body of Christ to be buried in his own tomb. Pilate agreed, also giving Joseph the cup which had been used by Jesus to celebrate the Passover meal. When Joseph assisted in the removal of the body from the Cross, he gathered some of the blood which flowed from the wound in Jesus's side into the cup, making it forever sacred. In later times, this cup became known as the Holy Grail.

Joseph and his followers sought out the distant land called Britain he had once traveled as a merchant. Having arrived at a place named in the old tongue Yns Witrin, which means The Island of Glass, he and his followers were welcomed by the holy druids. They gave Joseph twelve hides, which is to say 720 to 1,440 acres, of their sacred lands and granted him leave to build a Chapel of Wattles for the cup. The Chapel is guarded by two Angels that will refuse entrance to the Chapel to all but the most righteous. Even so, those who would seek to enter must first conquer the great Questing Beast (a magical Hydra) that patrols the Sanctuary. All who enter the Chapel are immediately healed of any spiritual and physical wounds or deformities. Although the Holy Grail is not to be found here, there is a pictorial record depicting the

construction of the Temple of the Grail and the journey to establish the new resting place of the Holy Grail.

12

**Temple of the Grail.** In a far off land, there lived a goodly knight by the name of Titurel. An angel bade him journey to Muntsalvach, Mountain of Salvation, to build a temple for the Holy Grail, that it need not lay in a church of wattles built by Joseph the Arimathean many years since in the land of Britain. Upon arriving at the Mountain, Titurel found many others that had been called from far and near for the same purpose. Titurel dreamed of lines of fire that outlined the floor plan of the Temple, and so it was built over many months, visible for leagues distant from its mountain perch. The cup was installed in a jeweled reliquary at the heart of the building awaiting a time when seekers would come in quest for the Grail.

The final Trek to the Temple first requires the arduous climb of the steep cliffsides that surround Muntsalvach, a difficult task at best with only one possible access to the plateau above. Passage must then be fought through the denizens of the underworld that have made their lairs in the crevices of the rocks on the plateau of the mountain to keep possible discoverers from the Temple. Finally, a gorge must be traversed via a rope bridge that is guarded by demons before entering the hallowed grounds of the Temple. Once upon the grounds, no unholy beast or denizen will follow. All those who enter the Temple will have their evils visited upon them, and any who have pursued a particularly unrighteous life shall die by their own hand. The entrance to the Inner Sanctum where rests the Holy Grail may only be accessed through a secret passage that must be discerned by the hero(s). The hero(s) must determine which one column in a room dominated by columns, each being arrayed on four sides by a diamond arrangement of different colored gems, has one side with gems improperly laid. Then the hero(s) must press the gems, like buttons, in the proper sequence as dictated by the arrangement of the gems on all the other columns. This will cause the column to open and reveal the passage to the Inner Sanctum. Once the Holy Grail is lifted from its pedestal, the Temple will begin to crumble and the hero(s) must hurry to escape the Temple. Any draught consumed from the Grail bestows a blessing upon the drinker. Whether or not the Grail is acquired, the hero(s) must still fight their way back through the demons and denizens to the edge of the plateau.

13

**Stonehenge.** Merlin was summoned by King Ambrosius of the Pendragon line to build a worthy and lasting memorial to those who died at the slaughter of the Night of the Long Knives. Merlin directed the King to bring certain medicinal and sacred stones from Ireland, then erected them at Caer Caradduc over the place where the great nobles lay interred. The Stones are said to possess great magical strength from which Merlin tapped much of his powers. The passage through any of the portals of stone may be used to instantly transport a person to or from other similar locations. During the eve of a full moon, great magic may be cast from within the ring of the Stones. Other major stone circles, or more correctly ellipses, in existence include Avebury and Silbury; and there are a number of smaller such landmarks.

14

**The Tower of Corbin.** Within the Tower of Corbin there is a young damsel called Helayne who has been imprisoned. As long as she remains imprisoned, the surrounding village is also cursed. The tower is encircled by an eerie glow.

Anyone that enters the village will be accosted by villagers exclaiming "Now we shall be set free!" They will plead to have the damsel set free so that the curse of the village might be acquitted. Any that enter the tower must fight a league of undead before reaching the garret at its top. In the garret, a young woman sits naked in a washtub of boiling water. The damsel will not speak or otherwise communicate, as if in a trance, until she has been escorted outside. The villagers will then gather around, providing clothing for the damsel, espousing the glory of their hero, and rejoicing. The hero and the girl will be ushered into the presence of her father, King Pelles. The hero will be compelled to stay the night, and in the evening will be visited by the damsel for an evening's tryst, awakening the next day to the assured knowledge that Helayne is pregnant. As foretold by a prophetess named Brisen, the child will grow to be a great and worthy knight surpassing all in holiness.

15

**Castle of the Lepers.** On the road, near the Castle of the Lepers, is a woman whose disheveled raiment and reddened eyes tell a story of their own. Her tale of horror is of a company of lepers that have taken refuge in a castle and are terrorizing the local countryside, stealing children in whose blood they bathe to hold at bay their terrible sickness. Prisoners and children not yet sacrificed for this unholy use may be found, but



the doors to their prison are held by a powerful enchantment. If would-be rescuers have left any of the lepers alive, these fiends may be questioned to determine that a certain marble bust in one of the towers must be destroyed. The destruction of the marble bust will cause it to let out a shriek, and the castle walls will fall to the ground, burying the last of the lepers and freeing the imprisoned villagers and their children.

**16 Valley of No Return.** This valley lies far to the north and is a bleak and wicked domain. The sun is not visible during the day due to the oppressive mists that fill the valley with a sense of dread and fear. The forests of the valley appear leafless and in constant darkness, while strange and dangerous beasts hide in the shadows and track the traveler, waiting for an opportunity. Every living thing is subject to the Sorceress, Morgain le Fay, and reports to her directly through a magical link. The Palace of Pleasures, Morgain le Fay's own fortress, is in this valley. Even now she imprisons two of the knights of the round table deep within her dungeons. One is the fair knight Claris whom Morgain desires; the other is his friend Laris, who knows that Claris spurned the sorceress and is held captive for his knowledge of this rejection.

**17 Aquae Sulis.** Many years ago Bladud, the eldest son of Lud-Hudibras, returned afflicted with leprosy after having spent eleven years studying Liberal Arts and Sciences in Athens. He chose liberty rather than royal restraint and wandered Britain working as a herder of pigs. One winter, he noticed the swine go down the side of a hill and return covered with black mud. By following the pigs, he came upon a hidden pool from which smoke arose. He eventually noticed that the pigs, prone to scabs and other eruptions of the skin, would soon become whole and smooth by the practice of wallowing in this mud. He thought that he might receive the same benefit, and by applying the mud, cured his leprosy.

The pool is bordered on one side by a partially blocked cavern with an arched entrance. From this archway, a ledge from which the water falls extends out over the pool. Within the cavern, boiling waters pour from the walls, and the underground river continues ever farther and deeper. Upon the ledge is a throne of rock where the Goddess Sulis guards this portal to the Otherworld. Sulis is a Goddess of destruction, and has the true

appearance of an old crone, though she often takes the appearance of a beautiful woman. She is neither cruel nor evil, yet her sense of beauty and good is peculiar, and she sees beauty in things which we feel have none. She freely allows the use of the pool, but will prevent all from entering the cavern without exceptional cause and compensation. The waters of the pool are refreshing and will cure all kinds of sickness, including poisoning.

**18 The Otherworld - Annwn.** Annwn is the magical land of Faerie, wherein live elves, pixies, goblins, and other creatures. It has been described as the real world from which we are just shadows. Adventurers returning from Faerie are often bearers of wondrous and magical gifts, bestowed by the inhabitants of the Otherworld for services rendered.

Within the Otherworld are three main roads that conjoin. One, called the Road of Righteousness, leads up the steepest side of a mountain through a thorny thicket. Another, broad and well-paved, meanders gently through a great field filled with lilies. This way is called the Road to Heaven. A third road, between these two, leads off into a sloping ferny brae. Called the Road to Elfland, it weaves around the far side of a great mountain.

**19 The Underworld.** It is the place where the souls of all beings migrate after their physical death in this world. This ground on which the dead roam ceaselessly is ruled by the queen of the dead, whom some call Morrigan or Morcades, or even Morgain le Fay.

**20 Nimue's Faerie Island.** Nimue is better known as the Lady of the Lake. She is a faerie queen ruling over her marvelous island fastness where no one ages and all is courtesy and delight. The island is inhabited by faerie women and served by the Merfolk. The voyage to the island is a magical one and cannot be made any other fashion by men.

## Adventure Ideas

**A** One of the skeletal black knights from Chapel Perilous begs the adventurers to free his soul from bondage to the sorceress Hellwas. This can be done by stealing his shield from its place of dishonor and taking it back to the cathedral at

Camelot for a blessing. If the party attempts the deed, Hellwas will allow them to take the shield — but will pursue them to Camelot, where she and her undead legions will attack the castle.

**B** Within Stonehenge is a magic portal which leads to the cavernous laboratory of Merlin. Merlin is catatonically asleep on a platform, defended by an eternal knight that cannot be damaged save by magical means.

Option 1: If one of the adventurers has been to Dolorous Gard and found his name written beneath the slab, he/she will not be attacked by the eternal knight even in defense. The presence of this hero will cause Merlin to awaken. The wizard will then send the hero on a great task which will establish his/her proper place in the world — possibly on a quest for the Holy Grail.

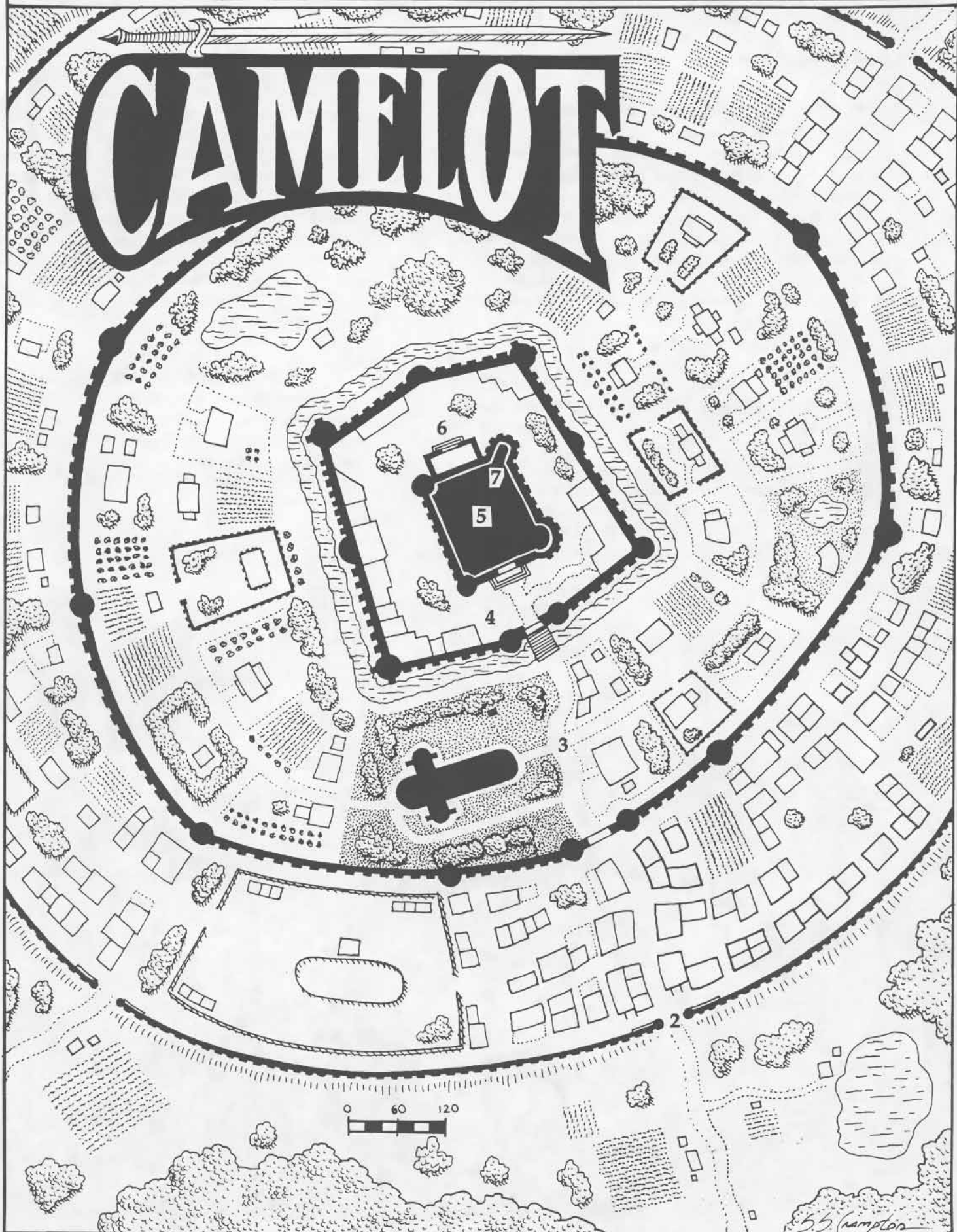
Option 2: The opening of the portal draws the attention of Morgain le Fay, who will follow the party through to Merlin's laboratory to steal the wizard's knowledge. The eternal knight will attack Morgain instead of the party, sensing she is the most dangerous to Merlin. If Morgain is losing badly, she will leave, but not before declaring the party her mortal enemy. THEN, the eternal knight will turn and attack the party, until he is defeated or the adventurers flee.

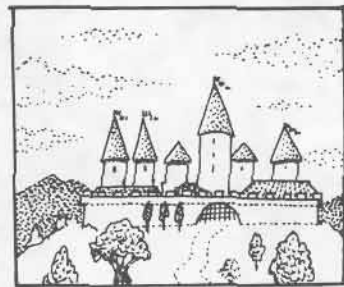
**C** The group is hired to escort a band of pilgrims to Amesbury Abbey. Heavy rains have mired the road, so a detour is taken through the abbey's fields. As the caravan passes through a grove of yew trees, the holy pilgrims are seized by fits, screaming of the torment of evil spirits. They will be unable to travel further. If help is appealed for at the abbey, the Sisterhood of Nuns will refuse entrance to anyone connected with the pilgrims, for fear of the evil breaching the abbey walls. The sisters will tell the adventurers that they have intruded upon a sanctuary of the evil Morgain, and ask them to perform rituals to cleanse the area and cure the pilgrims. If the adventurers attempt these rituals, they will find themselves fighting an all-out war with Morgain the necromancer.

**D** The adventurers attack Dolorous Gard, and succeed in fighting through to the graveyard. The hero who lifts the metal slab will find a name unknown to him underneath. Is the inscription meaningless, or is the hero misinformed of his true identity?



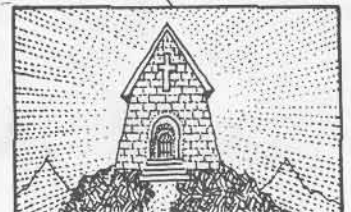
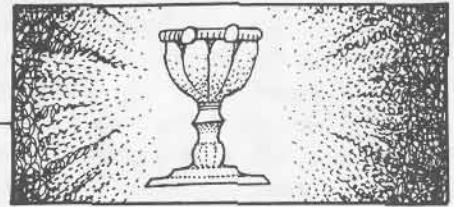
# CAMELOT





# ARTHUR'S

# ENGLAND



S.S. Hampton

# ASGARD, LAND OF VALHALLA

In the mythos of Nordic countries, warriors killed in battle are brought to Valhalla, the great warrior's hall in Asgard, home of the gods. Borne from the battlefield by the Valkyries, thirteen beautiful woman warriors riding winged horses, the fallen became part of the army of Odin. Valhalla was said to be a giant hall with 640 doors, each wide enough for 500 warriors to walk through abreast; but recent information has come to light which may alter the traditional view of Nordic mythology as reported in such sources as the tenth century *Poetic Edda*.

**1** **The Crystal Bottle.** The first step along the secret way to fabled Valhalla lies hidden inside this unusual antiquity. Currently held by the international auction house Motheby's, this exquisite piece was found on the coast of Skoffa after a severe storm. The bottle, examined by Hans Neilsen of the museum at Lukgskulf, is crafted of pure crystal, and the cutting and polishing of the wolf design on the front is unlike any known artifact from its period. The crystal is natural, and seems to have been worked from a single solid piece. All attempts at locating the mineral source of the material have failed. Intact within the bottle, and included in the minimum bid price of \$3,000, is parchment torn from a journal attributed to Sigurd Henrickson, a navigator in the service of Kedrick the Young. Henrickson, though little known, does have several notable works in the collection of the Vokstad Library. A dedicated researcher could find there a translation of the bottle's parchment by Hanna Skjelfdotter — and a pathway to the home of the Norse gods.

**2** **Henrickson's Journal.** Skjelfdotter's translation of the chronicles of Henrickson's journeys details an ill-fated trip plagued by insufficient supplies, unfavorable winds, and ultimately shipwreck. Excerpts from the chronicle are provided for key points of interest.

**3** **The Prow.** This crag juts from the sea, and is a constant landmark even under the dense fogs that sometimes blanket this region. The imaginative have interpreted its shape as the bow of a longboat, thus christening it with a nautical name. At Odin's whim, this rock becomes the foundation of Bifrost, the rainbow bridge.

*I was awoken early by a cry of alarm. Our steersman had strayed north of our course and run aground on a row of stones which looked like a submerged road. The captain has set a crew to work freeing the ship*

*from an odd piece of rock shaped like a boat. The storm is not long away ...*

*Disaster! We are lost. The storm reached us last night, and dashed our ship to pieces against the rock. We saved what supplies we could and spent a miserable eternity huddled on this forsaken stone.*

**4** **Bifrost.** Those invited into Valhalla by the gods must traverse the arc of a spectacular rainbow that rises above the misty sea. From the tip of the Prow one can set foot on the solid surface of Bifrost, the rainbow bridge. A careful and steady pace will seem to result in considerable progress, yet days will pass before the end of Bifrost is reached. The sounds of the sea far below and the cries of the gulls above can be faintly heard while upon the heights of the bridge, but all visibility is obscured by the whirling mists. Those who stray too close to the edge of Bifrost risk not only a deadly fall but the fangs of the enormous serpent Jormungard that hunts in the encircling sea.

*As the sun rose we were greeted with a spectacular sight. A mist surrounded us, yet a beautiful rainbow spilled down upon our very rock. One of the men, trying to get a better view through the mists, climbed to the top of the stone. He lost his footing, but instead of falling into the sea, he struck the unbelievably solid surface of the rainbow! The men are all taking about Bifrost Bridge. It is one of our oldest legends, and though we can hardly accept it, the thing we see is undeniable.*

**5** **The Green Shore.** Following Bifrost below the hovering mists, a verdant landscape will be seen ahead. A settlement with roads, cottages, farms, orchards, and great halls lies amid rolling green hills. At the foot of more distant mountains, a great lake surrounds a forbidding island. This is the land of Asgard, home of the gods.

*We have reached the shore. Before us we can see a*

*vast green expanse, as pristine as if the grass was undying. I assume we are still traveling northward. I will endeavor to map as much of this land as I can.*

**6 Northern Road.** Leading away from Bifrost is a main road which skirts an area of homesteads and continues north into the hills. Two massive pillars of flawless white granite stand at the start of this highway. On the west side are a number of stables, and to the east, cottages.

**7 Stables.** Arranged in a row, yet each unique in its size and construction, five stables seem to have been designed for a variety of steeds. The first is the largest, and most unusual. Its roof, by design, has great holes in it. Inside, the stalls are wider than a normal horse would require, for this was built to house the winged steeds of the Valkyries. It is the oldest of the structures here. Each successive stable is of newer construction, yet all share a similarity of architectural style. The first four structures incorporate beautiful granite stonework and an ingenious plumbing system to bring water to the horses. The fifth seems to have been constructed in great haste, and lacks the amenities of its neighbors. All the barns are empty, save for saddles of fine workmanship left unfinished on repair benches.

*Our mason thinks the last was built just before Ragnarok.*

**8 Cottages.** Dozens of clusters of homes are laid out in cul-de-sac fashion along the east side of the road. Groups of six cottages lie along short byways of beautifully laid stone. The thatch of their roofs glints silver or gold, especially in the moonlight. Like the pillars and the stables, the cottages are made of the bright white granite, but many have been vandalized. The homes share a common interior layout, featuring a hearth for warmth and cooking in the back adjacent to a storeroom. Other than a room or two in the front of the home, the only other item of note is the small altar to one side of the hearth. Although most trespassers to Asgard would find only these empty dwellings, it is possible that a special traveller favored by Odin may enter a cottage to find it fully furnished with fine carpentry and a simmering pot of stew bubbling in the hearth.

*We have travelled unhindered through a settlement, meeting no one. Inside one of the cottages we found fuel for fire and some dried goods for sustenance. We will bed down here for the night.*

**9 Valkyries' Hall.** The road bends eastward to skirt the settlement, just in front of a long hall. This is shingled rather than thatched, and the wooden door is decorated with an ornate carving of a winged horse. Interlacing flowers are also carved throughout the building. Evenly spaced windows are set in all the walls to let in plenty of light. Inside, rows of seats fill the center of the hall, with tables ringed by chairs along three of the walls. Upon the other, a great tapestry depicting Odin surveying a scene of battle is displayed. He is surrounded by mounted Valkyries carrying the fallen from the fray.

**10 Orchards, Vineyards, and Winery.** A short distance beyond the Valkyries' Hall, the road again turns northward where it meets a wide avenue that leads to a pass through the hills to the east. Fields of the finest grapes are laid out on the precipitous slopes of the Valakraga mountains. These are harvested chiefly for wine, although some are taken for food. It is said that Odin drank only wine, while his vast army consumed copious amounts of mead.

*There is one long hall here with troughs for the washing and crushing of grapes, cabinets of winemaking utensils, a woodshop for barrel-making, and a bottling area. The vessels are curious, and of a quality I have never seen. I took one with the likeness of a bound wolf, undoubtedly Fenris. We sampled some of the wine we found, which was marvelous, and took all that we could afford to carry.*

**11 Eastern Pass.** The Valakraga range, on which can be found Odin's house, encircles Asgard. From the Bifrost Bridge, the interior of the mountains can be reached through this pass.

*We marched for some time away from the vineyards and through a small mountain pass. When we reached the top, we beheld the largest building we had ever seen. At least a full league on a side, it seemed to be one huge structure. We were at once certain that his had to be Valhalla, hall of the slain.*

**12 Valhalla.** Said in legend to be a great hall, Valhalla is actually a magnificent walled city. Its inhabitants, immortal warriors, built it as a place to feast, fight, fall and rise again to repeat the cycle. Eventually the city was so tightly packed with buildings and alleyways that the entire district was roofed over. The rumor that Valhalla had 640 portals may have sprung from a rough estimate of the number of structures within the city.

*The halls of Valhalla have the finest woodcraft we have ever seen. What must have been streets before the city was enclosed, now are covered with carefully laid planks. These resemble giant hallways, with vaulted ceilings. No surface is left without a polish or ornate design upon it.*

*At some points there must have been violent skirmishes, as we found splintered beams and debris flung wide. In some areas the roof is wholly missing, as if some huge bite had been taken out of it. From the west entrance we eventually made our way into the center, where we found a huge basin containing coals. It was ringed round with benches that could seat several hundred. The basin had the remains of a charcoal fire smoldering inside. As we had yet seen no living soul, we became very agitated and quickly moved on.*

**13 Hives.** The great hives here are the source of the honey that, when mixed with goat's milk, made the mead that those in Valhalla drank. This combination gave rise to the story that the mead flowed from the udder of a great goat on the roof.

**14 Boar and Goat Pens.** Goats milked for the production of mead, and boars to feed the hungry army, are penned in this area. It is said that the god Frey drove a chariot pulled by a great boar with golden hair.

**15 Gladsheim, Odin's House.** Gladsheim is surprisingly simple in design for the home of the chief of all gods. Odin viewed his dwelling as a place of rest, not a monument to his glory. He delighted more in his deeds and travels than his possessions. Gladsheim's fine masonry matches that of the other buildings in Asgard.

*We explored these rooms and found a bed for an enormous person. They say that Odin was the offspring of giants, so we assume this edifice is his home. We left via a side entrance and continued along a winding trail.*

**16 Lidskjalf, Odin's Seat.** From this high seat on a mountain peak, Odin was said to have surveyed the entire world. Numerous crags, home to flocks of ravens, surround the peak at Lidskjalf. The birds flew throughout the lands, bringing news back to Odin. Two ravens in particular, Hugin and Munin, reported daily to the chief of the gods.

*After some time we reached what had to be the highest point in the land. From a flattened, somewhat*

*disk-shaped depression at the top, we were able to see the whole of Asgard. I spent some time mapping the mountain and surrounding lands. As we rested, there came the long, deep echo of a horn — then another. We realized with panic that we could probably be seen from everywhere, and that someone had sounded an alarm.*

**17 Tunnel.** This passage led from Gladsheim to Mimir's Well. Odin frequently travelled this way.

**18 Vergelmir.** The great "well of Vergelmir" is one of three mountain lakes in the Valakraga. The horns and bones of deer surround the lake, for it has always been a seasonal gathering place for the animals. Perhaps some of them were attacked and killed by the serpent Nidhogg said to live in the depths of Vergelmir.

**19 Urd's Well.** On the shore of this other mountain lake, the three Norns spin the threads of all men's lives. These female giants cast lots over the cradle of every child that is born. Urda has power over the past, Verdandi the present, and Skuld the future. Urda and Verdandi are generally kind, but Skuld is ill-tempered, cruel and savage, sometimes deliberately ruining her sisters' webs.

**20 Mimir's Well.** Mimir was the caretaker of a fountain of wisdom which sprung from the lower world. In exchange for one of Odin's eyes, Mimir diverted some of the precious liquid to form this third mountain lake in Asgard. Odin often visits the well to drink and gain wisdom.

**21 Yggdrasil.** Legends say that the world was supported by a great ash tree, Yggdrasil, whose roots extended to the abode of mortals. Beside each root there was said to be a well from which the tree was watered. This fits the description of the peak of Ljidskjalf surmounted by the mountain lakes. From a distance it looks very like a giant tree, with the mountain for a trunk and the clouds for leaves.

**22 Godheim.** The male gods of Asgard had their counterpart to Vingolf. The hall of Godheim is where they went to escape the raucous happenings of Valhalla. Many of the intrigues between the gods have their roots in some dispute initiated within these walls.

*As we fled down the mountain, we were intercepted by a party of riders. Claiming to be the grandsons of*

*Odin, they have taken us prisoner and installed us within Valhalla. They say Valhalla must be again filled with warriors to fight the enemies of Odin who escaped Ragnarok. Tonight, I plan to leave this great hall, and recross the Bifrost Bridge. But first, I shall toss this bottle and this record into the encircling seas, so that some may hear of our fate even if I fail to escape.*

**23** **Vingolf, Hall of the Goddesses.** The goddesses of Asgard made this their chief gathering place. Made of the finest white stone, it is laid out as a courtyard as the goddesses preferred an open, social dwelling place. Nearby are beautiful orchards, and fields of flowers, herbs and vegetables.

**24** **Lake Amsuartnir and Iyngvi Island.** Fenris the wolf was once bound on this island. Remnants of the chain, a magical item of dwarven manufacture called Gleipnir, are said to remain here. Gleipnir was made of the sound of a cat's footsteps, the breath of a fish, a bird's spittle, the roots of a mountain, and the beard of a woman. This should have been powerful enough to hold the beast until the last day of the gods, but he escaped. Fierce wolves, the offspring of Fenris, guard the island.

## Adventure Ideas

**A** To bind a dragon, a wizard needs a piece of Gleipnir, the chain that bound Fenris. He magically sends the adventurers to Lake Amsuartnir to get it for him. Noticed by Odin, who approves of their boldness, the party is offered a reward from the chief of the gods if they can also rid Iyngvi Island of the wolvern offspring of Fenris.

**B** The adventurers steal winged horses from the keep of a Norse king. Once out of the enclosed stables, the horse immediately take to the skies, carrying their riders to Asgard. The horses land in the stables tended by the Valkyries, who react violently to any males caught on their mounts. They attack them, and the slain will take their place in Valhalla. Any female adventurers and male survivors must find their own way out of Asgard.

**C** One of the adventurers has his fortune told, and death is in the cards. The only way to avoid doom is to visit the Norns and convince them to reweave the threads of his life. The party must not only find Asgard and Urd's Well, but perform whatever feat

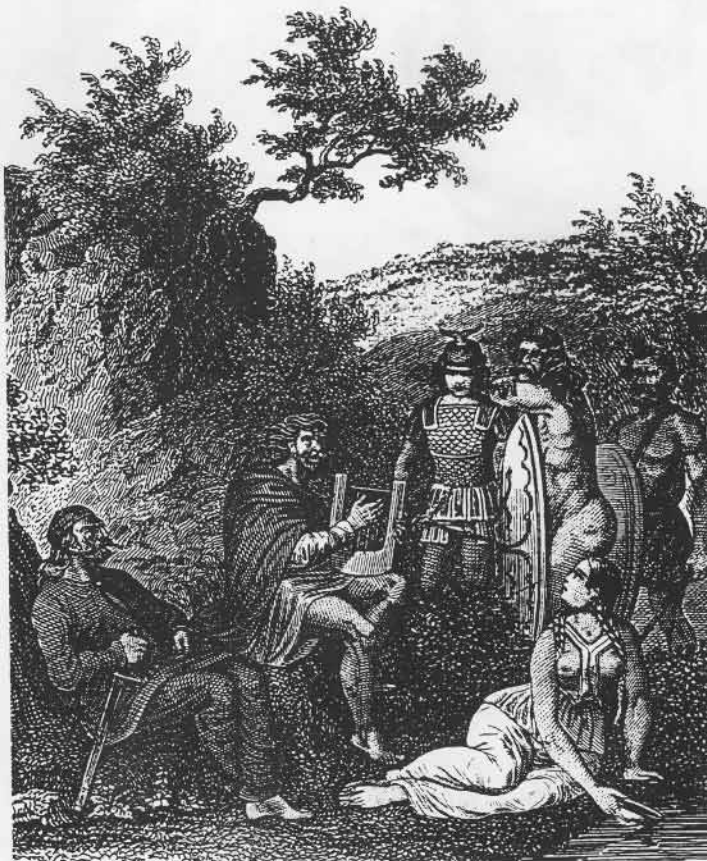
the Norns require to secure their cooperation.

**D** Offended by some sacrilege committed by the party, Loki the trickster transports the adventurers to Asgard, dropping them smack in the middle of Valhalla. To further punish them, he steals their sense of direction, leaving them to wander aimlessly through the vast byways of Valhalla, at the mercy of any warriors they encounter.

**E** A lonesome warrior sees Odin in a dream, who tells him that his future bride is currently a serving girl at Vingolf, and to win her he must kidnap her from Asgard. He and his crew of scoundrels set out to steal her away.

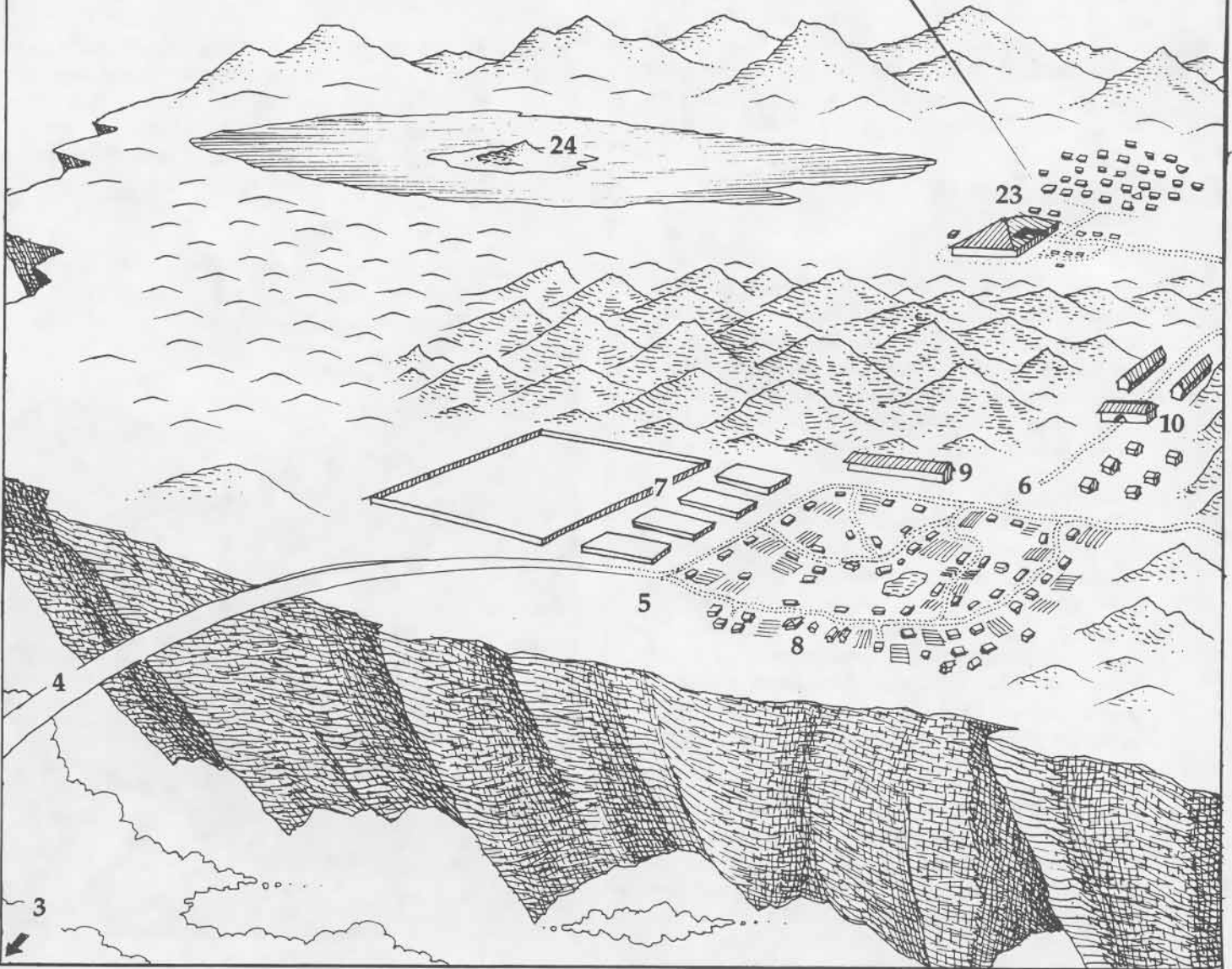
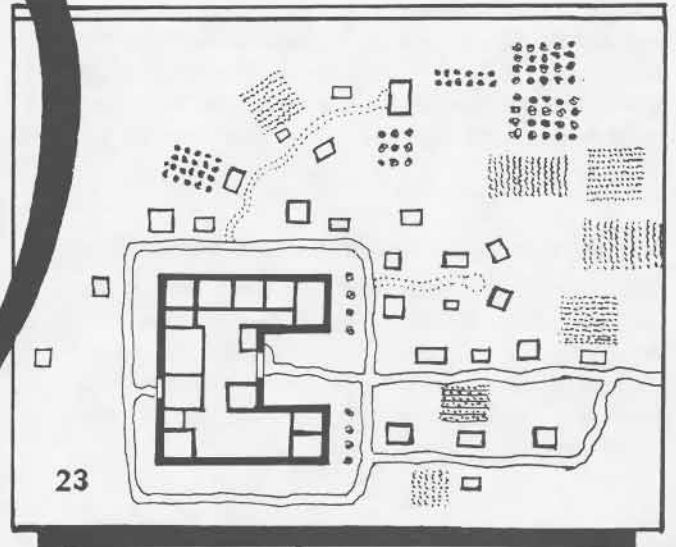
**F** The adventurers hear that Odin's mead will grant strength, long life, and unsurpassed virility; what rogue could forego the temptation of trying to steal the fabled drink? It's just a matter of getting past all of Odin's army ...

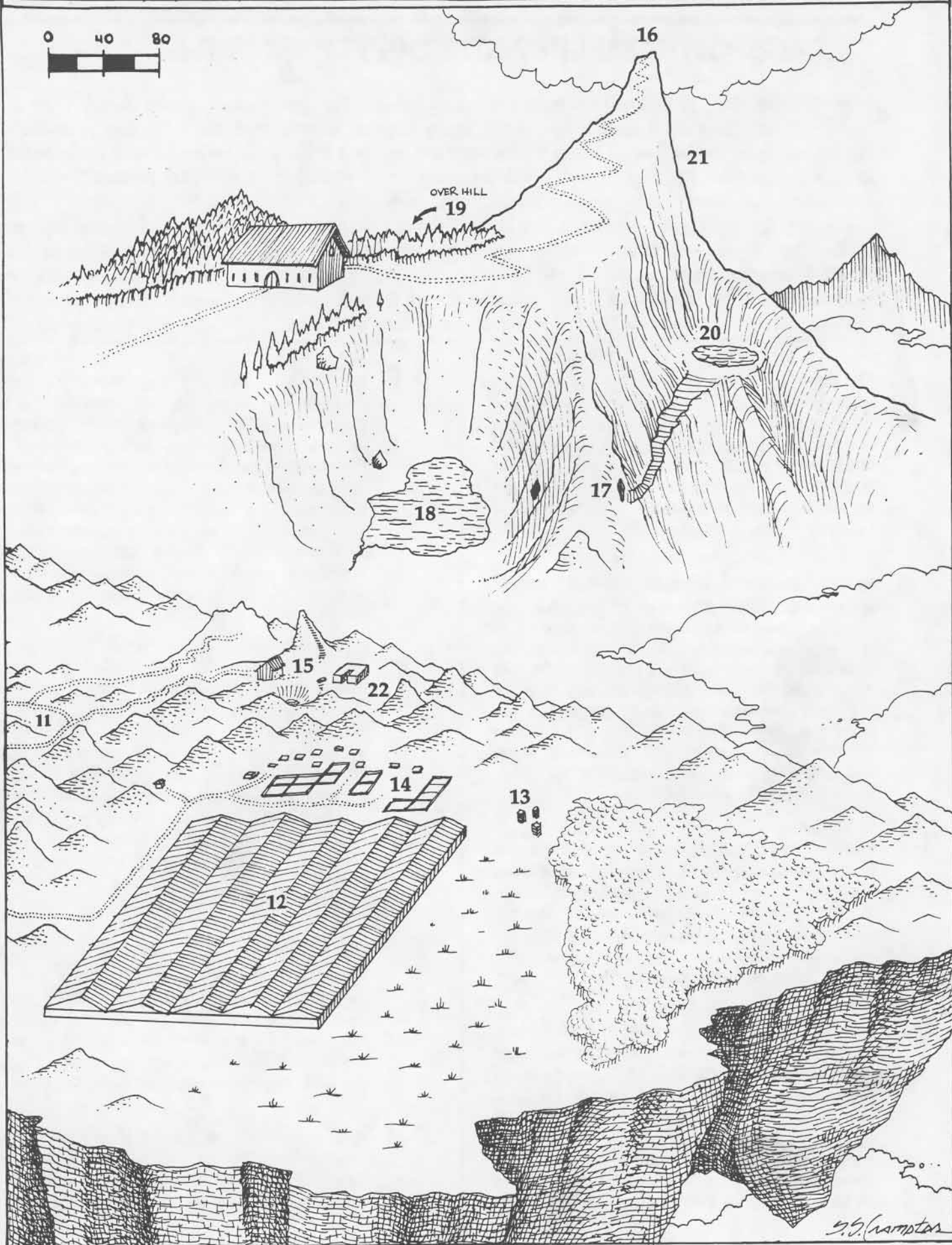
**G** To prepare for an arduous quest, the adventurers seek out a legendary swordsman to help them hone their combat skills. The teacher demands Odin's ruby cup as payment for his tutelage. The cup is at the bottom of Vergelmir, and the serpent in the lake must be defeated to retrieve it.





# ASGARD





## VILLAGE OF HAMELIN AND KOPPELBERG HILL

The German town of Hamelin is famed for a mysterious incident that occurred there in the 13th century. Both **German Legends** by the Brothers Grimm and 19th century English poet Robert Browning's **The Pied Piper of Hamelin** recount the tale of a greedy mayor and council who refused to pay a piper his promised fee for ridding the city of a plague of rats. To retaliate, the piper enchanted the town's children and lured them away to a mystical land hidden within a nearby mountain. Some said the piper was the Devil, others a great wizard. As the years passed, the story of the Pied Piper became part of the town's history. The story of disappearing youths probably originated in the common practice of conscripting unwilling young men to fight an unpopular war in Bavaria, but this version of Hamelin draws on the more fanciful folk legends of the magical pied piper and the rumors of children kidnapped for agricultural labor by Weser River slavers.

- 1 **The Town.** The village of Hamelin lies in the valley of the Weser River. This fanciful depiction is circa 1400 A.D., a little over one hundred years since the Pied Piper incident. The town's culture and architecture parallel that of other German settlements of the Renaissance period. Hamelin has all the expected businesses and trades; a few locations of note are listed below:
- 2 **Church.** The village church conducts regular services and is responsible for dispensing charity to the town's poor. It has many dedicated members and its clergy are honored and respected. The church keeps the only written annals of the town's history, and those interested in the legend of the children's disappearance will be directed to ask there. Old manuscripts are available with a myriad of information about the Pied Piper story, including a beautiful illumination of the piper leading the children out of town.
- 3 **Bakery.** The Hamelin bakery is one of the biggest businesses in town. The bakers are skilled and innovative, but secretive about their trade. Travellers always stop at the bakery, and the bakers as a result are among the first to hear any gossip. In remembrance of their town's history, the bakery sells rat-shaped cream buns.
- 4 **Inn.** The village inn is a large boarding home connected to a tavern and a stable. The inn has six private rooms for "quality" on the upper floor and two large dormitory chambers downstairs for those who require only a straw cot for a bed. Each of these large rooms can sleep ten, with one for women and another for men. The tavern and stables provide all the meals and animal lodging for those paying for lodgings.
- 5 **Rat Catcher's House.** The piper may have once piped all the town's rats into the river, but the present Hamelin has the same trouble with vermin as any other city. This building is home to Hamelin's rat catcher. Due to the town's history, it is considered very bad luck to insult or cheat this tradesman. The current rat catcher, Wilhelm Guntz, is arrogant and impertinent, but excellent at his vocation. He will suggest to the curious that he is somehow related to the Pied Piper, and if bribed will show them an old flute wrapped in a tattered scrap of red and yellow cloth.
- 6 **Mayor's House.** The mayor of Hamelin meets with the town council and entertains other dignitaries in this residence near the center of town. The mayor has a large staff of clerks who tend to the actual business of running the town. His duties, by contrast, are more ceremonial. Chiefly interested in causes that will enrich or promote Hamelin, the mayor will go out of his way to encourage visits by the rich and successful or others who have a claim to fame.
- 7 **Pied Piper Street.** This street which leads through Hamelin to the banks of the Weser River is supposedly the route taken by the children as they were piped out of town. The street turns toward the mountains as it nears the water, and leads to Koppelberg Hill. There is a law in Hamelin that prohibits the playing of music along this street.
- 8 **Koppelberg Hill.** This wooded slope rises from the river valley and joins with the mountains. Pied Piper Street ends at the crest of the hill. A narrower path leads on into the mountains.

**9** **Cenotaph.** A stone column stands by the side of the mountain. It is engraved with the strange story of the Pied Piper. The legend states that the piper and the children disappeared into a magical portal which opened in the mountain face at this very spot. Over one hundred names of those lost souls are carved around the base of the cenotaph.

**10** **Enchanted Gateway.** There is a natural cave opening in this part of Koppelberg Hill which is hidden by an illusion spell. To the naked eye, there is no difference between this spot and the other terrain of the hill. There is no barrier preventing anyone from passing through the opening. However, another enchantment assures that it is a one-way door; once inside you cannot exit. The illusion spell may be lifted by playing a D Major scale on a wind instrument.

**11** **Land of Dreams.** The cave opens to an amazing landscape contained within a huge cavern. The environment is lush, with trees laden with ripe fruit, cascading waterfalls, and honeycombs dripping the purest nectar. Multi-colored birds and winged ponies dart through a golden sky. Friendly dogs that run as fast as horses bound through the forest pathways. The Land of Dreams is also a magical illusion. The spell can be broken by playing a C Major scale on a wind instrument. If the spell is lifted, one will see only a plain cave littered with the rotting bones of those unfortunates who never escaped.

**12** **Red and Yellow Doors.** At the back of the cave are four wooden doors, two painted bright red and two painted bright yellow. The red doors are on the right and the yellow doors are on the left. (These doors are real, and are visible even if the spell which fuels the Land of Dreams has not been broken.) The doors are unlocked and will open to anyone, but each bears an enchantment that calls out to different personality types. The first red door will appeal to those of superior physical strength. The second red door will attract subservient types who are happiest when following orders. The first yellow door will draw rogues and other personalities who survive mainly by their wits. The last yellow door will entice magic-users to pass through it. Behind each door is a small chamber.

**13** **Weapons Room.** Behind the first red door is a chamber filled with every weapon imaginable. The gear is stacked haphazardly about the room, as if

warriors dropped it where they stood. On the opposite side of the chamber is a dark tunnel. Those who enter the tunnel will understand where all the weapons came from once they reach its end. As they crawl through the pitch black, 4-foot high passage, magic spells of protection will teleport their weapons back to the chamber from which they came. The magic within the tunnel will not allow them to reverse direction once they are committed to their course. They will emerge in the South Corridor.

**14** **Tablet Room.** Behind the second red door is a small chamber empty except for a 5-foot tall, 4-foot wide stone tablet leaning against the wall. The tablet is engraved with magical text which glows brightly in the darkness of the cave. The words will seem to be in the native language of the reader. If the visitor is illiterate, he will hear these words whispered if he studies the tablet:

*First Rule: Obey.*

*Second Rule: Accept.*

*Third Rule: Endure.*

After reading or hearing the message of the tablet, the visitors will feel compelled to crawl into a small tunnel in the back of the chamber. As they pass through the cramped darkness, the magic of the tablet will continue its work. They will emerge in the South Corridor with little willpower and an intense need to find a master to serve.

**15** **Riddle Room.** The chamber behind the first yellow door seems completely empty. But if the explorers take the time to examine the walls, they will find a multitude of riddles engraved there. However, the answers to the riddles are not to be found among the many questions etched into the stone. Neither is an exit to the room; unless someone in the party happens to read aloud a riddle and state the answer. Then a portal will appear which will lead them to the North Corridor.

**16** **Memory Room.** The second yellow door will open to a chamber that is dominated by a beautiful illuminated manuscript on a table. Anyone who flips through the book will be surprised to see depictions of important events in their lives. These might be as simple as the date of their birth, or as complex as a complete description of their history of battles and conquests. Whatever they read about will be sapped from their memory forever that is the spell upon this room. Once they pass through the tunnel opening in the back of the chamber, any incidents they have seen in the book will be forever wiped from their minds. The tunnel will allow them to exit in the North Corridor.

- 17 South Corridor.** The tunnels from the Weapons Room and Tablet Room open onto this narrow passage. The passage terminates in two solid walls at either end, but there is a Labyrinth opening midway between the room tunnels.
- 18 North Corridor.** The tunnels from the Rogue's Room and Memory Room open onto this narrow passage. The passage terminates in two solid walls at either end, but there is a Labyrinth opening midway between the room tunnels.
- 19 Secret Door.** The North and South Corridors do connect by means of this secret door in the stone wall. It can be opened by exerting steady pressure on either edge of the wall.
- 20 Labyrinth.** Both corridors open onto a maze of cave tunnels. These tunnels snake through the interior of the mountain, often rejoining themselves. They are empty, except for a few rotting corpses and the insect scavengers that these attract. The Labyrinth is bisected by a gigantic stone statue of a rat, which separates the southern and northern portions. The southern part of the Labyrinth opens to the Slave Pens. The northern part opens to the Piper's Hall.
- 21 Slave Pens.** This chamber contains wall and floor shackles as well as a few free standing cages designed for human prisoners. An expanse of iron bars isolates this area from the Piper's Hall. On the opposite side of the bars is a thick Hedgerow through which little can be seen. At the far end of the room is a Sloping Passage.
- 22 Sloping Passage.** This route leads out of the secret caverns to a Den that opens onto the banks of the Weser River. The extent of the passage is approximately 2 miles of winding stone tunnel.
- 23 Den.** This small cave has been used by slavers to stage transportation of their human cargo. There is an old rowboat stored here, as well as some lanterns useful for signalling bigger boats. A blind of dead branches blocks an exit to the river's shore, but this can be easily pushed aside. From the mouth of the Den it is a short walk to the gravelly shore of the river's edge.
- 24 Piper's Hall.** The exit from the Northern Labyrinth leads to this room. The center of the chamber is

dominated by a statue of the Pied Piper, which faces the head of the rat statue which protrudes from the Labyrinth. One side of the hall is walled by a thick Hedgerow. The other contains crates and barrels of provisions for travel, including food, fuel, and camping and climbing gear. A natural spring trickles fresh water into a stone cistern. Among the provisions are empty water casks for collecting the liquid. In the back wall is another opening. It is framed by carvings in the stone which seem to represent the twists and turns of the passages beyond. If the adventurers are able to copy and follow these directions, they will surface safely in the wilderness 40 miles to the east.

- 25 Hedgerow.** How could a hedgerow grow deep within a cavern cut off from sunlight and water? By magic, of course. These hedges are not really plants; they are children who were transformed by the original piper's magic. When the Hamelin children found themselves deep within their mountain prison, many friends and siblings had been separated by the spells of the Red and Yellow Doors. Some tried to free their playmates and family members from the Slave Pens. The piper played a lilting melody, and any children who touched the iron bars were transformed into greenery. There they remained, trapped as surely as those in the pens whom they tried to save.

## Adventure Ideas

**A** The rat catcher, Wilhelm Guntz, shows the group the old flute, and tries to convince them that he is the very same Pied Piper of years past. To prove his claim, he dares the party to follow him up Koppelberg Hill where he will open up the mountainside. If they agree, Guntz will indeed lead them to the secret portal and pipe the scale which opens the doorway to the Land of Dreams. As the group stares at the wonders within, brigands in cahoots with Guntz will leap out of the bushes and attack the adventurers. The thieves will render their victims unconscious, relieve them of any valuables, and drag their bodies into the Land of Dreams. Will they be able to escape the Piper's realm and bring him to justice?

**B** During an urgent mission to another destination, the party happens to pass through Hamelin. The townsfolk notice their serious demeanor, and point them out to the Mayor as possibly important personages. The Mayor will immediately seek them

out for a special greeting and welcome. As they introduce themselves, the Mayor will seem to recognize the surname of one of the party members. "Our records show a boy by that name was one of the children spirited out of Hamelin by the Pied Piper," the Mayor will state. "What can you tell me about your great-great-grandfather?" Even if the person provides completely contradictory information about his ancestor, the Mayor will seize on any shred of evidence that might indicate a connection. "You *must* stay in Hamelin for our festival," he will insist. "You'll make the perfect guest of honor!" If the descendent tries to decline on the basis of pressing business, the Mayor and townsfolk will become frantic. "You can't leave before the festival! That would bring terrible luck for our city!" If these pleas don't have the desired effect, the Mayor will resort to harsher measures — calling the town watch to lock the party up until the festival day. Meanwhile, their urgent mission still beckons. Will they be able to extricate themselves from this predicament?

C

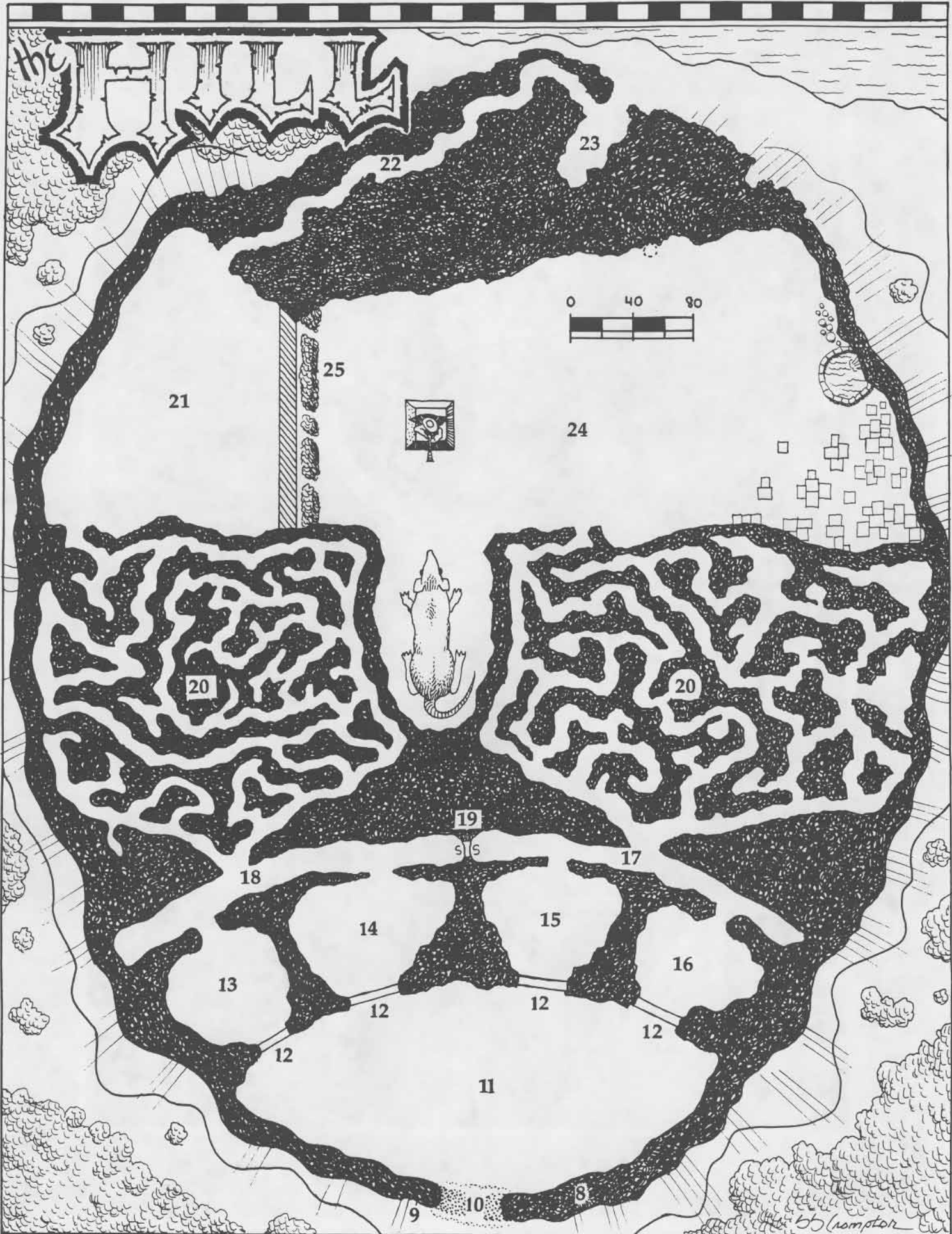
Camped by the river, the adventurers discover the small cave once used by the slavers. The passage into Koppelberg Hill can then be explored. Since the party will be coming in through the "back way", they can avoid the consequences of the rooms behind the red and yellow doors. Once in the Piper's Hall, any magically-sensitive member of the group will be aware that there's something strange about the hedges by the iron bars. Competent mages will be able to determine that a transformation spell has been cast, and if proficient at their art, will also know that children were the target. Should the wizard then manage to break the spell, he'll be in for a nasty surprise. The "children", who have matured to their true ages (and some are ancient indeed), have been driven mad by their captivity and will immediately attack the adventurers. Any of the madmen who escape the Piper's Hall will then return to the city of Hamelin to prey on the populace. Will the party hunt them down, or skip out of town?



# HAMELIN

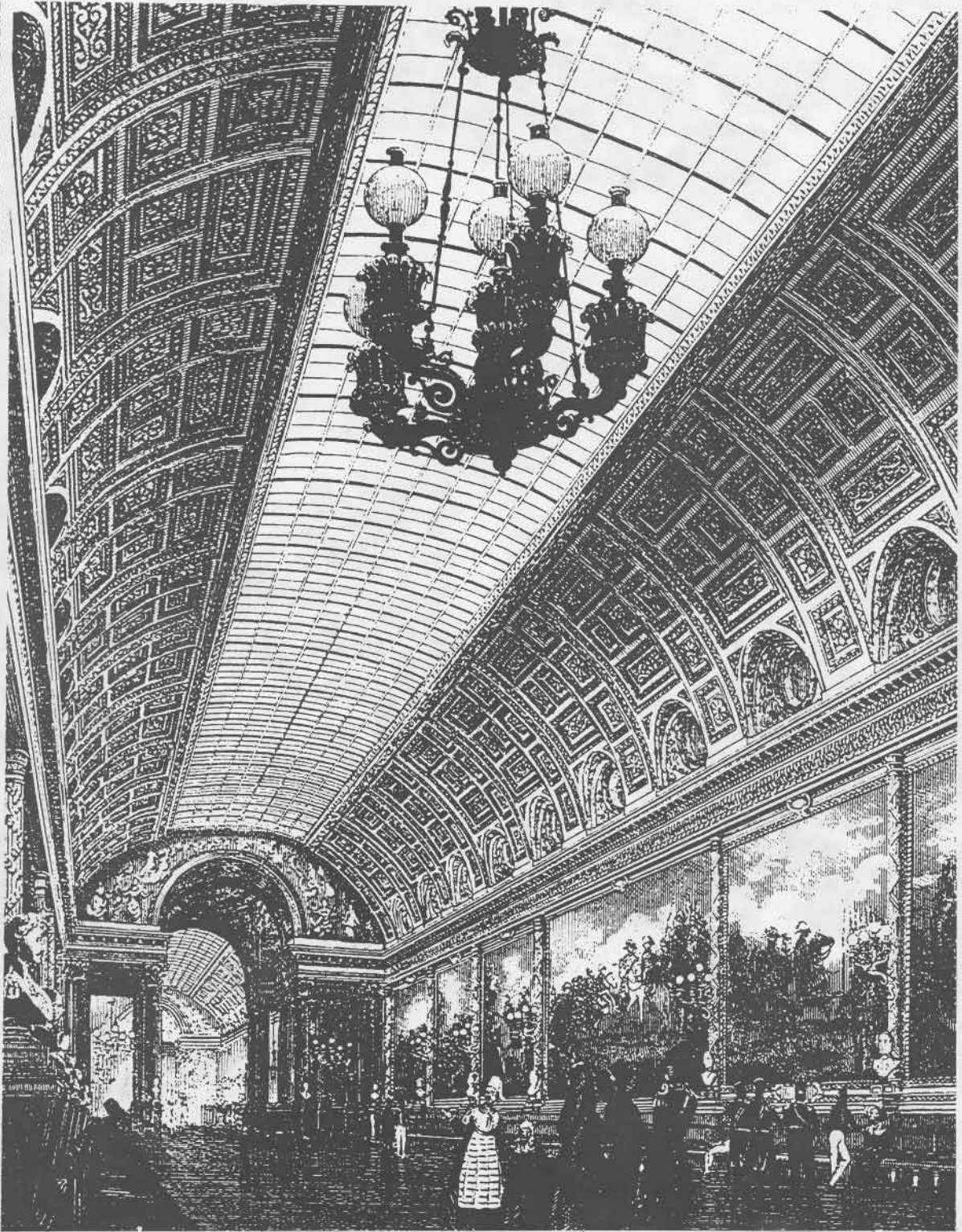


SS Hampton





# Historic Times



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# SEVEN CITIES OF CIBOLA

The age of exploration was fueled in the Americas by reports of fabulous golden cities ripe for the plunder. Riches stolen from the Incas and Aztecs by Pizarro and Cortes encouraged other fortune seekers to push north into Mexico and the southwestern United States. Reports such as this by Cabeza de Vaca inspired the Coronado expedition to search for the Seven Cities of Cibola in 1539:

"A galaxy of cities, the inhabitants of which wore civilized raiment, lived in palaces ornamented with sapphires and turquoises, and possessed gold without end — the Seven Cities of Cibola."

Even though Coronado and the multitudes who later settled in these lands found nothing remotely resembling such splendor, the legend of golden cities in the new world persisted. Whether as ancient cities, hidden Spanish treasure, or lost mines zealously guarded by grizzled prospectors, the golden promise maintains its mystique, tempting many to risk their lives in its search. This map is based on various legends of lost gold that persist in the western U.S. and central America.

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- 1 **Superstition Mountains.** In central Arizona, this mountain range southeast of Phoenix has been the setting for many stories about lost gold mines. It is also the legendary home of the Apache Thunder Gods. Many people have died seeking treasure in the Superstitions. Whether their fate was at the hands of hostile Indians, deranged mountain men, vengeful spirits, or simply their own inability to cope with the challenges of the harsh terrain, each demise has protected whatever secrets the mountains hold.
- 2 **Old Spanish Workings.** Before this land became United States territory, Spaniards, and later Mexicans, dug and worked mines throughout these mountains. Some of their shafts were later rediscovered by Americans and reopened for further exploitation. One shaft where ore was mined is just to the north, now covered by rubble. Clearing away the dirt and small rocks will reveal a pit shored up with ironwood timbers. Nothing of value remains in this hole.
- 3 **Massacre Grounds.** This is the site of an Apache attack on a Mexican gold train making its way out of the Superstitions in 1848. The Indians ambushed the party to steal pack burros, food, and guns. The gold was not of great interest to them, and some traces of the ore are scattered throughout this region. Other evidence of the ill-fated expedition, such as mule shoes and canteens, can also be dug out of the desert sands.
- 4 **Ghost of Don Miguel Peralta.** Don Miguel was the leader of the mining party killed by the Apaches. His family worked seventeen mines in the Superstitions during the 1800's, taking the silver, gold, and copper back to their estates in Mexico. His ghost has been seen at the Massacre Grounds, pointing to the east. Some say he points to a Peralta mine; others say to his grave. His ghost has never been known to speak, and vanishes soon after it appears.
- 5 **East Boulder Canyon.** East of the Massacre Grounds, in the general direction of Don Miguel's ghostly pointing finger, is this canyon which runs to the south on the western sides of Blacktop Mountain and Weaver's Needle. Canyons are dangerous places to camp in the rainy seasons, as flash flood waters commonly course through their channels.
- 6 **Blacktop Mountain.** This peak within the Superstition range is named for the dark rock on its upper surface. The observant visitor may spot prehistoric rock carvings in the vicinity of this butte. Blacktop Mountain affords a spectacular view of Weaver's Needle.
- 7 **Signs.** The natural features of the desert terrain are peppered with markings left by Indians, explorers and prospectors. It is not uncommon to find arrows, sunflowers, circles, numbers, and other shapes etched into boulders or cacti. No one seems able to agree on the meaning of the messages, but

the etchings are generally cited as clues to lost mines or hidden caches of gold. One directional marker important to the discovery of Cibola can be found along East Boulder Canyon. It is an arrow pointing east above the number 7. Those who follow it will pass between Blacktop Mountain and Weaver's Needle into Needle Canyon.

**8 Weaver's Needle.** This rocky peak juts above the desert landscape, visible for many miles. Weaver's Needle is commonly mentioned on maps claiming to lead to "The Lost Dutchman's Mine." It is a rallying point for many of the treasure hunters who explore the Superstition Mountains.

**9 Needle Canyon.** Needle Canyon runs along the eastern sides of Blacktop Mountain and Weaver's Needle. Following it to the south leads to other notable sights in the area such as Miner's Needle and Elephant Butte. Those who have their eyes focused on the natural wonders ahead will miss a pile of rocks laid out in the pattern of a cross pointing southeast.

**10 Dutchman's Camp.** A short distance past the crown of the rock cross is a cleared area in the desert. From the evidence of dead campfires it is obvious that many have bivouacked here over the years. Jacob Waltz, the "Lost Dutchman", was one of those who passed this way. A small bag of his gold is hidden nearby, buried in an old can under a nearby Palo Verde tree. There is little of note in this area, except for a large saguaro cactus a short distance away.

**11 Pointing Cactus.** This towering saguaro is 12 feet tall. One of its arms is twisted, and points up another trail that turns sharply to the northeast.

**12 LaBarge Canyon.** Another canyon continues on in the direction of the pointing cactus. It slowly winds to the north, passing by Inscription Rock.

**13 Inscription Rock.** About one quarter mile up LaBarge Canyon there exists a very unusual collection of signs on its east wall. This is the famous Inscription Rock, an eight foot by ten foot boulder slab which is covered with etchings of spirals, circles, and human figures. These markings, interpreted correctly, are a stylized topographical map to the Dutchman's Mine and Cibola. The critical clue is a spiral almost in the center of the rock, which echoes the shape of a gorge that branches from LaBarge about a mile ahead.

**14 Spiral Gorge/Lost Dutchman's Mine.** This narrow split in the mountainside can be followed nearly 40 yards as it winds in an irregular circle through the terrain. It eventually dead ends at a tall promontory facing south. The face of this cliffside provides many footholds for climbing. There are a number of nooks and crannies in Spiral Gorge that appear to be mined out. However, the key to the Dutchman's strike lies not in these holes but on a ledge about 20 feet up from the bottom of the cliff. There, is what remains of a vein of gold in a band of white quartz. The recessed vein is always in shadow due to overhanging rock, and is indistinguishable at a distance from the rest of its plain stone surroundings. Jacob Waltz, fixated on his single vein of gold, never discovered the greater treasure that this secret place concealed. Had he only continued to the top of the promontory and peered over its southern side, he would have changed history.

**15 Cibola.** The buried city of Cibola lies directly south of the Dutchman's strike. Anyone who climbs to the crest of the promontory can gain a view of the buried ruins. Cibola was not "seven cities", but rather a series of rich temples and civic buildings. Compared to the small settlements of indigenous tribes, it certainly would have seemed a metropolis. The builders of Cibola were Toltec visionaries who traveled hundreds of miles north from central and southern Mexico around the year 1000 A.D. Upon the advice of their wizard priests, who foresaw centuries of warfare and misery, they gathered a group of their people and left their homelands to found a city of peace in the far north. The Cibolans settled in the Superstition Mountains, safely removed from the warfare and upheavals of their brothers to the south. The indigenous Indians of the area marvelled at the advanced civilization of the Cibolans. Although they traded with their neighbors for feathered and jewelled baubles, the Indians regarded the Cibolans with an almost religious awe. Many of their stories of mountain spirits and Thunder Gods may indeed derive from these immigrants. The Cibolans lived peacefully, building their civilization to glorious heights, until the mid-14th century. Then, their wizard priests attempted to transform the desert landscape into the lush environment of their ancestral southern lands. The effort required human sacrifice, and the Cibolans turned against their unwary neighbors. Hundreds of Indians were captured and their blood spilled to propitiate the gods of rain and fertility. The spells backfired, drawing the wrath of Tezcatlipoca, the Toltec War God, onto Cibola. Tezcatlipoca caused the mountains to rise up and

engulf Cibola, in retribution for the exiles abandoning their military traditions and homeland. Cibola and all its people were buried in an instant. Local Indians who had escaped capture fled the region, carrying with them the memory of Cibola. Their stories later spread to the conquistadors whose search for golden cities in the new world is legend.

**16 Temple of Quetzalcoatl** - The structure visible from the vantage point of the Lost Dutchman's Mine is the Temple of Quetzalcoatl. The wall ridges that barely protrude from the desert soil are those of the temple's highest platform. The surface of the platform is a haunted place, where the spirits of sacrificial victims linger. The shades beg for vengeance on their killers, and are helpful to any who come to plunder Cibola. On the south side of the platform, a great pile of boulders hides an entry point to the depths of the buried city.

**17 The Fallen Defender.** Close examination of the boulders overlying the temple platform will reveal one rock entirely unlike the others. This stone is a weathered colossus which once stood on the platform. When Tezcatlipoca rocked the earth, the statue fell outward toward the stone stairs leading down the side of the temple. As it fell, it chanced to lodge between two stone ridges that were closing on the temple, stopping their advance. The ridges collided with the colossus before it reached the ground, pinning it in midair. As a result, a passageway into Cibola can be found by moving some of the smaller rocks near the Defender's weathered feet.

**18 The Temple Steps.** The tunnel created by the Fallen Defender leads down the Temple Steps. It is pitch black throughout the buried city, and light-shunning creatures have made Cibola their home. Scorpions, centipedes, and beetles are now the only permanent citizens of the golden city. In the winter, rattlesnakes crawl down the temple steps to hibernate. Artifacts of the temple, such as chacmools and ritual tumes, are scattered along this passageway. The stairway ends at the bottom of the temple. There is a partially blocked, square stone archway leading into the Chamber of the Wizard Priests to the left of the stairs. The head of the Fallen Defender rests on the Royal House to the south.

**19 The Chamber of the Wizard Priests.** Inside the Temple of Quetzalcoatl is a great room where the wizard priests took refuge during Tezcatlipoca's

attack. When they realized that they had been buried alive, they attempted spells to free themselves. Although they were successful in opening some magical passageways through Cibola, they never found their way to the surface. Eventually, starving and resigned to their deaths, the priests returned to this chamber and committed ritual suicide by drinking poison. Fifteen skeletons are neatly laid out in the center of the room, bedecked in their golden finery. A hastily carved stone tablet lies nearby, the story of their fate left in Mesoamerican pictographs. Other passageways lead further into the temple, but are impassibly blocked by rubble.

**20 The Royal House.** The Cibolan society supported a ruling family whose members officiated at civic ceremonies and assisted the wizard priests as participants in their rituals. This stone building was the home of the last Cibolan king, Mixtalec. Mixtalec refused to cooperate with the sacrifices of the local Indians, and the priests retaliated by imprisoning Mixtalec, his wife and two sons in the temple. This royal house still contains the finest furnishings, ornaments, and luxuries available in the time of Mixtalec. Those looking for plunder will find plenty to fill their sacks. There are eight main rooms in the house, among them bedrooms for the royal family and their personal servants, a dining room, meal preparation area, and a meeting room for civic business. A door in the west wall leads to the rooms of the king's goldsmith and jeweler, Zopol.

**21 Zopol's Workshop.** Mixtalec's most beautiful daughter married the craftsman Zopol, whose work was the finest in Cibola. Zopol was soon invited to live with all the royal family and create exclusive treasures and finery for them. This workroom contains all Zopol's tools and supplies. Turquoise, amethyst, quartz, and other gemstones still lie in abundance in his bins. Sheets of pounded gold and silver sit forgotten on tables. Cutting and shaping tools still bite into their materials, as if Zopol had dropped his work to flee during the disaster. A door exits to the west to the Ball Court.

**22 Ball Court.** The peoples of Mesoamerica played a soccer-like game for sport and as part of certain religious rites. This flat open area southwest of the temple was used for this activity. There is seating for spectators on the north and south sides, and a large circular stone with a hole in the middle at the western end of the court. It is accessible due to the last-ditch spells cast by the wizard priests. The corners of the Ball Court feature stone

representations of Cibolan gods. These stone statues were turned into living beings by the spells, and to protect themselves they reached their great arms upward to lift away the stone that was covering the area. The stone beings have been unable to move from their positions for centuries, and though they do not tire or feel pain as mortal creatures do, they still suffer loneliness and boredom in this underground tomb. There is little to plunder in the Ball Court. The ceiling supported by the statues allows access to the Observatory Mound to the north, and the Food Storehouse to the southeast.

**23** **Observatory Mound.** Flanking the west side of the Temple of Quetzalcoatl is a smaller rectangular pyramid. It may be entered through a stone doorway which leads to a room used by the city's astrologers. Unlike the mystical spell casting of the wizard priests, the astrologers' science was based on the trackable movements of celestial objects. The Cibolan calendar was derived from the stars, and fateful and propitious days were logged by the astrologers. Hundreds of leather codices (painted scrolls) are neatly arranged on shelves. These books record all the celestial events observed by the astrologers during their four centuries in the area. These pictographic records would be of priceless value to a museum or collector, as almost all books like these were destroyed during the Spanish conquest. The chamber also contains archaic devices for studying the night sky. There are some openings in the ceiling which might have allowed moonlight to penetrate the room, but the roof of the building is covered with rubble and cannot be examined.

**24** **Food Warehouse.** Near the southeast corner of the Ball Court is a domed building designed for the storage of dried provisions such as beans, corn and cactus fruit. The trapped priests consumed all the stores during their last days. However, there is a beautiful selection of empty pottery for the taking. Most is painted with depictions of sites within the golden city. One large pot in a corner is graced by a painting of the entire city nestled within the Superstition Mountains. There is a trap door in the floor which leads to the Catacombs.

**25** **Catacombs.** During certain festivals the Cibolans gave offerings of food to their dead. Starting in the Food Warehouse, families would gather a meal and descend through the trap door to a maze of passages where the remains of their relatives were interred. When the disaster struck Cibola, many of its citizens fled to the catacombs to die alongside

their ancestors. The tunnels are clogged with skeletons. For tomb robbers, it is a paradise, as all dead were buried with at least a few valuable personal possessions. The tunnels wind under the entire southeast district of the city, with stairways periodically rising to the floors of other buildings. Accessible stairs lead to the Medical School and Temple of Mictlantecuhlti, the Death God.

**26** **Medical School.** Along the catacombs continuing east is the stairway which leads to the Medical School. Entering through a trap door in the floor, adventurers will see rows of straw mats and a few raised stone platforms similar to modern surgical tables. A wide variety of knives and surgical probes (which would make wonderful daggers) are stored in silver boxes in side niches in the stone platforms. There are shelves of urns and vials containing ancient herbal medicines and other healing salves. Baskets of cotton gauze for bandages are nearby. There is no other exit from the Medical School except back down through the trap door.

**27** **Temple of Mictlantecuhlti.** A branching catacomb to the south leads to the stairway which rises to the temple of the Cibolan death god. Another trap door may be lifted to enter this stone pyramid. Visitors will be confronted by fierce statues personifying death and destruction. The floors of the temple are stained with the blood of sacrificial victims. It is an evil place, and the influence of Mictlantecuhlti can be strongly felt. It has been a long time since he has fed on human blood. There is an interior stairway in this temple which leads to the roof platform. Egress to the roof is blocked by a shallow layer of dirt and stone, which can be cleared by a group of travelers with average strength. The exit opens in the mountains east of Needle Canyon.

## Adventure Ideas

**A** A psychic or mage in the party hears the lonely cries for company of the stone statues in the Ball Court. They promise untold riches should anyone visit them in their solitude. The statues will provide limited telepathic clues to help the party find the lost city. Will they succeed?

**B** Hearing the tales of the Lost Dutchman's Mine, the adventurers decide to seek it in the Superstition Mountains. As they travel through the desert, they encounter the ghost of Don Miguel

Peralta who points them toward the mine. However, another group of prospectors has claimed Needle Canyon, and refuses to let the party pass. Will the party resort to violence to attain the gold?

**C** While travelling through the desert, the party accidentally uncovers the passage to the interior of the Temple of Mictlantecuhtli. Descending into its depths, they come under the influence of the death god. The adventurers will begin to fight among themselves over trivial matters. The tension will escalate until physical attacks commence. Mictlantecuhtli will try and compel at least one murder. Who will survive?

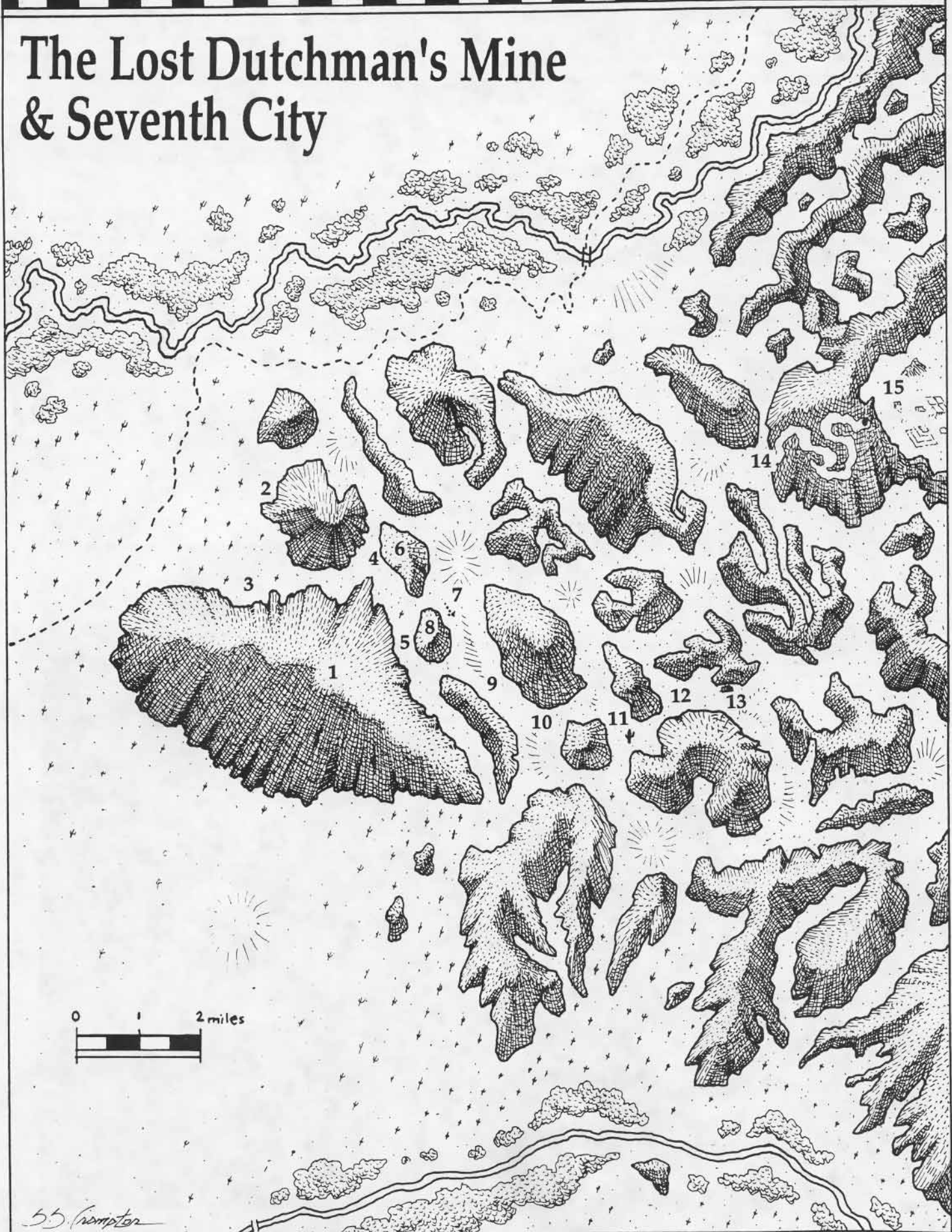
**D** A scholar hires the party to escort him as he journeys through the mountains on old Indian

trails. One night, the spirits of the sacrificed Indians appear and beg for a proper burial. The way to Cibola will be revealed, and the party will have an ethical dilemma; do they take the time to fulfill the Indians' wish, or merely plunder the city of gold?

**E** While exploring one of the old Spanish mines, the party discovers a stash of golden jewelry, all marked with the same pictograph. A detailed map among the treasure leads the party to Zopol's Workshop. While looting Cibola, the party is affected by the wizard priests' magic, which transports them through time back to the period of the disaster. The adventurers must help the Cibolans escape from Tezcatlipoca's wrath, or perish with them.



# The Lost Dutchman's Mine & Seventh City

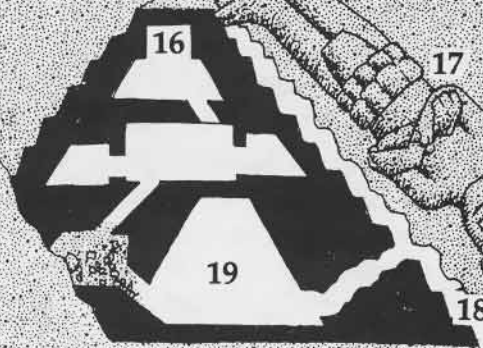


55 Crumpton

# CIBOLA 15



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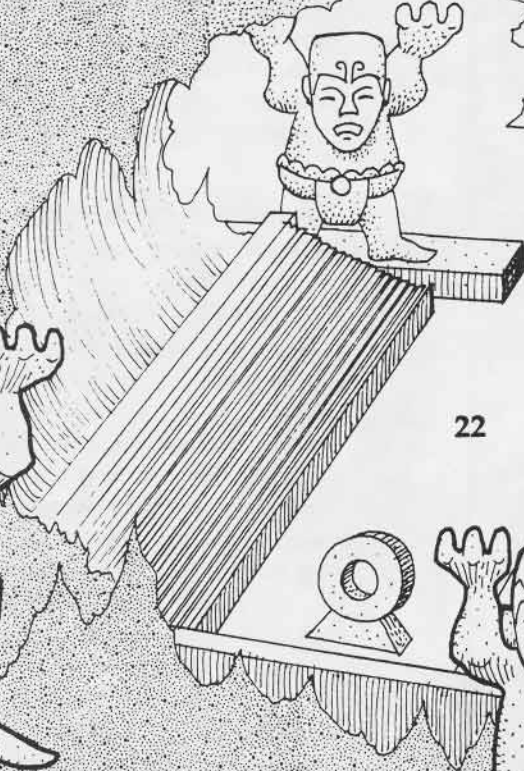
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# KING SOLOMON'S MINE

The Bible tells of King Solomon, son of David, the richest of kings. His throne, grander than any ever known in the world, was carved of precious ivory. Solomon's endless supply of ivory, gold and diamonds came from deepest Africa. For ages, treasure hunters have tried to locate his secret mine and storehouse of riches. In **King Solomon's Mines**, H. Ryder Haggard wrote of Allan Quatermain and his companions' quest to find this fabled site. They survived the trek through the 40 league desert, climbed the cold volcanic ridge between the mountain peaks called Sheba's Breasts, and descended into the verdant valley of Kukuanaaland. There they found Solomon's Road, a vast highway of white stone which led to a three-peaked mountain. The description which follows is taken from Haggard's report of the wonders and dangers of the treasure trove which lay beyond the Kukuana villages. The natives of Kukuanaaland are hostile, and guard the secrets of their valley by killing all visitors. Those who escape the natives and survive the dangers of the terrain will face the following obstacles in their quest for King Solomon's Mine:

- 1 **The Silent Ones** - At the end of Solomon's Road are three colossi known as "the silent ones." Each statue measures 50 feet from the top of its head to the surface of the dark rock pedestal on which it sits. The Bible relates that Solomon drifted in his worship of the Hebrew god and honored other supreme beings. From left to right, the statues are thought to represent Milcom (god of the children of Ammon), Ashtoreth (night goddess of the Phoenicians), and Chemosh (god of the Moabites). The bases of the pedestals are covered with carvings of fertility symbols. Every year the Kukuana sacrifice a young girl to appease these gods and secure their people's well-being.
- 2 **Abandoned Diamond Works** - West of the statues, abutting the rising slope of the mountain, is a pit left by the miners of a bygone age. One can still see the marks of the diggers in the rock strata, and the flat stones upon which the raw diamonds were washed clean of their surrounding clay.
- 3 **Arched Tunnel** - Fifty paces beyond the statues is an opening into the side of the mountain. This entrance fronts a short passage into the interior of the mountain.
- 4 **Cathedral Chamber** - The short passage leads to an immense chamber of white stalagmites and green stalactites. The ceiling of this chamber is 80 feet high at the center. The floor slopes gradually upward toward another opening opposite the short passage. The chamber has natural lighting from openings somewhere in its ceiling. The average height of the white stalagmites is 20 feet. One of them has a carving of an Egyptian man and a jackal-headed god. On the upslope of the floor, opposite the far opening, is a mass of stalagmites which resemble a pulpit. On the west side of the chamber is a small cavern in the wall which has tiny stalagmites and stalactites of its own, which seem to mirror the features of the greater room.
- 5 **Square Doorway** - At the highest point of the sloping floor of the Cathedral Chamber is an opening bordered by stacked blocks, hewn in the style of the Egyptian pyramids. Two men may pass abreast through this doorway, and continue along a short passage for twenty paces.
- 6 **The Place of Death** - This rectangular room seems to have been hollowed out by hand. The chamber is 50 feet long, 20 feet high, and 30 feet across. It is home to a macabre spectacle. In the center of the room is a great stone table. At the head of the table sits a 15 foot tall human skeleton, carved from a single, white stalagmite. The skeleton is rising from its seat, right hand braced on the table, left hand brandishing a spear poised to strike. The jaw of its grinning, gleaming skull is open as if to speak. The skeleton is anatomically correct, down to its smallest bones. Positioned where the other seats of the table would be are 27 stalagmites. Close examination of some of the stalagmites will reveal that human bodies have been preserved within. This is the place where the Kukuana entomb their kings, sitting each one at Death's table under the relentless drip of the minerals. A 28th figure is seated atop the center of the table, legs folded, his severed head cradled on his knees.

This corpse is the most recent of them all, and his features can be clearly made out under his thin mineral covering. He was a strong man of the Kukuana tribe, missing one eye.

**7 Secret Door** - The wall just behind the skeletal figure contains a secret door. A recessed lever located near the floor will open a 10 foot high, 5 foot thick, stone slab. The slab will rise into an opening above it to reveal a passage. The crushed remains of a human will be found when the door lifts.

**8 Secret Passage** - A passage continues into the mountain past the secret door. There is no lever on this side of the door; if it should close, the explorers will be trapped. A few paces within, several stone blocks and bags of mortar can be seen, as if thought was given to walling up this hallway. The blocks are 2 feet by 3 feet, and the mortar and tools beside them are of ancient design. Beyond the blocks at the end of the passage is a wooden door painted with Egyptian designs. There is no lock on this door.

**9 Solomon's Treasure Chamber** - Prophecy warns that "those who enter will die within a moon." On first glance this squarish room seems to be rather small. But visitors will discover that much of the room's space is occupied by 400-500 elephant tusks, a veritable fortune in ivory, stacked against two of the walls. The open space of the room is only about 15 by 15 feet. Just to the right of the wooden door are 20 wooden boxes, painted red. Each box is 2 foot square and contains several thousand gold coins with Hebrew-style lettering. Past these, along another wall, are 3 large stone chests. Two of them are filled with small to medium-sized uncut diamonds. The third chest is only half-full, but contains larger gems. These are uncut yellow and black diamonds, none less than 20 carats in weight. There are no apparent exits from this room, other than back through the painted wooden door.

**10 Hidden Stairway** - In the far corner of the treasure chamber is a concealed stairway. Pulling a small stone ring in the floor slides over a slab that covers a flight of stone stairs leading down. (The slab does not fit completely flush with the rest of the floor, allowing fresh air into the chamber even if the secret door (7) happens to be sealed.) Fifteen stairs lead down to a corridor, which continues east and west. A breeze blows from the east.

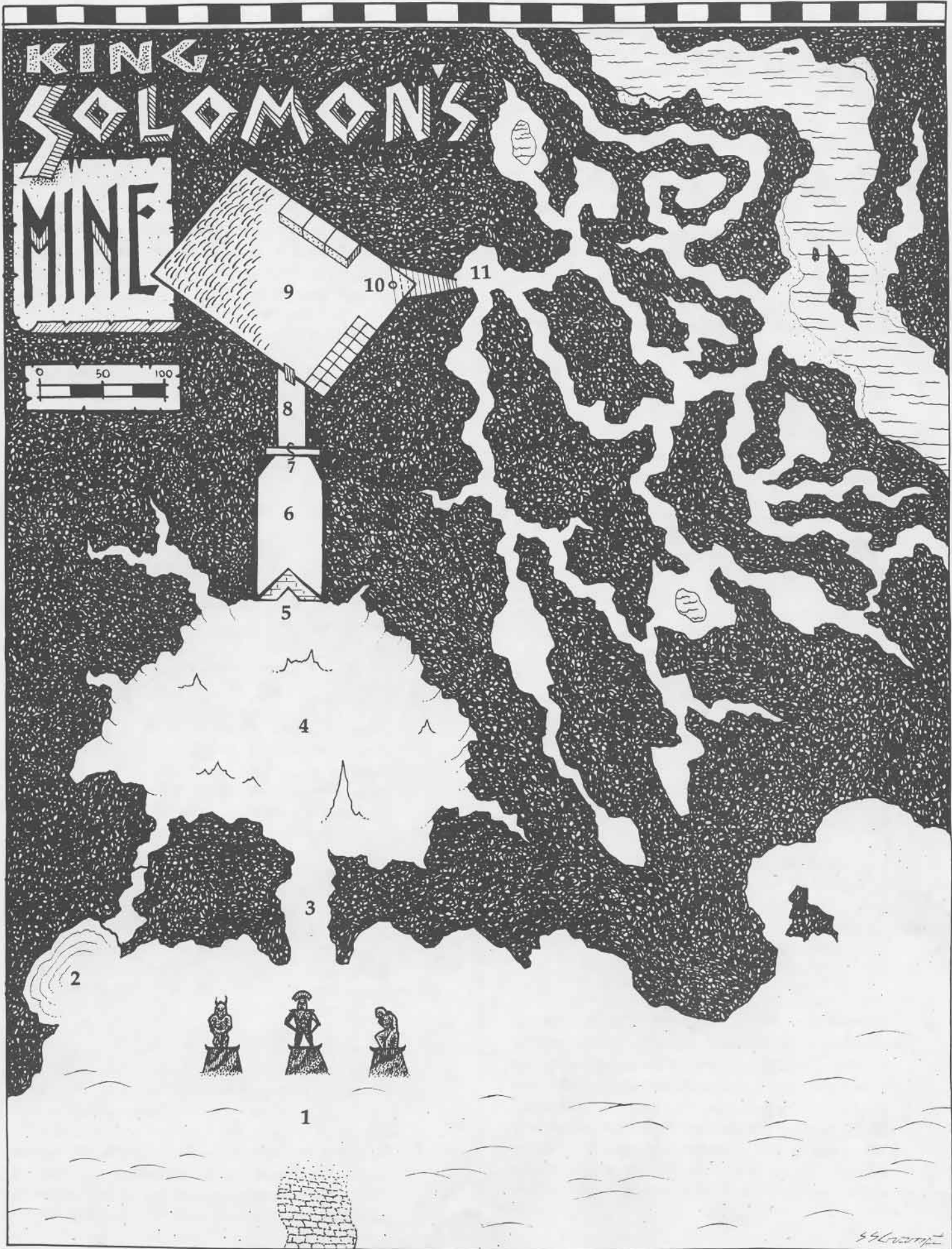
**11 Tunnels** - A maze of tunnel shafts worms through the mountain. The eastern branch of the corridor at the bottom of the stairs will eventually lead to a fast running, underground river. The banks of the river drop sharply, and the river is over 7 feet deep just a few yards out from shore. A large, pointed rock protrudes from the center of the river. To escape from the maze, those lost must find a western-leading passage near the underground river. This tunnel narrows as it continue west, and travelers will be on their hands and knees before they are halfway through. Soon the tunnel's walls change from stone to dirt. This part of the tunnel is very dangerous and subject to collapse. The opening is very small, forcing one to crawl on his belly to continue. If the explorer can worm his way out, he will emerge in a jackal den overlooking the abandoned diamond works (2). The den opens on the side of the hill, and the treasure hunters will have to scramble down a steep incline to get down to level ground.

## Adventure Ideas

**A** While passing near Kukuana land, the adventurers are captured by the natives, then put to work in the old diamond mines. One evening as they rest in the slave camp, they witness a Kukuana funeral procession which passes into another part of the mountain. A few moments later, a 15 foot-tall skeleton with a spear bursts through the mountain passageway and attacks everything in sight. The Kukuana have no knowledge of magic and are helpless to defend themselves. Will the party escape in the confusion? Or will they pity the natives and help them fight the skeleton?

**B** A young female member of the party is kidnapped for sacrifice to the Silent Ones. The Kukuana's great numbers make a rescue improbable. If the party is caught trying to reclaim their companion, the natives will offer them a kingly sum of gold and ivory in exchange for their friend. Will they be tempted?

**C** On the far side of the 40 league desert, a nervous trader approaches the party. His sack is filled with the finest ivory and gold, for which he asks only a few copper pieces. If the adventurers buy any of his stolen wares, King Solomon's ghost will begin haunting the party, doing all it can to drive them across the desert, up the volcanic ridge, and into the valley of Kukuana land to return his treasure to its rightful place in his ancient mine.



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# VOLCANA: ISLAND BASE OF CAPTAIN NEMO

In both *20,000 Leagues Under The Sea* and *Mysterious Island* by Jules Verne, Captain Nemo mentions an island base in the Indian Ocean where his loyal men built and created a sophisticated underwater craft called the Nautilus. Although Captain Nemo claimed that he destroyed his base shortly after completion of his submarine, this seems unlikely. The Nautilus journeyed the world's oceans for at least eighteen years; any vehicle needs a place for repairs, restocking and regular maintenance. Undoubtedly, Nemo told outsiders that his base was destroyed to keep the curious from attempting to find it and thus learn his fantastic secrets.

This map and description of Nemo's base have been constructed using descriptions Nemo gave of his original base and by extrapolation based on what would be needed to keep the Nautilus running. Captain Nemo's own personality traits were used to imagine how the base itself was equipped. Nemo's nemesis, Robur, originally appears in the *Master of the World* and *Robur the Conqueror*, and would seem to be an arrogant counterpart to the reclusive Nemo.

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- 1** **Volcana.** This small island located in the Indian Ocean is far from the regular shipping lanes. The main feature of Volcana is the 600 foot-high volcano that rises from the center of the island. Passing ships have noted smoke billowing from the top of the volcano.
- A** **The Ruined Encampment.** On the northeast side of the island is what remains of a large encampment. The burned-out shells of several stone buildings and structures can be found here, along with a fair number of burned and damaged rope pulleys, large pieces of lumber, pieces of rusty sheet metal and rivets. A trail leads southwest into the jungle, but it quickly becomes overgrown by the dense rain forest.
- B** **The Cave.** This large cave in the side of the volcano leads to the Nautilus's secret base. The cave is well-hidden and can not be seen until one is about 100 feet away. The first 150 feet of the cave is natural rock formation, but the cave then suddenly "dead ends" into a huge floor-to-ceiling iron door which spans its width. The iron door is locked and barred from the other side. A small sliding view plate is located about five feet up the center of the door, which is used by a guard on the other side. Only known members of Nemo's organization will be admitted. Anyone else will be killed or captured.
- 2** **Security Post.** (At several locations throughout the complex.) These checkpoints are manned by 1 or 2 guards, who will only allow appropriate personnel to pass through into the next area. These posts are located at the main cave entrance, the hallway that leads to the submarine/lab area, the power station entrance, and at the small dock. There is a 1 in 3 chance that a guard post will be unmanned, with the exception of the cave entrance, which is always guarded.
- 3** **Main Entry Hall.** Carved from the stone are the smooth walls of this large hallway. Various Roman, Indian and Chinese statuary is artfully arranged in the center of the hall. Many of them look as if they have been salvaged from the ocean. Along the walls are large black banners emblazoned with gold "N"s. There are no doors, but the hall leads down to a T-intersection.
- 4** **Main Dining Hall.** This large room looks very much like a turn-of-the-century cafeteria, with seating for over 150 people, and a buffet along the east wall. Nemo always dines with his men, unless he is engaged in research or meeting with someone of importance.
- 5** **Kitchen/Food Storage.** These rooms contain the food and kitchen facilities for the entire compound. Most of the food is ocean-based, derived from sea plants and fish. All equipment is

run on the electrical power systems that serve the compound. This kitchen would be the envy of any four-star restaurant in London or Paris.

**6** **The Wine "Cellar."** This large, darkened room houses an incredible collection of wines, all scavenged from the world's oceans. Everything ranging from ancient Grecian meads, to Japanese rice wines and the finest French and German vintages can be found here. They are not just for display, as Nemo is a connoisseur of wines and liquors.

**7** **Laundry/Tailors.** Uniforms and all other fabric items are washed, pressed and repaired here. A hot spring runs right under this area, and Nemo's men harness the hot waters for the laundry. This area also houses the compound's tailor, who sees to the creation of whatever apparel is needed, from lab coats to diving gear.

**8** **Living Quarters.** There are 100 rooms in this area. Each is 30 x 30 and has walls that can be adjusted to the individual's needs. Since the quarters aboard the Nautilus are so confining, Nemo wanted to compensate for this by giving his men larger than average quarters when they are at Volcana. A few of his men have families who stay on Volcana at all times. Several rooms are reserved for the occasional guest or prisoner.

**9** **Library.** This large, 2-tier room houses an impressive collection of books, parchments and maps of all types. Some have been retrieved from the seas and carefully restored, but most of the books were collected during visits to the outside world. Most of them are historical or fictional works, as a separate library is kept for science and research purposes. This library is spacious, with plenty of tables and easy chairs.

**10** **Artifact Collection.** Next to the library is the museum-like artifact collection. This area houses some of the most beautiful and priceless items known to exist. Everything from the plundered gold of the Aztecs, ancient Egyptian tomb treasures, Indian, Chinese and other cultures' statuary, jewels, and treasures of every kind imaginable can be found in this 2-tier storehouse. All of these items have been plucked from the wreckage of countless sunken ships. Several curators guard and catalog the collection, which can be viewed by any of Nemo's men.

**11** **Trophy Room.** Displayed on the wall of this room are some of the more exotic creatures that the crew of the Nautilus has encountered, such as a huge clam, white shark, snow leopard, rhinoceros, dodo bird, and many forms of prehistoric creatures that do not even have names. This room is also used as the game room, with a large billiard table on one side and card tables on the other. Poker, whist, and mah-jong games are often in progress. Liquors and smoking essentials can also be found here.

**12** **Captain Nemo's Personal Quarters.** Here Nemo can truly relax and let down the walls of secrecy that surround his tragic loss. This room holds the personal mementos of a life now lost to him. Once a stately prince of India, who lost his family and his country, Nemo has many Indian furnishings in this rarely seen part of the compound. The faint smell of incense permeates the living room, bed chambers and study. On stormy nights the sound of an organ can be heard echoing down the hall. In the study, many of the original design notes and blueprints of the Nautilus can be found. No one is allowed into Nemo's chambers without his specific invitation – not even the maid.

**13** **Nemo's Vault.** Captain Nemo, prince of Dakkar, keeps his most valuable possessions in this locked chamber. Here can be found the technical details on how to harness the atom for electricity; complete plans for the Nautilus; and blueprints for a large flying machine similar to the submarine. Also kept here are the deeds to his lands in India and a large stash of gold and diamonds for use in a quick escape.

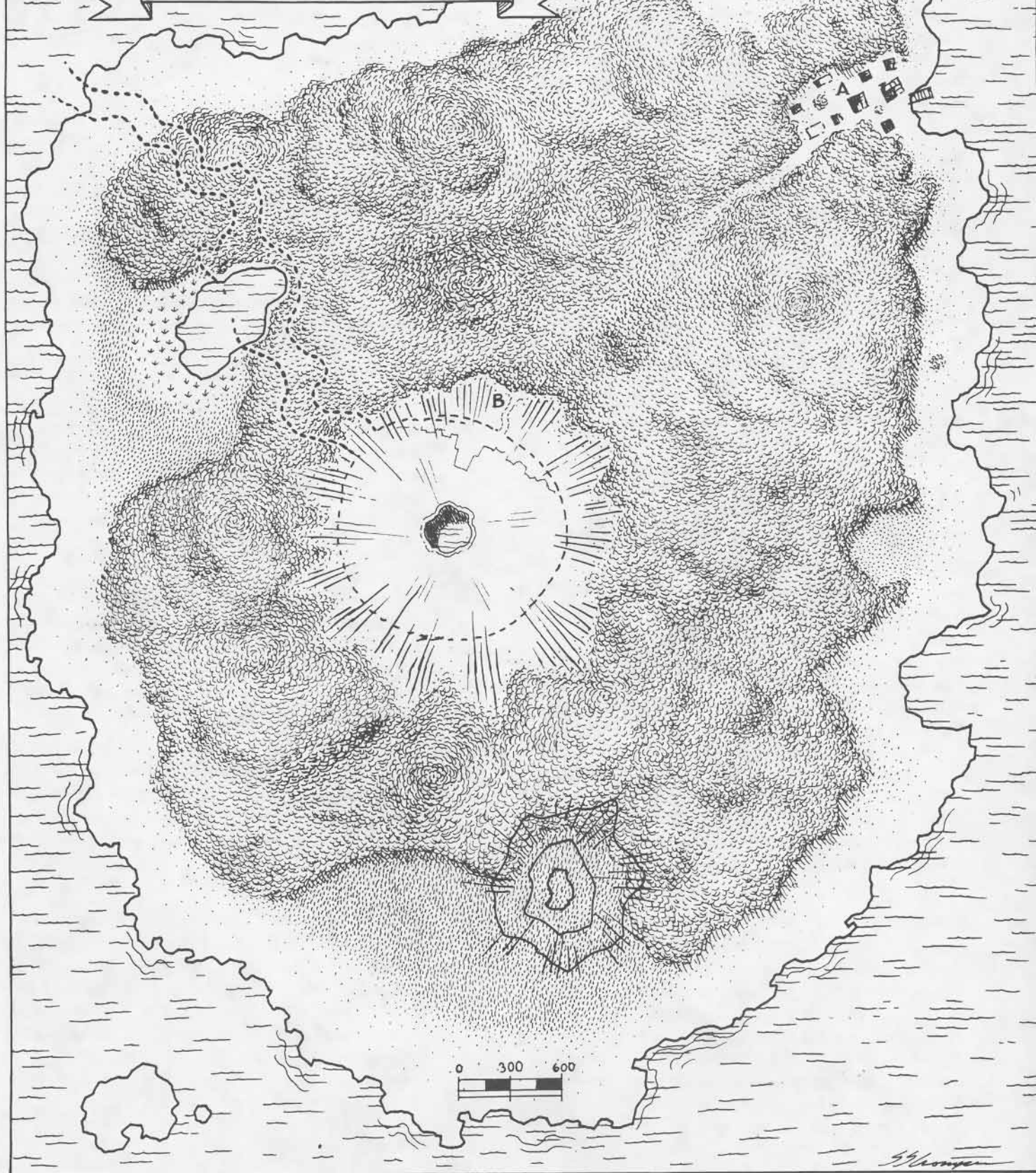
**14** **The Hot Spring.** Just outside Nemo's chambers and next to the laundry is a large pool that was built around the hot spring that runs under the compound. All are allowed to use the pool, relax in the chairs and make use of the tables in this area. Nemo has an adjoining patio behind a locked gate.

**15** **Storage Area and Dock.** This facility is used for unloading the Nautilus when it brings in food or other items for the compound. The storage area stockpiles the incoming supplies for later distribution throughout the compound. Personnel in a small back office keep the records and guard the supplies, which consist of dry goods, fabric, miscellaneous chemicals, fish and other raw materials from the ocean.

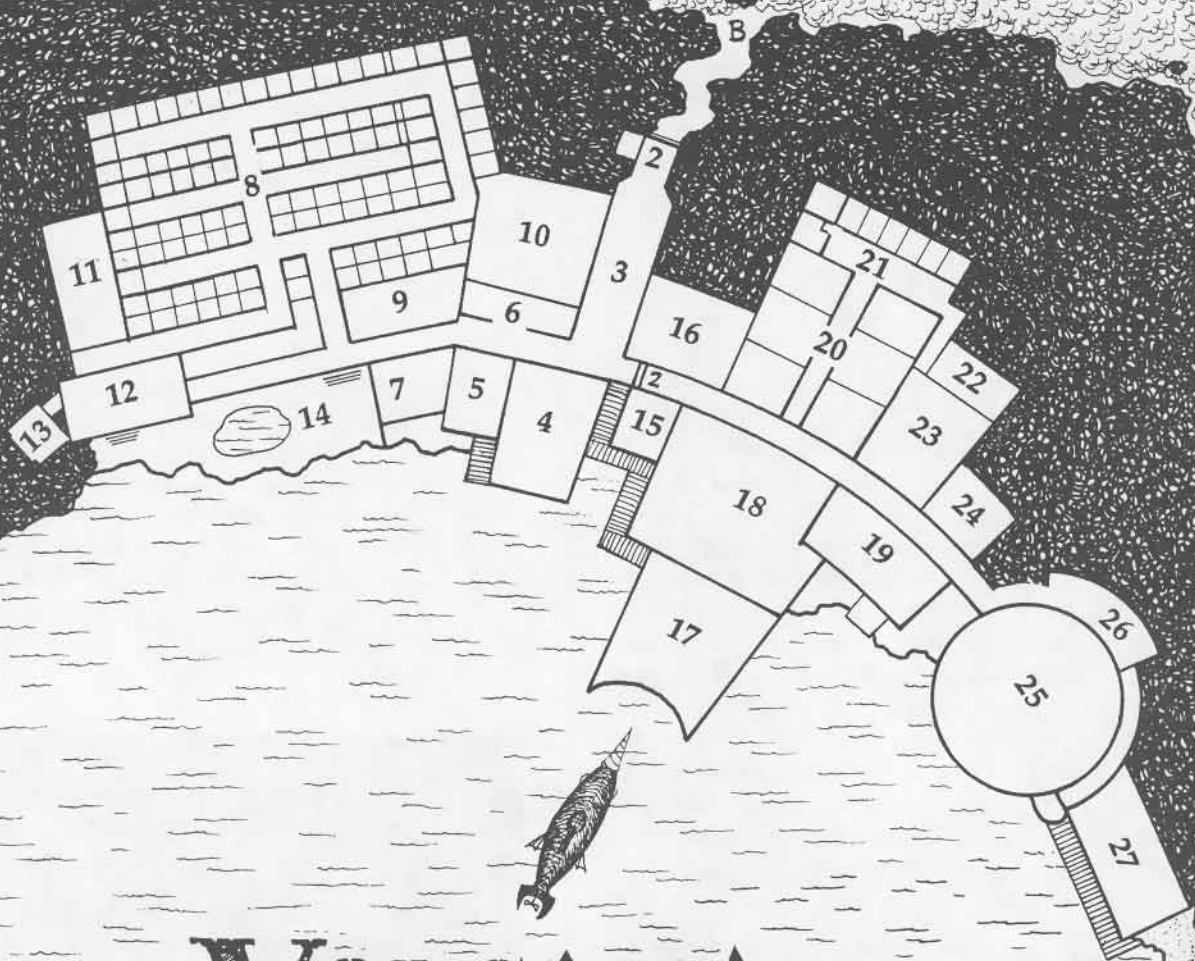
- 16 Armory and Flammables Storage.** This room marks the beginning of the secure area of the compound, and is located past an iron door and security post that bars the hallway. Inside the locked armory are kept all of the guns, swords, rifles, harpoon guns, small projectiles, and dynamite that are used by Nemo's men. (Weapons are also kept on board the Nautilus.) Also at hand are several dangerous and flammable chemicals that Captain Nemo uses on the Nautilus, in the power station, and in on-going experiments in the laboratory.
- 17 Nautilus Docking Bay.** This feature is one of the main reasons that the secret compound exists. The docking bay is the only place in the world where major repairs and maintenance can be done on the Nautilus. This covered dock is over 100 feet wide and 240 feet deep, providing more than enough room to work on the 210 foot-long submarine. Most of the maintenance involves replacement and re-riveting of the outside hull, and repair of whatever interior mechanisms need work.
- 18 Nautilus Parts and Supply Depot.** This large area stores and prepares equipment for the submarine. Repair tools and diagnostic equipment are also kept and used here. This is also where supplies for the Nautilus are kept until the sub is loaded up for its next journey out into the depths of the ocean.
- 19 Metal Works and Forge.** Originally Captain Nemo had many of the larger components of the Nautilus built at different locations around the world, and assembled here on Volcana. Since that time, Nemo has been able to build a large metal works and forge which has the capability to make whatever parts are necessary. However, iron and other raw materials must be purchased. This is a hot, dark place, lighted by the sparks and steam of the forge. A large funneled smokestack rises out of the top of the forge and billows smoke out of the top of the volcano, thus giving outsiders the impression of an active, natural volcano.
- 20 Scientific Research Area.** Nemo and several other scientists continually work on and improve their control of the electrical forces at Nemo's command. To that end, there are six labs that are used for experiments in electricity, chemistry, oceanography, metallurgy, engineering and biology. Most of the work in the labs is the creation of new machines and devices that can be used on the Nautilus or in the compound. The labs are usually locked except when in use.
- 21 Laboratory Offices.** These locked rooms are assigned to Nemo and the other scientists. They contain research notes and personal effects.
- 22/23 Science Library and Meeting Room.** All reference materials used by the science, power, subdock and metal forge personnel are kept in this library. A large meeting room where groups can assemble to exchange information adjoins.
- 24 Storage/Empty Area.** These rooms were originally the personal laboratory and working area of Robur, an expert in the field of aeronautics, the study of mechanical flight. However, Robur and Nemo had numerous disagreements over building a large flying vehicle similar to the Nautilus. One day Robur and all his equipment disappeared. It is rumored that he is the only person to ever leave the compound on his own alive. Now these rooms are used for the storage of science and power station equipment.
- 25 Power Station.** This is one of Nemo's crowning achievements, a power plant capable of generating enough electricity to run a city. The power station is well-guarded and intruders to its interior risk a deadly dose of radium poisoning. The secrets of the station's power generation are known only to Nemo and a few of his scientists.
- 26 Power Station Control Room.** Down a small hallway and past an iron door is the main control room for the power station. Beyond the door is a series of connected rooms filled with numerous control panels, gauges, buttons and other equipment for keeping control of the electricity.
- 27 Coal Processing Plant.** This building is used to mine, store and process coal for use in the power station. Other useful chemicals (such as sodium) are extracted from the coal and used throughout the compound.
- 28 Coal Deposits and Shoreline.** Next to the coal processing plant is a large deposit of coal that is mined as needed. The deposit was pushed up from deep under the earth aeons ago. Around the edge of the inside of the long extinct volcano is a shore that edges most of a crater lake. The shore is rocky and perilous. Other than the cave that leads directly into Nemo's compound, there are no other exits from the volcano ... by land.

# VOLCANA<sup>1</sup>

NEMO'S SECRET ISLAND

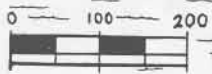


*W. H. Long*



# VOLCANA

NEMO'S SUB. BASE



28



**29** **Volcanic Lake and Underwater Tunnel.** The still waters of this lake run deep, and in fact there is an underwater tunnel that leads out to the ocean. The salt water lake (like the compound itself) is concealed inside the volcanic mountain. A round hole at the top of the volcano lets some sunlight into the dark confines of the lake.

## Adventure Ideas

**A** The party is hired by the eminent oceanographer Professor Aronnax who once travelled 20,000 leagues under the sea as Nemo's "guest." Unfortunately, no one believes him, except for his friend Jules Verne, who has offered to help the professor get his journal of the event published. Professor Aronnax asks the party to seek out Captain Nemo, or find evidence to prove the existence of the captain and his submarine Nautilus. After consulting with experts, Aronnax believes that Nemo has to have a repair station or base somewhere in the Indian Ocean. He will provide the adventurers with a ship and small crew, and may even accompany them on the journey.

**B** Using his network of contacts and connections, Nemo kidnaps the party after discovering that one of them is either:

- 1) His sole remaining relative, to whom he wants to bequeath his island empire.
- 2) A scientist who has knowledge that he needs. He will offer a permanent position at the base. Others in the group may get similar offers, which are tempting but isolating.
- 3) A contact of Robur the Conqueror, who stole a lot of Nemo's equipment and gold. Robur is building a flying platform in Canada, and Nemo has vowed revenge.
- 4) Female! Nemo's men need women in order to continue the existence of the base, and any female adventurers are taken as prime candidates.
- 5) Too much of a security risk. Perhaps without even knowing it, the party may have been involved with a minor job for Nemo. His assistants believe they know too much and plan to kill them. Only Nemo can countermand such an order; can they get word to him?

**C** Robur the Conqueror hires the party to join his group and launch his huge airship. His plan is to conquer America and Europe using threats and power. First he wants to capture the Nautilus and Nemo's base. He remembers roughly where the

island base is, and will invade it with the airship and as many men as he can muster. However, Nemo will have the advantage in this battle. The adventurers find Robur to be a cruel megalomaniac, but he pays well. Nemo seems to be honorable and reasonable in comparison. Where will the party's loyalties lie?

**D** The adventurers end up stranded on Volcana, purely by accident. At first, they will find no hint that there is a secret base on the island; but the longer they stay the more likely the discovery of the cave that leads to the iron door. Or, perhaps they might look into the top of the volcano and find the base. They may even spot one of the base's people out on a rare stroll of the island. If confronted, this person will claim to be a castaway also. Eventually the party will either find Nemo's base or Nemo will come to find the castaways. How they are treated depends on their actions and skills.



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# THE SUBMARINE: NAUTILUS

The Nautilus is truly a vehicle of legend. At 210 feet, the submarine is a steel-hulled powerhouse capable of traveling at least 25 knots per hour through icy seas, and underwater for five days without requiring fresh air.

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- 1 **The Submarine: Nautilus.** Built sometime between 1856 and 1861, the Nautilus is powered by electricity, and it is rumored that the charge is created by harnessing the power of the atom. The overall appearance of the Nautilus is that of a long, dark sea creature, with luminous eyes and a horn at the front, like that of a narwhal. There are fins and rudders at its side and back.
- 2 **The Bridge.** From here, Nemo and crew operate the Nautilus. There is a large two-panelled window at the front of the bridge along with numerous gauges and instruments. A brass ladder leads up to the main exit to the outside.
- 3 **The Dining Room.** This chamber is decorated with high oak sideboards, which provide numerous shelves for the display of china, glass and porcelain of inestimable value. At the center of the room is a dark, polished wood dining table, always set with the finest silver.
- 4 **The Library.** The library is graced with high pieces of furniture of black ebony inlaid with brass. Upon the shelves, which traverse all the walls of this room, are 12,000 books on a wide variety of subjects. On the outside wall of the library is a large round window that opens with circular shutters.
- 5 **The Drawing Room.** With its 18-foot high luminous ceiling, this large room contains 30 rare paintings and tapestries along its walls. Against one of the walls can also be found a large piano-organ. Another circular window provides an outside view. Along with comfortable chairs and tables, the room is furnished with elegant glass cases which contain a huge variety of shells, pearls, sponges, and mollusks from all the world's oceans. These are all displayed with museum-like quality.
- 6 **The Captain's Quarters.** This severe, dark room is used by Nemo for the basic necessities. The chamber contains a small iron bedstead, table, chairs, dresser and bathroom, and a desk used for plotting courses.
- 7 **Guest Quarters.** An elegant room with a bed, dressing table, armoire, and bathroom, this room is used by favored guests, friends and unexpected visitors.
- 8 **Air Tanks.** Located on both sides of the submarine, the air tanks are used to raise and lower the Nautilus. Pumps force in air or let in water upon the pulling of a lever on the bridge.
- 9 **Small Boats.** Halfway along the length of the tanks is an iron ladder which leads to a boat stored in the upper part of the hull. The boat can be detached from the submarine and float to the ocean surface. It can then be used as a small sailing ship. Also attached to the upper deck of the Nautilus is a metallic "row boat" that is used when the crew needs to go ashore for supplies. The boats are locked up. Nemo has the only key.
- 10 **Small Cabin.** This small room has berths for four, and a small table in its center. It is used to house prisoners or those who are not to be trusted with the full run of the Nautilus. A small bathroom is attached.
- 11 **Kitchen.** The kitchen, electrically run, is situated between two large food storage rooms. Meals for the crew and captain are prepared here. Almost all the food comes from the sea.
- 12 **Berthroom.** This is where the crew sleeps. Bunks are two deep with a storage locker for clothing and personal items. There are also showers, bathroom facilities, and some tables and

Crew members can use the library and drawing room when they are off duty.

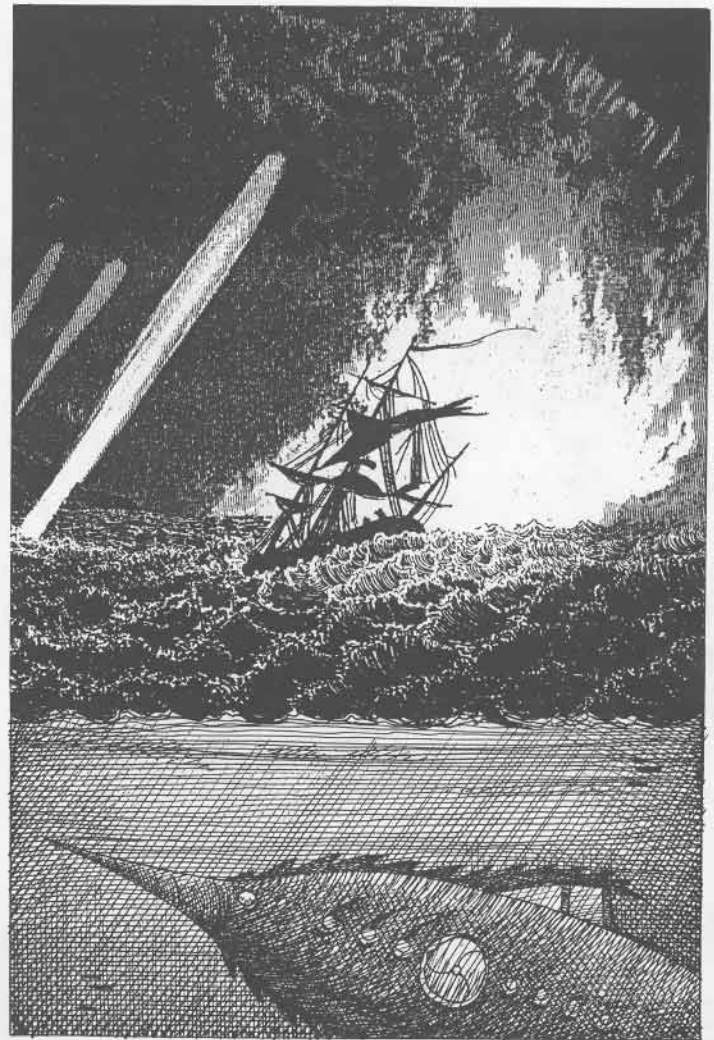
- 13** **The Engine Room.** Divided into two parts, the engine room is at least 70 feet long. The first section contains a large black iron "box" which seems to hum and faintly glow. This "box" generates all the necessary electricity to move and power the submarine. The second section of the engine room contains the machinery that operates the propeller and rudder. The Engine Room is guarded at all times, and no one is allowed in except approved crew members.

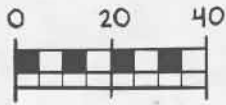
## Adventure Ideas

- A** During an ocean voyage the adventurers' ship is attacked by a huge glowing-eyed "sea monster" that rams and sinks the boat. The party ends up stranded in the middle of the ocean with no land in sight. Suddenly they find a strange, smooth, metallic island. It doesn't take them long to realize they are on top of a submarine which has come up for air. Whether or not Nemo lets them into the Nautilus, or shoots them and throws them overboard, depends entirely upon the adventurers' personalities. Nemo is more lenient with those who can provide interesting dinner conversation!
- B** The Nautilus suffers damage to its airtanks from a maelstrom and is forced to "go ashore" in order to effect repairs. Nemo finds a wide sandy beach on a deserted atoll, several hundred miles away from Volcana. The party discovers the crew in the midst of repairs and can either help, attack, or attempt to follow the Nautilus back to base after the submarine leaves the atoll.
- C** While aboard the Nautilus, the party is caught up in the middle of a mutiny! Almost half of Nemo's crew has been convinced by a spy for Robur the Conquerer to take over the ship and sell it to the highest bidder. What will the party do?
- D** If one of the party is a doctor (or healer), they are contacted late at night by a group of darkly dressed men who all ask (or if necessary, force) the doctor (and anyone with him) on to a small metal boat which takes them to the Nautilus. Captain Nemo is near death after an attack by Robur's forces and

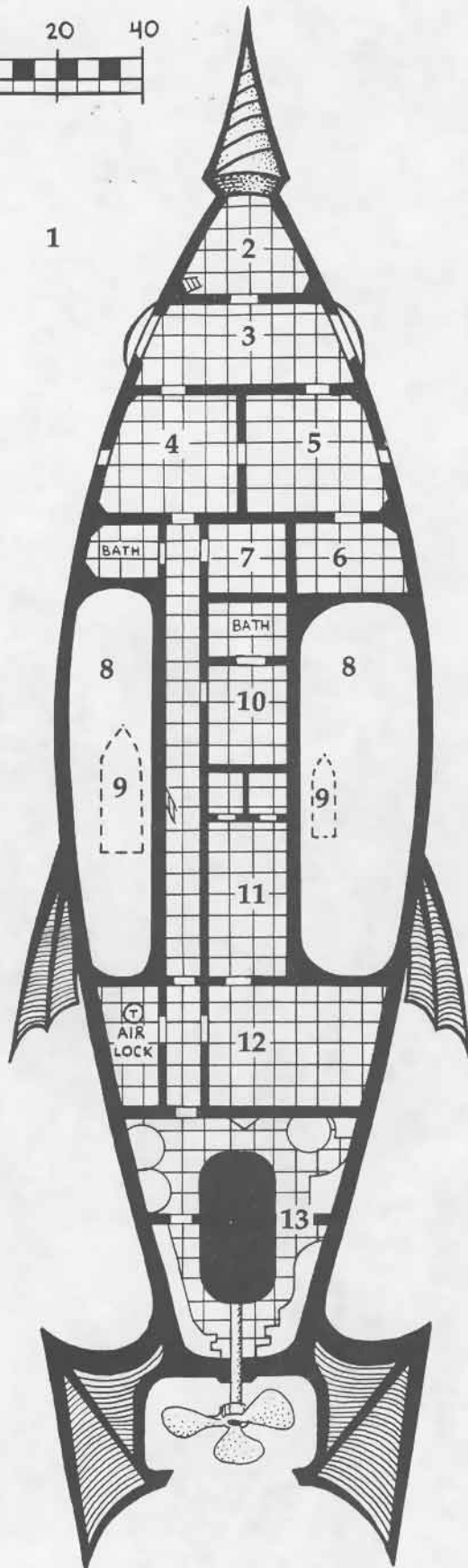
only skilled medical care can save his life. If Nemo dies, the party is threatened with execution.

- E** The adventurers are aboard a medical supply ship on a mission to find an extremely rare sea anemone that produces a serum that can reverse a mysterious deteriorating disease suffered by an Indian princess. During a rough storm, the ship takes on too much water and begins to sink. Just as all seems lost, the Nautilus arrives to rescue the surviving crew. With time running out, can the party convince Nemo to assist them in their mission and get them back to India before it's too late?
- F** A large shipbuilding firm and the British government hire the adventurers to find the Nautilus, and bring it back at any cost to an English port. It will be studied, catalogued and reproduced "to serve the greater British Empire." A naval ship and crew will be supplied along with a healthy reward of one million pounds, sterling (5 million dollars).





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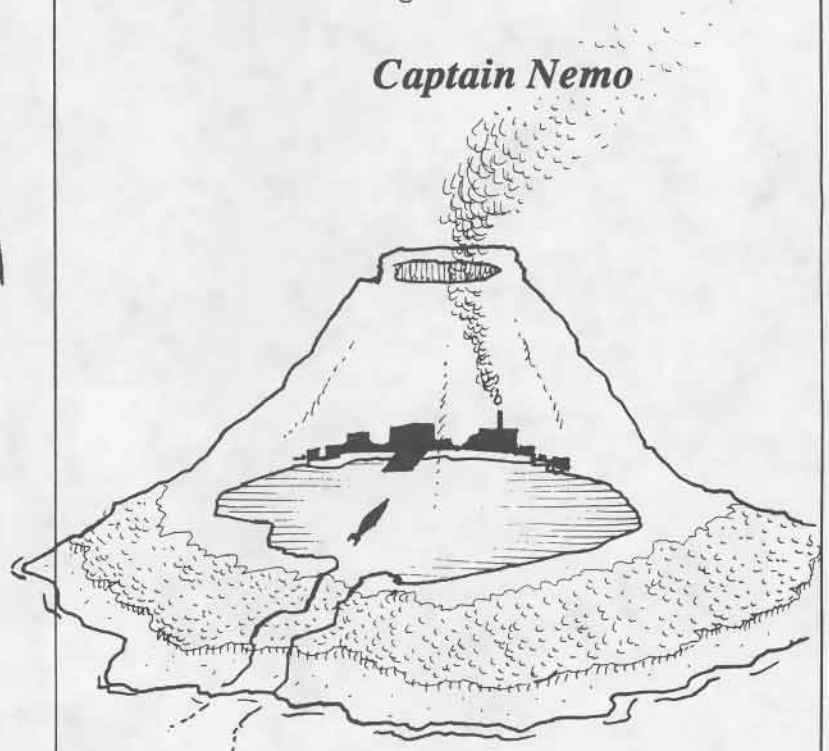
# The NAUTILUS

OF CAPTAIN NEMO

"On the Nautilus we are separate from the rest of humanity. There are no defects to be afraid of, for the vessel is made of iron; no lack of power, for we have electricity. And there is no tempest to brave, for when our ship dives below the water it reaches absolute tranquillity. There sir, that is the perfection of vessels! And you understand the trust I repose in my Nautilus - for I am at once captain, builder and engineer."

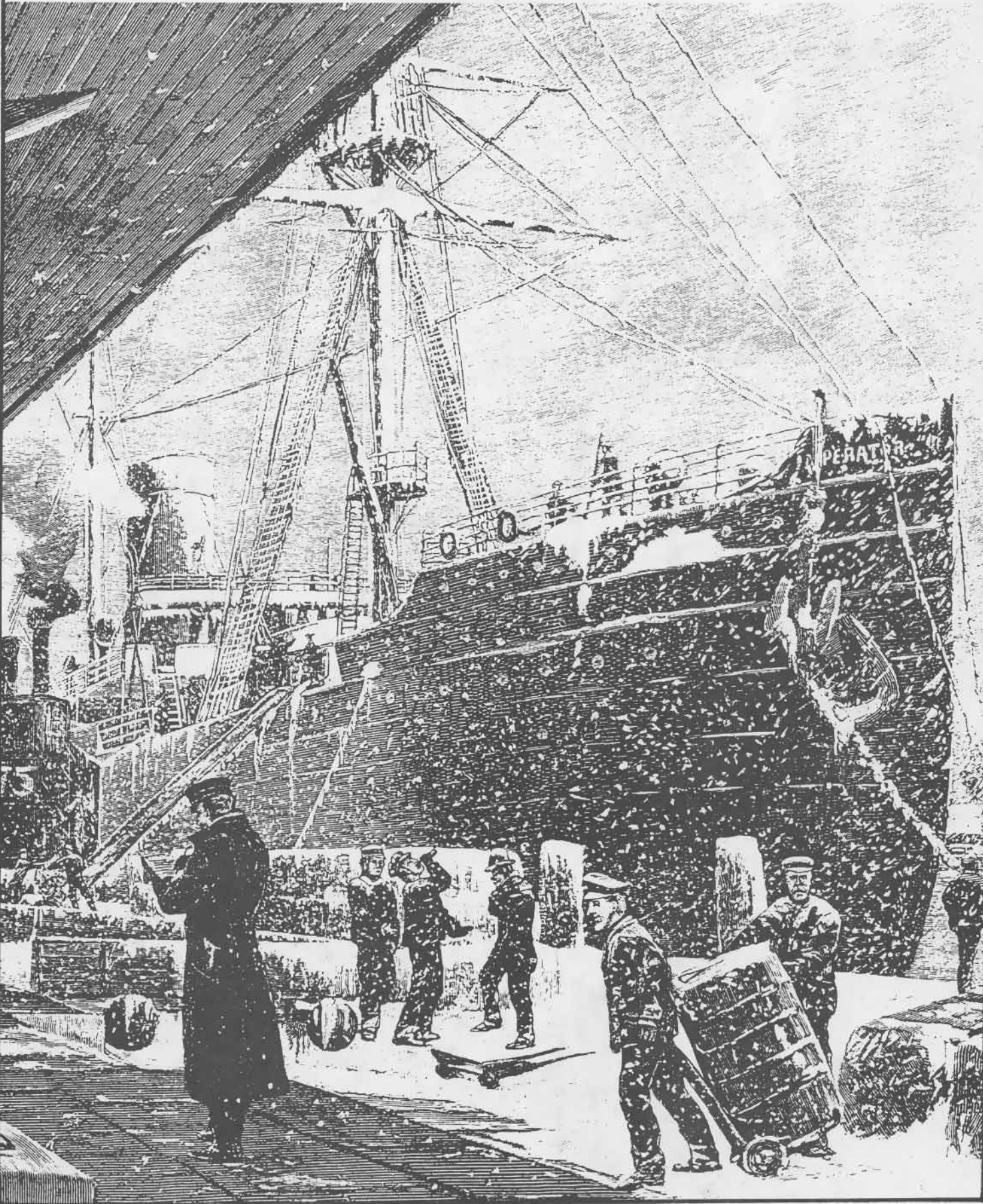
210 ft.

**Captain Nemo**



*G. Harcourt*

# The Present



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# THE BERMUDA TRIANGLE

Since the earliest of man's seafaring days, a particular area of the Atlantic Ocean has been regarded with a mixture of dread and curiosity. From ancient reports of sea monsters and ghost ships, to contemporary sightings of UFOs and atmospheric anomalies, the Bermuda Triangle continues to be a place of dangerous adventure. Only a handful of those who have encountered the terrors of the triangle have escaped to tell of it. Some of their stories have been reported by sources ranging from the 4th century B.C. philosopher Plato to the United States Air Force. This guide to the triangle is based on both documented sea features and unexplained mysteries.

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**1 The Triangle.** The Bermuda Triangle is believed to extend southward from the tip of Florida to the top of Venezuela, then northeastward through the mid-Atlantic to the Azores, then southeastward along to the eastern coast of the United States. However, according to many reports, the triangle can expand at will, sometimes causing phenomena as far west as the Gulf of Mexico and as far north as the waters off New Jersey.

**2 The Sargasso Sea.** Midway across the Atlantic, this area of brown, yellow and green floating seaweed was thought to be a remnant of grasslands of a sunken continent, perhaps Atlantis, by the ancient Greek philosopher Plato. The Sargasso Sea is the legendary site of sea monsters that prey on ships which have become mired in the seaweed. Columbus's crew was decidedly unhappy about their leader's choice to navigate through these weedy depths. Rumors abound of derelict ships mired in the swirling seaweed. Some blame the swarms of European eels which spawn here for the legends of sea monsters; but there are indeed primordial leviathans that follow the shifting sargassum. These great beasts have maws and bodies akin to the rare megamouth shark, but on a colossal scale. Their fins and tails have trailing frills which mimic the look of the seaweed. No one has named these creatures which sometimes hover in the midst of the seaweed, but they pose a danger to any ships under the power of sail. The noise from engine-powered crafts frightens the beasts, accounting for so few sightings in modern times.

**3 The Mid-Atlantic Ridge.** This gigantic underwater mountain range is the highest part of a 40,000 mile-long chain that circles the world. The ridge has many dangerous natural features. Throughout the range, a series of giant cracks along tectonic plates ooze molten magma onto the ocean floor.

The seawater which comes in contact with the sulfurous lava becomes acidic, and home to a bizarre group of creatures, some adapted to the hydrothermal currents by their system's sulfur-metabolizing bacteria. Giant white clams and crabs up to a foot long exist here, along with 10-foot tall tube worms swaying in the warm currents. Undersea earthquakes associated with this volcanic activity are common, and the thrust and collapse of ridge features can produce unusual wave and current phenomena quite capable of wreaking havoc with surface ships.

**4 Dead Spot.** Regions in the Earth's atmosphere have been detected that possess magnetic and gravitational anomalies. Study of these areas has been complicated by their tendency to shift locations or fade away entirely. Typically a Dead Spot is about 1,000 feet in diameter, rising from the ocean surface to an unknown altitude. Dead Spots interfere with compass readings and radio transmissions, as well as the human senses. Those who pass through a dead spot may experience disorientation and vertigo. Dead Spots are theoretically responsible for malfunctions of airplane and ship equipment; but their detrimental effects on the human body may be the true cause of air and sea mishaps.

**5 Nereid Valley.** The daughters of the sea God Nereus have held on tenaciously to their underwater homelands in the Puerto Rico trench. These sea sprites have endured since ancient times, claiming ships which venture too close to their domain as tribute to their father. Many a wreck of a treasure ship lies under the shifting sands of the nereids' valley. Large, modern ships of steel are more impervious to the attacks of the sprites, but the daughters still haul in a respectable catch of yachtsmen and salvage operators each year. The nereids can mimic the appearance and voice of human females, and attract the attention of boaters

by posing as castaways clinging to pieces of flotsam. When a ship stops for a rescue, the nereids swarm under and around the vessel, doing their best to sink it. Especially valuable cargo stolen by the nereids is taken to their largest cave, within which their father Nereus is napping (he's been asleep for about 1,000 years).

**6 Ancient Underwater Structures.** The apparent ruins of many sunken kingdoms litter the floor of the ocean under the Bermuda Triangle. Most are obscured by the bottom sands, but some are easily found by divers. Several submerged buildings off the northern tip of Andros island in the Bahamas and the remains of a seaport west of Bimini have been hailed by some as remains of Atlantis, although other scientists insist that these formations are simply natural, or Pre-Columbian or Phoenician in origin. However, the prevalence of Atlantean lore in the triangle suggests otherwise.

**7 Shipwreck Sites.** Since the earliest days of man's seafaring, thousands of ships have gone down in the vast area said to be affected by the Bermuda Triangle. In Cuban and Jamaican waters alone, over 1,600 ships wrecked between the early 15th century and 1825. Treasure hunters frequent virtually all the waters of the Caribbean, in hopes of uncovering lost booty from Spanish treasure galleons, English privateer ships, and Dutch merchant vessels. Although man has adapted himself for underwater exploration with diving equipment and submarine vessels, there are dangers beyond those of the capricious sea waters. Many island countries are fiercely protective of their wrecks, especially Cuba. Cuban gunboats have fired upon salvage ships in their waters, even extending their patrols beyond their national boundaries into Bahamian territory. Jail time (and worse) awaits those unfortunates who are caught by hostile governments.

**8 Gargantuan Hermit Crabs.** Where coral reefs stretch from island coastlines, a gigantic species of crab has made its home. While its smaller cousins use the shells of other sea life as their mobile homes, these Gargantuan Hermit Crabs have scoured the ocean floor for wreckage from ships and planes to use as their shells. Encrusted as these shelters become with boreworms and barnacles, it may not be immediately apparent that these huge crustaceans carry the hulls of ships or the fuselages of airplanes on their backs. These crabs are predators, eager to devour anything that strays into their underwater landscape.

**9 Fog Banks, Cloud Tunnels, and Clear Air Turbulence.** Pilots are faced with several perils if they are unlucky enough to fly into an active area of the Bermuda Triangle. Among these dangers are inexplicable fog banks which obscure land and sea features even during clear weather, strange cloud tunnels which suck aircraft along their interior at rates of speed which suggest time warps, and invisible forces of turbulence which can shake a plane apart with no warning. These strange factors may be associated with Dead Spots, or the more sinister machinations of the Grey Base.

**10 Grey Base.** Since the outbreak of UFO sightings in the late 1940's, unexplained lights in the night skies over the Bermuda Triangle have become a staple of belief in alien invaders. After all, N.A.S.A. chose a Florida location; wouldn't space-faring beings also utilize this area with its clear weather and optimal launch windows? Indeed, a secret base of the fabled "Grey" aliens has been colonized on the Hatteras Abyssal Plain. These small, slant-eyed bipeds have a spindly build, and an advanced technology which compensates for their lack of physical strength. The Greys are notorious for kidnapping humans and experimenting upon them. The length of their presence on earth is unknown, but items found within their enclave suggest they have been visiting Earth for many millions of years.

**A Generators and Holographic Shields.** The Grey Base avoids detection by generating a magnetic field which interferes with the most common means used by humans to examine the sea floor. In addition, a very sophisticated projection unit feeds a three-dimensional image of the sea floor to a screen which shields the edges of the base. The technology of this camouflage is extremely advanced. The only chance of piercing the secret of this shell occurs when Grey ships are launching. At that time, sections of the screen are retracted to allow for easy exit of their vehicles.

**B Shipyard.** The entire eastern side of the alien complex is comprised of their shipyard. There are facilities for docking, launching, building, repairing, and offloading Grey underwater and atmospheric vehicles. The spacefaring craft of the Greys, long, cylindrical ships, do not travel to the bottom of the seas (except for one unfortunate vessel which crashed 2 miles south of the base). The alien ships found in the yards are saucer-shaped aircraft and wedge-like submarines. Hatchways lead west to Central Control and north to the Salvage Hangar.

- C Central Control.** Beyond the Shipyard is Central Control. This rather narrow room is filled with unfathomable machinery which assists in launchings, landings, and the overall defense and operation of the base. There are banks of buttons and crystalline levers interspersed between tubing which threads its way through the walls and ceilings like the veins of a body. Doorways lead north to the Study Lab and west to the research wing.
- D Salvage Hangar.** This large warehouse connected to the Shipyard stores spare Grey equipment along with wreckage and artifacts that the aliens have retrieved from the sea. About a quarter of the hangar is filled with long drag nets and cages which attach to their submarines for transport of cargo. Another portion is stocked with bins of replacement parts for their ships and base. The rest of the warehouse is a hodgepodge of salvage, including broken sections of ships and airplanes, meteorites, fossil material, treasure and antiquities. A large hatchway leads west to the Study Lab.
- E Study Lab.** This chamber is used for study and analysis of the salvage. A series of plain white tables dominates the room. Some of them are equipped with vacuum hoses and drainage channels along the edges making them ideal for purposes of dissection. Other tables are ringed with alien diagnostic machinery which might serve to identify metals, chemical composition, and other physical factors. Several shelving units hold stacks of a plastic-like paper covered with the Greys' notes about their discoveries. The language is completely unlike any current Earth tongue. Another door leads west into the Zoo.
- F Zoo.** This is the largest section of the base. A honeycomb of chambers stretches to the north and west. These galleries are filled with biological life from every corner of the earth. Living animals, plants and humans are imprisoned in individually regulated environments within clear domes. More of the ubiquitous hoses connect these units to floor, wall, and ceiling, piping in atmosphere, water and food. Most remarkably, the Zoo holds species from millennia past. The Greys may have the secret of time travel, or they may employ advanced DNA extraction and cloning techniques in their labs. Whatever the method, a variety of archaic animals is on display, including sea reptiles, dodo birds, and ancestors of homo sapiens. It is interesting to note that no large carnivores, such as tigers, grizzly bears, or dinosaurs are present. Perhaps the Greys wisely consider air-breathing
- meat-eaters a security risk! Other than to the Study Lab, the only other exit from the Zoo leads to the Breeding Capsules.
- G Breeding Capsules.** The Greys' experiments in genetics, and their own reproduction, are centered around this room. Several dozen incubator-like devices contain infant Greys, human-Grey hybrids, and other strange creatures. This part of the base is always attended by a number of aliens, either medical staff or proud parents. Exits lead to the Living Quarters to the west, and the research wing to the south.
- H Medical Research.** The western end of the research wing is set aside as a hospital and laboratory. The small number of beds suggests that the Greys are a healthy race; yet the scope and quality of their medical equipment suggests that they are prepared for any emergency. The cabinet containing their probes and scalpels could easily be mistaken for an armory — some of the blades are machete-size. The Greys seem to administer most of their drugs by means of patches which are attached to the skin. Boxes of these pads are readily accessible. A number of alien medical texts can be found here with colorful and detailed illustrations of Grey physiology. This room connects to the east with Weapons Research.
- I Weapons Research.** The engineers and scientists of this race spend many hours tinkering with their inventions, judging from the work-in-process to be found in this room. There are numerous work stations and plentiful tools to encourage the development of new Grey creations. The majority of gadgets appear to be weapons, with a large percentage of them being varieties of shock prods. There are some guns and other devices designed to manipulate magnetics and sound. An exit from this chamber leads east to Central Control.
- J Living Quarters.** West of the Breeding Capsules are the Greys' personal quarters. Fifty small chambers are partitioned out of this area. There is little difference between the units in this barracks. Each nook has two or three cots and some plain crates for storage. Ten of the booths are unfurnished except for more of the strange hoses and floor drains.



## Adventure Ideas

**A** A war between the nereids and the Greys has been escalating for 100 years. Less susceptible to the aliens' weapons than humans, the nereids have had some success in discouraging the expansion of the Grey Base. However, many have fallen in defense of their valley, caught in the drag nets of Grey submarines and subjected to experimentation. One of these nereids, physically engineered by alien technology to breath both air and water, escapes from the base and makes contact with the adventurers. Claiming to be a *human* altered by the space beings to be a water breather, she tells them the secrets of the Grey base. The nereid hopes the humans will unknowingly aid her own people's fight against the aliens, and emphasizes the treasures and scientific knowledge to be stolen from the Greys. She will offer to guide the party to the base, using all her seductive wiles to enlist them in her cause.

**B** The adventurers have chartered a fishing boat for a three-hour tour. A sudden storm catches them far from shore. Their attempts to reach land are hampered by malfunctions of the compass and radio, along with general mental confusion. At the height of the chaos, their boat is rammed from beneath by a large, wedge-shaped object and upended. The members of the party are attacked by small people wearing unusual scuba suits, who stab them with strange prods. When the party awakes from their ordeal, they find themselves in the Zoo.

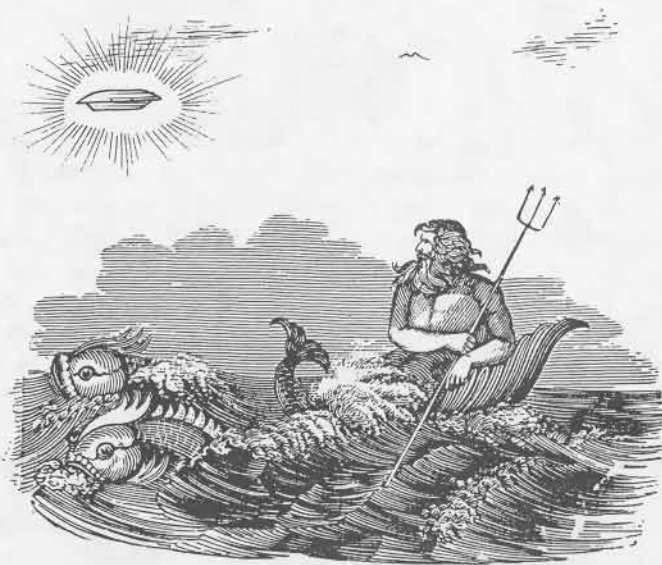
**C** A Bahamian salvage operator hires the party as able seamen to assist with raising a wreck, offering them a cut of the profits. After spending a few days bringing up bits and pieces of a cargo freighter, a much older treasure wreck is discovered underneath. While the party is congratulating themselves on their good luck, the last piece of the freighter is hauled to the surface. To their horror they discover that this last chunk of salvage is home to a fighting mad giant hermit crab who menaces the ship.

**D** While sailing in the triangle, the party sights a battered ship in the distance. From all appearances it is ancient, or of a style long abandoned in the party's day. As they approach the derelict, it drifts just quickly enough to stay out of reach. Just as they are about to give up pursuit, a fog bank rolls in. The next morning, the ghost ship and fog bank will be gone, and the adventurers will find

themselves transported through a time warp to the ancient time of the derelict ship.

**E** 10,000 years ago, the Greys fought a terrible battle with the Atlanteans for dominance of the Atlantic Islands. The Atlantean outpost in the Bahamas was reduced to rubble, and later glacial melting covered it with the sea. It has recently come to the attention of the Greys that the outpost contained a library of stone tablets engraved with a history of the conflict. Now, human archaeologists are close to discovering the buried city and its secrets, jeopardizing the aliens' plans. The party is in the right place at the right time to witness the kidnapping of several scholars by a UFO from a beachside encampment. Their presence did not go undetected. Now the Greys are after them!

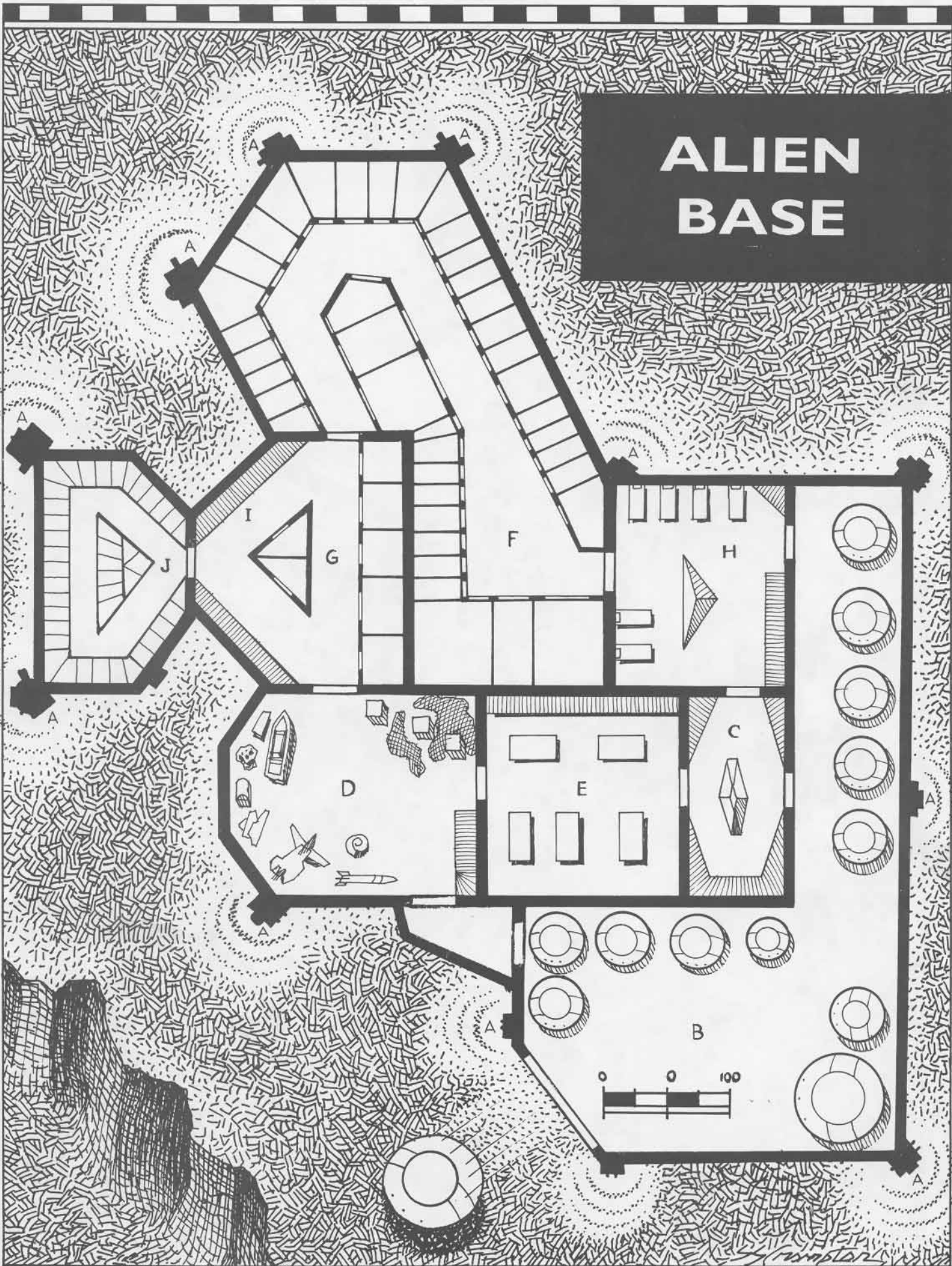
**F** The party reads an article in the paper about a great hole that has opened in the Earth along the Mid-Atlantic Ridge. The site has become quite a tourist attraction, and boaters have flocked to the area to watch the magma burst through the surface of the sea to form a new island. The group decides to see for themselves. As they marvel at this natural wonder, an enormous whirlpool develops and drags every boat in the vicinity beneath the waves. The adventurers find themselves sucked down into another world beneath the ocean floor.



# BERMUDA TRIANGLE



# ALIEN BASE



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# DO NOT SEEK THE THIRTEENTH FLOOR

by Reid Nachtier, Ph.D.

Within the category of popular modern myths, there has come to be a rarely spoken of, yet well-constructed collective suspicion that something lurks hidden within the many high-rises that fill the hearts of our metropolitan cities. Inside any one of the many buildings, or perhaps inside them all, there is an empty spot, supposedly nonexistent, that nonetheless anyone, for any reason, can inadvertently find themselves stumbling into.

This reference, of course, is to the "missing" 13th Floor.

The roots of this modern myth are not difficult to trace. It was the invention of the elevator in 1853 by Elisha Graves Otis which made feasible the construction of buildings greater than a few stories, which evolved architecturally into skyscrapers. But in the early decades of high-rise development, a superstition of the uneducated masses was set as a given: that a building's 13th Floor would be skipped numerically. Over the years, this placation of Western European superstition became little more than a habit — the world having grown more sophisticated and secular — and is today only followed in a sense of tradition.

The lack of a 13th Floor is now observed by inquiring children, explained away, accepted and shrugged off; but the knowledge that a floor is "missing" still fills our culture's collective unconscious and re-emerges in the form of gossip, tall tales, and "truths that everyone knows."

The 13th Floor, in both business and residential buildings, is the source of many divergent beliefs. From water cooler tales about secret playboy pads for company officers and their private secretaries, to suppositional office graveyards filled with ashen men in dark gray suits all slumped over their desks, the speculation about this mystery zone endures. Is the undetectable floor where witches' covens meet, or a slave hold filled with missing children?

Varied as these modern myths may be, the two common denominators all share is that one arrives at the 13th Floor by elevator, and once there, one has extreme difficulty in leaving. Furthermore, a recent psycho-anthropological study has found a significant number of accounts from metropolitan areas all over the country of people actually discovering the 13th Floor. It is hypothesized that the 13th Floor does indeed exist, created by the dread of it in the country's collective unconsciousness.

Initial studies of the various 13th Floor events provided little correlation between the individual accounts. However, further inquiry of the most recent subjects has produced a hypothesis which the data supports. Apparently, the key that opens the elevator on the 13th floor is entirely the product of the mind; specifically, the psychological constitution of the person(s) in the elevator.

What appears to trigger delivery to the 13th Floor is strong disassociation from the accepted cultural milieu, mental abnormalities that tend to place the individual either beneath or above the norm of society. In the extreme, these dissociative emotions seem to trigger an event in high-rise elevators that causes the person or persons already partially removed from society to become fully removed; i.e., to disappear for good within the "missing" floor.

Though anecdotal in nature, in analyzing these extraordinary accounts of people who have reached the 13th Floor and then managed to return, a large amount of corroborative evidence has been

accumulated. This evidence not only gives credence to these stories, but has actually allowed construction of the most basic of maps of the missing floor. A map of the 13th Floor, and instruction for use, has been constructed to aid anyone unexpectedly finding themselves in this realm in the hopes it may educate some in how to find an exit.

In no way should this map be used to deliberately seek the 13th Floor. Such would be disastrous to nearly all. Someday, explorers of psychic phenomenon will venture there, but it is cautioned that the inexperienced and the uninitiated not take it upon themselves to actually undertake such a mission.

**1** **Entry.** Most individuals who have reported a 13th Floor experience agree that upon exiting the elevator, a forceful personage manifests itself. The differing accounts of this being distill down to the description of a middle-aged man clad in upper-class attire appropriate to the late 19th Century American East. This extremely authoritarian and preternaturally invulnerable being is the spirit of Elisha Graves Otis. Either by pulling individuals out of the elevator or denying them reentry, he keeps all from calling the elevator back by themselves. Return to the "real world" is at his whim, which he gives only after the most radical change has occurred in the psychological make-up of an individual.

**2** **The 13th Floor.** Buildings containing 13th Floors vary in size and shape, and so the "missing" levels tend to follow the general pattern of the building they are ostensibly "in." However, the uniformity in the tales supports the hypothesis that the building used is immaterial; that there is only one universal 13th Floor to which all elevators lead. The 13th Floor is divided into distinct areas, each taking up a section of a hallway or a set of rooms, all of which are congregated about each of the four outer walls. Some accounts have even noted specifics of direction, and so each area of the 13th Floor has been labeled by its appropriate heading.

**3** **The South Wing.** The South Wing (the part of the 13th Floor devoted to business offices) is usually the region in which an individual finds himself after encountering Elisha. Some analysts propose that the ubiquity of these surroundings represents the universal feeling of dehumanization that generic work environments seem to evoke. The South Wing is made up of ever-turning corridors. Along these hallways are office doors guarded by secretarial desks outfitted with wide assortments of office equipment. Inside the offices are executive desks with trappings appropriate to any number of professions. All offices are occupied by middle

managers and executives. Nearly all secretarial desks are also filled. These persons, male and female, at first examination appear to be normal. They are not. These entities are the immortal souls of those who, over the last 100 years, became trapped on the 13th Floor. Every one is dangerous to a new entrant. The denizens of the South Wing are obsessed with personal advancement, and are constantly jockeying for position among their coworkers. They will use any means necessary, including violence, to advance to a better office. This psychopathology is contagious, and some visitors to the 13th Floor will find themselves burdened with the same, strong, irrational need to "get ahead."

**4** **The West Wing.** This wing is a maze of sales counters, covered with every item sold in American stores. Salespersons stand behind the counters as the shoppers mill about, while sales managers walk the floors overseeing every transaction. It is dangerous to become at all involved with the transactions in the West Wing. Other buyers may resent the adventurer's purchases, while the sellers will never be satisfied with the price they've paid.

**5** **The North Wing.** The North Wing is a long hallway, with doors set up and down the walls. Behind the wall-side doors are various hotel rooms. Living quarters, these rooms are inhabited by maladjusted singles, couples and families. Behind the doors on the opposite side are rooms for hotel supplies and functions, with a few large suites for special activities. The service rooms here are inhabited by bellmen, room service waiters and maids. In the large suites are conventioners, prostitutes, and rock bands. The danger in the residential rooms stems from the violence inherent in dysfunctional family units. Those who visit the suites may also become caught up in the alcoholic, narcotic, and sexual extremes of their hedonistic occupants.

3. South wing



4. West wing



5. North wing



6. East wing

**6** **The East Wing.** The East Wing is built around a single courtroom, with attendant judicial chambers, courtroom offices and penal holding rooms all set about it. Within the courtroom are a judge, a court reporter, a bailiff, a police guard, a prosecutor, an attorney, six jurors and assorted spectators. In the offices are law clerks and legal secretaries, and in the holding room are guards and imprisoned defendants awaiting trial. The East Wing is home to particularly dangerous entities whose motivations are tied to blind obedience to authority. Everything about this wing is designed to be dehumanizing and brutal. Those charged to uphold the law will manipulate it as necessary to convict and imprison strangers.

**7** **Exterior Walls.** There are numerous windows in all four walls. Data indicates the spatial regions outside each vary greatly. Some windows can be opened to ledges that run along all the outer walls. The ledge can be traversed to temporarily or permanently escape the environments inside.

**A** **South Wall Exterior.** The air outside the South Wall is thick with oily smog. Through it can be seen dozens of nearby skyscrapers, many extremely close to the wall, all seemingly squeezed so tightly together as to appear supernaturally thin. It is reported that the windows of these adjacent buildings show other emotionally blank faces. It is possible these skyscrapers house other 13th Floors and there may be ways to bridge the gap between buildings. Those who attempt to walk the ledge here can be driven to a catatonic state by the emotional desolation that pervades the air.

**B** **West Wall Exterior.** Outside the West Wall the air is filled with ever-falling ticker tape, and within that, giant cartoon character balloons float by. The danger here is that the ticker tape can leave one blind, and the balloons are not only alive and mobile, but filled with evil intent.

**C** **North Wall Exterior.** Outside the North Wall, filling the darkness like fireflies, are translucent, luminescent bodies of forever-falling suicides. Watching the plunging figures, one can be mesmerized into immobility, losing all personal motivation.

**D** **East Wall Exterior.** The East Wall looks down on a beach and beyond into the night, a vista of dark oceanic waters. The lunatic face of the Man-in-the-Moon shows clearly at the horizon. Madness comes to those who gaze too long upon this scene.

## Adventure Ideas

**A** A group enters the 13th Floor together, with the goal of stopping play after the first player successfully exits.

Option 1: The adventurers can only exit as a group, with the rule being known or unknown.

Option 2: One can exit by making his or her total psychopathology the worst on the entire 13th Floor.

Option 3: One can exit by completely traversing the entire circumference of the 13th Floor via the ledges. Or, to gain a truce with or exit from one section, by successfully walking just that section's outer ledge.

Option 4: One can exit by completely traversing the four regions a set number of times by any route possible. Or one can exit by traversing the four regions once by using all eight possible routes.

**B** Some of the players enter the 13th Floor together, while others take the roles of long-time souls who have split into multiple-personalities that co-occupy all four sections. The recent entrant players are then opposed by the long-timer players who surreptitiously attempt to remake the new arrivals over into exact duplicates of themselves — allowing the long-timers to leave.

**C** Entrants are armed psychic investigators, whose goal is to destroy every soul on the 13th Floor, and see who can score the most kills.

Option 1: The long-time souls are also armed.

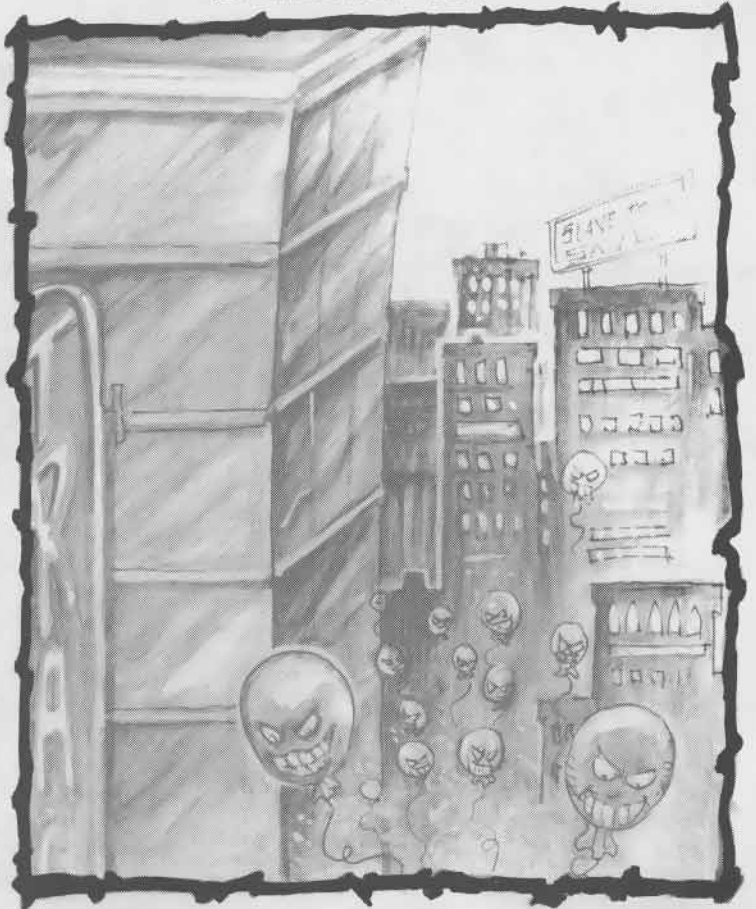
Option 2: The entrant's weapons cause only psychic wounding and/or healing.

**D** Individual psychic warriors each enter separate 13th Floors with the means to both subdue and reorient each and every denizen of the realm. Then, as leaders of their reoriented lost souls they build bridges off the South Wall and wage war on the other 13th Floors, especially those holding other psychic warrior players and their legions of reoriented souls.

A. South side view



B. West side view



C. Northern view



D. East side view



## Endnote

In assuming roles for this map and game, it is suggested that players take on extremes of psychopathology which in some way reflect their own make-up, but this map is for play only and following its rules is not an admission of abnormality. Additionally, a player is free to choose any archetype he finds to be similar to himself, or one that is utterly dissimilar. The following potential psychopathologies are ranged from tendencies of inferiority to superiority.

### Psychopathology

### Behavioral Extreme

A. Paranoid Schizophrenia	paranoia
B. Existential neurosis	apathy
C. Ocholephobia	fear of crowds
D. Manic-Depression	self-elation/self-deprecation
E. Monomania	self-importance
F. Sociopathy	manipulation
G. Nonparanoid Schizophrenia	grandeur

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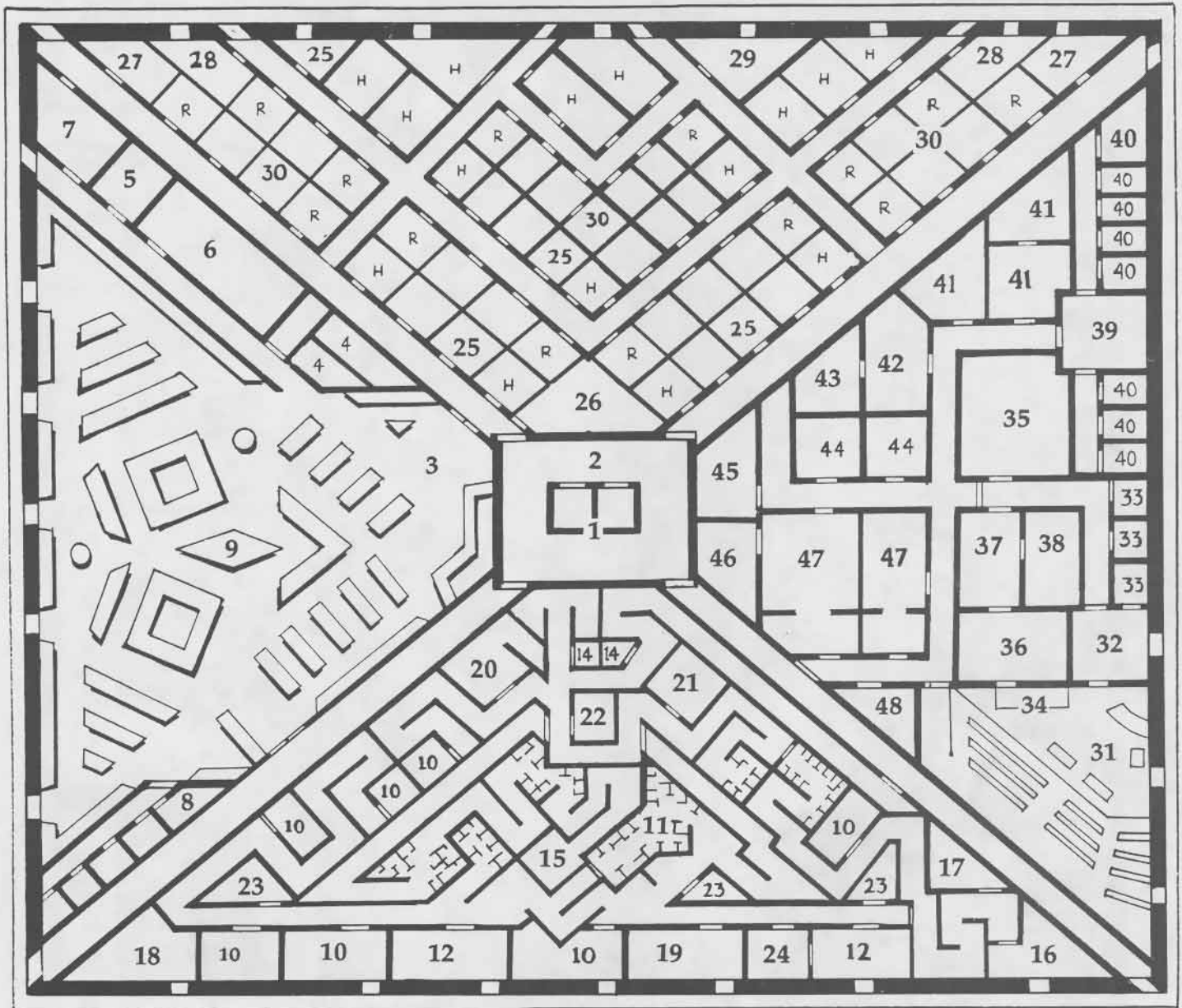
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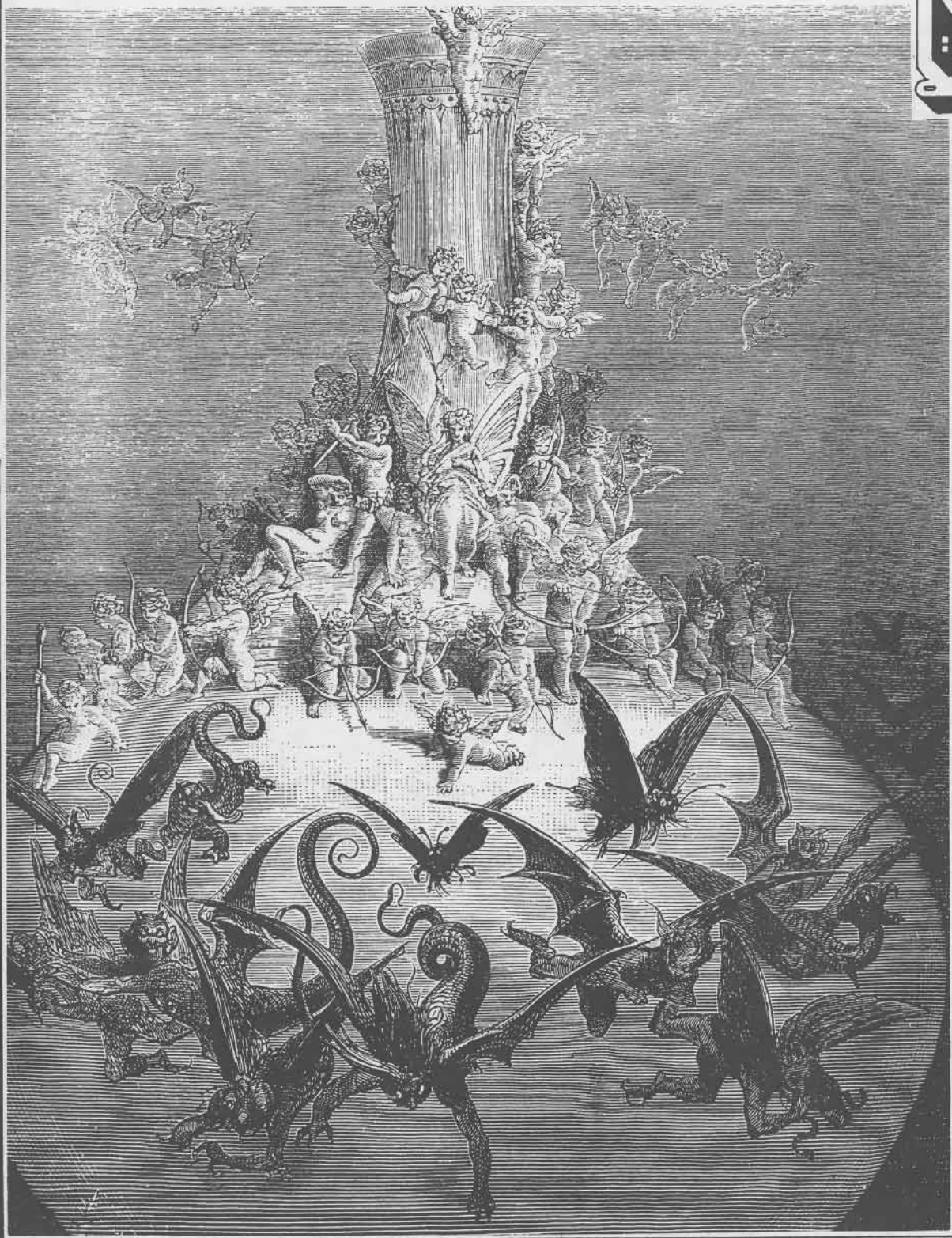
# Map Key To 13th Floor

X = Cubicles  
R = Residents  
H = Hedonists



- |                       |                         |                      |                         |
|-----------------------|-------------------------|----------------------|-------------------------|
| 1 Elevators           | 13 Executive Offices    | 25 Hotel Rooms       | 37 Jury Dining Room     |
| 2 13th Floor Lobby    | 14 Restrooms            | 26 Room Service      | 38 Jury Sleep Room      |
| 3 Sales Floor         | 15 Copy Room            | 27 Maid Service      | 39 Jail Security        |
| 4 Restrooms           | 16 CEO                  | 28 Maintenance       | 40 Cells                |
| 5 Manager's Office    | 17 Executive Assistant  | 29 Management        | 41 Defense Offices      |
| 6 Stock Room          | 18 President            | 30 Resident Rooms    | 42 Cafeteria            |
| 7 Credit Applications | 19 Office Manager       | 31 Courtroom         | 43 Kitchen              |
| 8 Changing Rooms      | 20 Central Receptionist | 32 Judge's Chambers  | 44 Restrooms            |
| 9 Sales Counters      | 21 Break Room           | 33 Law Offices       | 45 Press Room           |
| 10 Business Offices   | 22 FAX                  | 34 Jury              | 46 Forensic Lab         |
| 11 Cubicles           | 23 Office Supplies      | 35 Law Library       | 47 Prosecutor's Offices |
| 12 Conference Room    | 24 Misc. Supplies       | 36 Deliberation Room | 48 Bailiff's Room       |

# Crossover Scenarios



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# CROSSOVER SCENARIOS

The Places of Legend can be utilized in longer roleplaying campaigns by combining locations and characters. The following suggestions should give you some starting points for successful MAPS adventuring. The settings for each adventure idea are in bold at the beginning of the scenario.

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- 1 **The Submarine: Nautilus — The Bermuda Triangle.** After encountering Captain Nemo and the crew of the Nautilus, the adventurers go along for the ride as the submarine encounters the leviathans which lurk in the Sargasso Sea. Nemo is determined to study the primordial creatures, and all other plans are put aside while he prepares a diving expedition to the deep. This attracts the attention of the Grey aliens, who have ironically similar interest in studying the humans! The Nautilus and all its crew will be captured and taken to the Grey Base. The adventurers will have to free themselves and Captain Nemo and crew to escape.
- 2 **The North Pole — The Submarine: Nautilus.** While traveling under the frozen arctic seas, the Nautilus accidentally breaks through into the underground river beneath Santa's workshop. Captain Nemo decides that the complex of rivers and ice caverns would make an excellent second base of operations for the Nautilus, and sends an armed party of his men to explore and secure the area. The adventurers could become embroiled in this scenario either as part of Nemo's group, as part of the resistance forces in the Elftown Warrens, or as a neutral party that must choose sides in the conflict.
- 3 **The Bermuda Triangle — The Thirteenth Floor.** Through their experimentation on humans, the Grey aliens have discovered the psychological key which opens the way to the 13th Floor. However, to explore this new frontier, they need human companions to help them make the journey, for their psychologies do not contain the requisite fears and superstitions of mankind. The Greys will kidnap the adventurers from a cruise ship crossing the Atlantic, and from the ship's own elevator will embark on a journey of conquest to the 13th Floor.
- 4 **Atlantis — The Submarine: Nautilus.** The adventurers are part of a British naval operation to capture the Nautilus, which has been blamed for the disruption of the transatlantic shipping lanes. However, the trading vessels have actually been attacked by Gregorius Ray and his mutant Atlantean army. Nemo and the Nautilus have bactually been fighting the wizard. If the party sucessfully captures Nemo, he will proclaim his innocence and try to convince them of the existence of Atlantis and Gregorius Ray.
- 5 **Mount Olympus — Island of Circe.** The god Poseidon appears to the adventurers and commands them to journey to the Island of Circe to rescue a group of sailors transformed into pigs by the sorceress. He gives them a magic powder inside a sea shell to mix into the pig's drinking water to negate Circe's spell. If the party succeeds, Poseidon will keep a promise to show them the wonders of Olympus.
- 6 **Camelot — The Village of Hamelin.** While in Hamelin, the adventurers find and follow the Pied Piper into Koppelberg Hill. As they travel through the passages beyond the Piper's Hall, they unwittingly trespass on the realm of Faery. Almost out of food and water, they will find a chamber which contains an ornate tomb holding a sleeping knight. The engravings in the room will alert the party that the knight is Arthur, who rests until Britain once again needs a hero king. The adventurers will have to decide whether they should awaken Arthur, who may be their only hope of finding their way safely out of Faery, or continue to explore on their own.
- 7 **Camelot — Valhalla.** The adventurers are knights in the service of King Arthur. While defending Camelot, all are slain by his enemies. Before their souls can begin the journey to the next world, a band of Valkyries appears and carries the party to Valhalla. Odin's warriors have tired of endlessly fighting each other, and are eager for some new opponents. The chief of the gods proposes that if the knights can defeat his champions, he will give them back their lives and return them to Britain.

- 8 Mount Olympus — Valhalla.** To settle a dispute among the gods over whose people are the most valorous in battle, the adventurers are kidnapped and transported to the immortal plane. There, the group will be divided in half, some to fight for the glory of Greece and some for the supremacy of the Nordic lands. Unfortunately, to determine which pantheon's heros are the greatest, the party must fight each other to the death, unless they can propose some other test that will satisfy the curious and quarreling deities.
- 9 Island of Circe — Seven Cities of Cibola.** One of the wizard priests of Cibola manages to escape from the doomed city through magic. His spell transports him backward in time and across the globe to the ritual stones on Circe's island. He will then seek out the adventurers to help him kidnap the sorceress and return to Cibola, in the hope of using her magic to fight Tezcatlipoca. The adventurers will be promised all the gold they desire if they help him in his desperate mission.
- 10 Camelot — OZ.** The adventurers are either knights in the service of Arthur or apprentice mages to the wizard Merlin. When Merlin realizes that his precious Powder of Life has been stolen, he sends the party on a quest to retrieve it. All the wizard knows is that it has been stolen by a witch near an "Emerald City" across the "Deadly Desert." Merlin will cast a spell of flight upon the party to aid them in the search for the city. Once in Oz, they will have to seek out all the witches to determine which one has stolen the powder, and secure its return to Merlin.
- 11 Lemuria — The Bermuda Triangle.** The Tumecc have returned to Earth after a 21,000 year absence to fight the Grey aliens who have moved in on their outpost. Now that Earthlings are no longer primitives, it is instantly obvious that invaders from the stars are at war over the Atlantic and Pacific. As the conflict escalates, representatives from both sides contact the Earth governments for help against their foe. The adventurers will be part of a military or governmental body which must choose sides in the conflict.
- 12 Volcana: Island Base of Captain Nemo — King Solomon's Mine.** Nemo has finally built his own flying ship to challenge Robur the Conqueror for control of the skies. While Nemo's aim is to use his airship for exploration and scientific testing, Robur is out for plunder. Hearing that Robur is flying to Africa in search of King Solomon's lost treasure mine, Nemo sets off for the dark continent in his flying machine to intercept him. The adventurers could be part of either ship's crew, facing an aerial dogfight as well as the dangers of Kukuanaaland.
- 13 Volcana: Island Base of Captain Nemo — Seven Cities of Cibola.** Captain Nemo hears of the lost city of Cibola and sets off in his flying machine to the Arizona Territory. The adventurers are prospectors who have a hot tip on the location of a gold mine, and Nemo tries to hire them as guides into the Superstition Mountains. The captain will propose letting the party use any of his mechanical inventions to make their mining operation easier for a cut of the profits. If they refuse, Nemo and his men will secretly follow them, and muscle in on the operation once the golden city is found. Will the adventures be able to wrest their claim back from the genius Captain Nemo?
- 14 The Bermuda Triangle — Atlantis.** The adventures infiltrate the Grey base and discover a mutant Atlantean held prisoner in the zoo. He will plead with the party to free him, promising to lead them to sunken Atlantis and its treasures if they comply. The Atlantean will keep his end of the bargain, but Gregorius Ray has his own plans for human intruders, which do not include giving away his treasures! The wizard will try to capture one or more of the party to sacrifice to the dark gods to renew his power.
- 15 Atlantis — Island of Circe.** Refugees from the Academy of Thought escaped the fate of Atlantis and founded a new settlement on another of the Greek islands. Hundreds of years later, Circe sees this place in a vision, and believes there are magical artifacts there which can make her the most powerful sorceress in the world. She selects a party of adventurers from her enchanted pigs, promising great rewards if they bring the artifacts to her, and horrible punishments if they do not. In either case, she will be true to her word.
- 16 Camelot — Valhalla.** The adventurers, seeking the site of legendary Camelot, unearth a Viking burial site in Britain. If the adventurers find

- Nordic plunder just as satisfying as British booty, they are free to rob the tomb. Among the crumbling remains, they may find a jewel-encrusted drinking horn. If this prize is removed from the grave, the Valkyries will travel to earth from Asgard, relentlessly pursuing the party until the horn is returned.
- 17** **Atlantis — North Pole — Bermuda Triangle.** A series of cataclysmic earthquakes has shaken the world, and lost continents and hidden cities long thought to be only legend have been pushed up from the depths. The adventurers are part of a government intervention team assigned to minimize public exposure to the legendary sites, engaging in whatever cover-up activities their government deems necessary. They may be assigned to guard the ruins of Atlantis, rescue trapped elves from the North Pole ice caverns, or investigate wreckage from the Grey base in the Bermuda Triangle. Reporters, the public, and other government agents will attempt to catch up with the party to get the truth, and the adventurers will have to decide what to reveal, what to conceal, and what means are necessary to keep the places of legend secret.
- 18** **Camelot — Village of Hamelin.** The adventurers are sent by their local lord to investigate the story of the Pied Piper. In Hamelin, they make inquiries at the church and the clergy allow them access to all the church records. While doing research, the party discovers a manuscript which has been misfiled with the birth and death records. This tells of a sacred chalice that was laid in a niche in the cornerstone of the building by the early church fathers. The writings about this cup sound suspiciously similar to legends of the Holy Grail. Will the adventurers be able to find the chalice without being stopped by the clergy? Is it really the Holy Grail?
- 19** **The Thirteenth Floor — Atlantis.** Gregorius Ray, trapped beneath the sea in his dark tower, has been successful in opening a portal to another dimension. His gateway leads to the black ocean outside the eastern wall of the 13th Floor building. Ray's force of mutant Alanteans has come through the gate, and has stormed the 13th Floor aided by spells of air-breathing. The creatures are now running rampant through city skyscrapers, preying on the businessmen and stealing their money for Gregorius Ray. The adventurers, as part of a city police force or building security, must follow the creatures back to the 13th Floor and defeat the wizard's forces.
- 20** **Valhalla — Mount Olympus.** The adventurers are Nordic heroes, who are sent on a special quest for Odin. The last breeding winged stallion of the Valkyrie's stable has died, and the only other such horse available is Pegasus, a creature seen in the company of the Greek gods. Odin will provide the party with directions and supplies for the journey to Mount Olympus, but from that point on they must find their own way into the city of the gods.
- 21** **OZ — King Solomon's Mine.** Weary of being hemmed in by the Deadly Desert, a witch from OZ has found a spell that will exchange the sand from this wasteland with the harmless sand from other deserts. Several acres of the Deadly Desert now border Kukuanaland, with devastating effects on the natives and local wildlife. The adventurers are a group of scientists from Cairo who must find out where the poisonous dunes are coming from and how to nullify their deadly impact.
- 22** **Camelot — The Island of Circe.** Merlin, while teaching young Arthur about life by transforming him into various animals, leads his student within the circle of Stonehenge after transforming him into a boar. Suddenly, the stones begin to glow, and Merlin and the pig-ified Arthur are transported to the ritual stones on the Island of Circe. Arthur bolts into the forest, and Merlin can do nothing to stop him, for to his dismay his magic does not work in Circe's domain. The adventurers, shipwrecked sailors hiding from Circe, are approached by Merlin for help in rescuing the future king of Britain, who is now mixed up with all the other pigs in Circe's pens. Merlin promises rewards of magical items for their success.
- 23** **OZ — King Solomon's Mine.** A wicked witch has stolen Ozma's magic mirror and is using it to search for treasure beyond the boundaries of Oz. One day she sees the adventurers plundering the diamonds from King Solomon's Mine, and sets off on a journey to intercept them. If she succeeds in stealing the gems, the adventurers will be off on an adventure to Oz to retrieve their property.

# The World MAP of Legendary Places



← THIRTEENTH FLOOR

← LAND of OZ

This map shows all the locations of the legendary places in this book. Places that do not have a fixed location are shown with arrows pointing off the map. How you get to these places is detailed in that particular section of the book.



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- Journey to Oz*
- Go to the North Pole*
- Find the Seventh City of Gold*
- Visit Valhalla*
- Come up to the 13th floor*

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