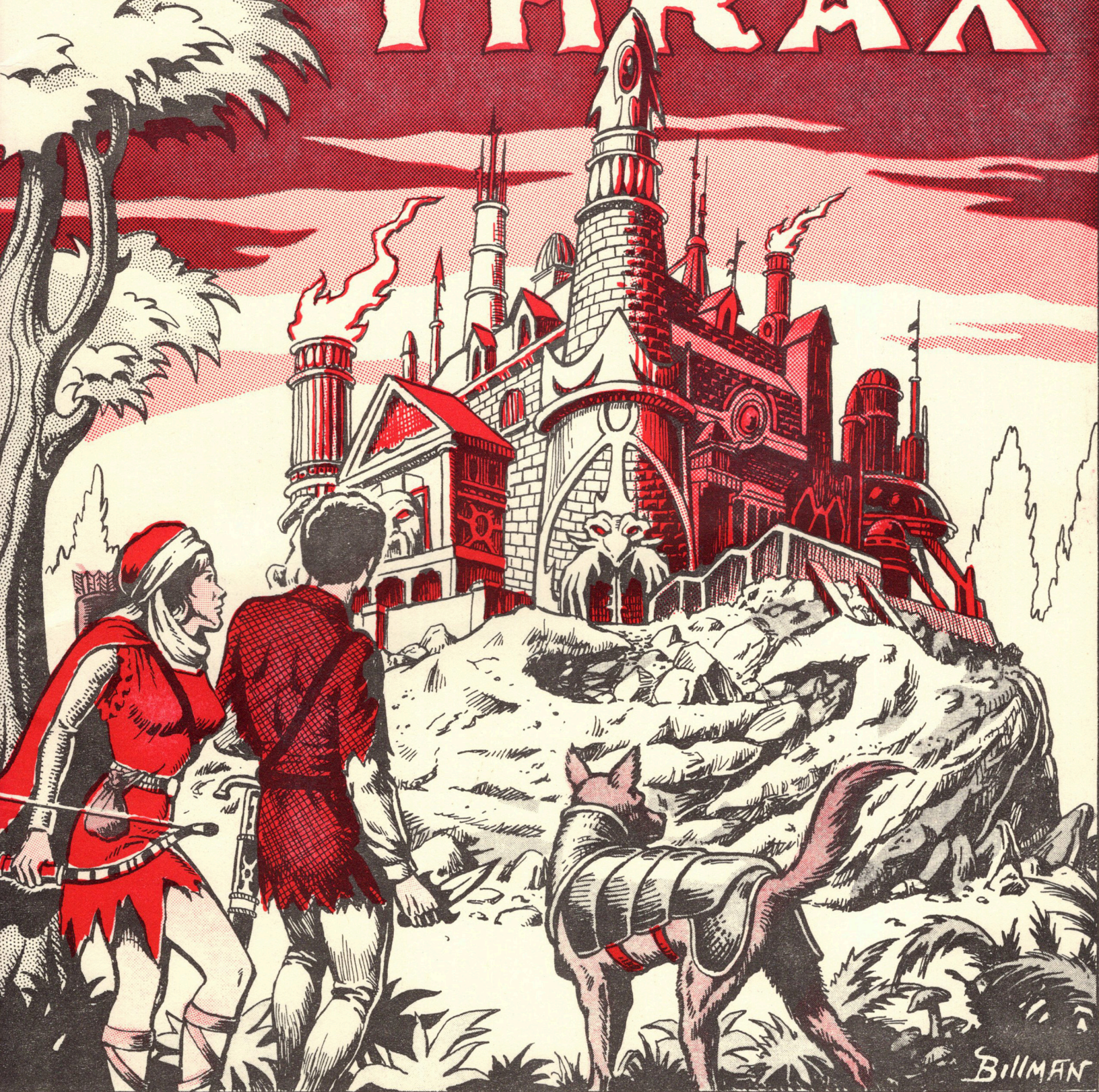


CASTLE THRAX



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A Dungeon Master-less Adventure for character levels 4-8

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Castle Thrax is designed for 5-10 characters from levels 4-8. All you need is pencil and paper, a few dice, the rules, and the booklet we supply. It is best if your party contains at least one magic user, one cleric and two fighter-types. One thief or assassin would also prove useful. Including an elf, dwarf, or ranger in your party is recommended.

Since there is no dungeon master for this particular adventure, there are some special rules. If you have a group playing the game, designate one individual as the "reader". He or she will present the material in this booklet. Another person is the "caller" for the party. Still another individual is the "ref". His or her job is to conduct combat, using charts from the DMG or a referee's screen along with pencil and paper. The reader presents to him information about the monster encountered as it occurs in this manuscript. His job is to write it down and keep track of appropriate damage as it occurs, etc.

Each time there is a decision to make, the instructions will tell you which page to turn to and which section to read for each option available to you. For example, the instructions may say, "If you approach the chest and try to open it, go to D30. If you ignore it, proceed to J120; that means turn to page D and read section 30 or else turn to page J and read section 120. Once a decision is made and the caller relates it to the reader, it is written in stone! No changing of minds is permitted. Of course you can cheat, and I won't be there to stop you, but why bother? Your enjoyment of this module will be greatly diminished if you do.

At the end of the module is a random encounter chart. Every turn within the dungeon a six-sided die must be rolled. A roll of one indicates the presence of an encounter. Additionally, if an impossible situation arises, i.e., returning to a room with a description of a monster you have already slain, then an encounter automatically occurs, instead of the impossible circumstance. Simply roll a new encounter (ignoring any which have already occurred) and substitute its description for the one in the text.

Castle Thrax makes no provisions for psionics or weaponless combat. These should not be used with this module. During the course of play, use the rulebooks as much as is necessary.

Obviously, we haven't thought of everything. There are always other possibilities. Also there are some things that we hoped you might think of yourself that we didn't want to clue you in on by suggesting them as options. At the end of the module we've included a list of options which you may do at any time (but keep one finger at your original spot, for most of them direct you back where you came from). If you still don't find what you want to do, pick the maneuver which is closest in intent to what you had in mind, and go to that passage.



Background Information

You are characters native to Gordaiin, traveling the eastern reaches of the continent of Caldor in search of adventure. You stop over in a quiet village called Hastings Glen. The people seem friendly enough, but somehow reserved and pensive. After considerable drinking, several villagers become bold enough to tell you that they are forced to pay heavy tax and tribute. They are sorely oppressed by an individual known only as Thrax who lives in a castle in the hills to the west.

Your group, somewhat out of bravado, swears to journey to this castle and put an end to Thrax. The villagers ask you to reconsider, for others have tried and have always failed miserably. You insist, being caught up in the spirit of adventure, but the villagers beg you not to go. They explain that Thrax has ruled for hundreds of years, developing tricks and traps and collecting magical beasts to ward his demesnes. According to rumor, he also commands an array of vile orcs. You are unswervable, however, and on the morrow you set out for the castle.

It is near noon when the towers first come into view. Jutting skyward from a barren hilltop, its parapets rending the clouds, the castle looks like a bloody warrior's weapon held aloft as he charges into battle.

In a hour you have reached the front doors. Your strongest characters strain to open their massive bulk. Finally, relenting, the twin monoliths strain inward on ancient hinges. Before you a stone maw gapes open, extending into darkness. You light torches, attempt to suppress an acute sense of forboding, and enter Castle Thrax. Go to G90.

CASTLE THRAX



A

10. You encounter a room covered with a greenish, jelly-like growth. It blankets much of the floor, the walls, droops moss-like from the ceiling. There is an open passageway on the opposite side of the room. If you wish to avoid the growth, but pass through this room, go to C10. If you wish to do anything else, go to F20.

20. You find yourselves transversing a tight hallway. It is wide enough only to allow single file marching. If you have an elf, dwarf, or ranger in your entourage, go to H20; otherwise proceed to D80.



30. You find no traps. Go back to where you were.

40. If your spell was 2 segments or less, you will hit her, so also will a thrown weapon. Anything longer is interrupted as she throws back her hood, revealing a mass of coiling snakes for hair! All who had not guessed her nature must save vs. petrification, for you have encountered a medusa! She has 18 HP, minus any damage which you have done to her just now. Bear in mind, any spell of 3 segments or more would have been ruined in the scramble to look away as she threw back her hood.

The medusa is not chained to the wall (an illusion made it appear so) and she has the key to the barred door of her cell. She will close with those surviving petrification to allow her poisonous "snakes" to attack. Those characters failing to save versus poison or petrification, read L30. If you defeat her, roll a twelve sided die. If your roll is less than the number of characters in your party, go to E110. If the roll is greater, go to H30. If you run away from her, go to B120.

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than 10', but you still hear the arcane chanting. If you wish to close and attack, go to B60. If you wish to retreat, go to F60.

70. This round the wizard casts Hold Monster on your main character. He must save at -7 or be frozen in place. If he saves, he is slowed. (Go to G50). If the warlock has taken damage this round, he will use Mirror Image instead of the Hold spell. This potentially could add more images to those already possessed. (Go to C60). If all foes are slain, go to B50.

80. You begin to cut, but the going is slow and tedious. Presently you perceive a many legged arachnid closing easily with you from between strands of webbing. Go to D10.

50. Good choice! The clod-encrusted hulk is humbled! Discovering he can't hit you, he gives up and escapes to the elemental plane of earth. You receive half experience points for the monster, totaling 2115. Go to J40, or if you just came from there, go to I30 instead.

90. The monster dies instantly! Go to G20.

100. You summon all of your divine potential, hold your symbol aloft, and speak the prayer of abjuration versus the undead. Alas, there is no effect. He is apparently not an undead creature in the usual sense. Go back to where you were.

60. Assuming you can Un-wizard lock the door, you can make your way to the room to the north. The mist prevents you from seeing more

B

10. Inside the large chest you find 2,000 copper pieces. Buried beneath these is a doll-sized chest of minute proportion, intricately fitted in ivory and gold. It seems magical, but you cannot discover its purpose. If you have an identify spell that you wish to use, go to I70. Otherwise keep the chest with you and return to F80.

20. You get stuck to this chest; it's a killer mimic! He has 40 HP, AC 10, and attacks for 3-12 once per round. When you defeat him, you may return to F80.

30. You discover a secret door! It takes you to D30.

40. You search diligently, but discover no secret doors. Go back to where you were.

50. The Magician wears a robe of the archmage (if you put it on go to K120), a +5 ring, and a ring of fire resistance. Holding his cloak together in a brooch of shielding. He carries 200 pp. The orcs collectively have 73 gold.

You have earned 3200 experience points plus 100 for each spell cast by the magic user. Roll less than 5 times the highest wisdom in your party on percentile dice or you must go to H50. Otherwise go to H60.

60. As you charge through the mist, you enter into an area where the haze is suddenly cleared away. You glimpse a dozen orcs surrounding a skullcapped man in long dark blue robes. His intense gaze is framed by a gaunt face, dark goatee, and waxed mustachios. Go to C50.

70. A 50 foot long corridor runs north and south. You pass through it to J40.



80. This 50 foot corridor appears to be ordinary. You head southward. Without warning, the corridor fills with an obscuring mist. You cannot see more than 10 feet ahead of you. Your speed is reduced and you are confused about which way you have come. From now on, throughout the dungeon, whenever a choice of direction must be made, roll randomly to determine which option is taken. Furthermore:

- A. All doors are wizard locked at 12th level.
- B. The whole area radiates magic.
- C. All stairs encountered are filled with webs.
- D. In every room or corridor roll a four sided die. A roll of one indicates several flickering lights which dance and play about within the room.

If you wish to continue, and can open the wizard locked door in front of you, go to I30. You have guessed that the man you saw earlier has just completed this spell; if you wish to return and confront him (and can open the wizard-locked door on that end) go to A60. If you can open neither door, go to L30.

90. You make it! You glimpsed a number of figures in the room to the north, facing a central character who was reciting mystic syllables from a scroll. You know from the crackle of raw power and the faint smell of ozone in the room that he is in the midst of a magic spell. Do you wish to confront him now (C40)? Go on through the door in front of you (B80)? Check for traps on that door (D60)? Or run back to your original door (K110)?

100. A human or a large half elf or half orc could fit into B'ruglas' uniform. He or she might have second thoughts, through, considering the orc's lack of proper personal hygiene. If there is an assassin in your group, some facial disguise could be improvised so that a party member could pass for the slain orc. Now go to G80.

110. The orc is B'ruglas, captain of the guard. He knows you have entered, for the tubes through which he was peering are a periscope affair which views the Hall of Talking Statues. He has 11 hit points, is armor class 4, and is very adept with the ranseur. His first attack with any opponent is to disarm, which he does with a 7 or better. Following this, he attacks with intent to do damage. If he takes 6 hit points or more of damage, he must check morale. If he fails, he will try to escape. One free attack may be taken on his back as he is escaping, then he will be gone. A disarmed opponent must spend a full round recovering a weapon or readying a new one. If you defeat B'ruglas, go to E50. If the door is open behind you, you may run away at any time. In this case, go to L60.

120. You are back in the narrowhall. You must pass back through the green slime room (F60, choose any but the last option) unless you burned the slime, in which case you may go to H10. Alternately, in the opposite direction is D80. If you wish to just stand around in the hallway, go to H20.

C

10. In your attempt to pass through this room, some green slime has fallen on you. You feel acidic burning on your back and left shoulder. Make a save vs. petrification. If you succeed, go to F10; but if you fail, go to L30.

20. Go to D110.

30. You enter a long narrow room with an open passageway opposite. In the center of one wall you see two tubes protruding. A large orc looks into the tubes; he is standing with his right flank towards you. You may attack (Go to B110). You may disbelieve (Go to K10). You may run away only if the door is open behind you. (Go to L50).

40. Inside the room you see a dozen orcs surrounding a human male in dark blue robes. He wears a silver skullcap, black goatee, and waxed mustachios. He has been reading a spell from a parchment in his hands. After seeing you, he is startled; you have interrupted his spell! Go on to C50. If one of you is impersonating B'rugas you may choose instead E 120.

50. Roll initiative with the orcs. There are a total of twelve of them with HP: 8/6/2/4/6/3/7/4/6/5/8/3. There are also several skeletons behind the doors, indeed the same number of them as there are in your party. They each have 5 hit points. They and the orcs attack with swords for 1-6 points of damage each.

Each round roll initiative, make physical attacks with the orcs and skeletons, and/or spell attacks with the Magic User. You must defeat all orcs and skeletons before closing with the Magic User. Go to a new page each round to determine the M.U.'s actions. During the first round, if he gets initiative, he will cast a Haste spell on his orcs and skeletons.



He will affect all of the skeletons, but only ten of his henchmen altogether. If he does not get initiative, he will cast Hold Monster on up to four of your group. He will aim for Clerics first, then fighter-types. Those saving at -4 on the die are slowed. Go to F70.

60. This round the nefarious Necromancer chooses to use Polymorph Other on a Magic User in your group (or whomever is doing the most damage if there are no M.U.'s). The save vs. polymorph is at -4; if it fails, your Theurgist becomes a tunafish. Go to D50. If the evil sorcerer you face has taken damage just now, he will cast Fire Shield (A) rather than the polymorph. Go to A70. If all foes are slain, go to B50.

70. He tells you to go through the center door behind him and there find his treasure. He hands you all the items on his body and begins to leave. Go to B50 for a list of what he gives you. If you wish to slay him now that he is defenseless and has given you his magic items you may, but then go to I40.

80. This chest is fire trapped for 1-6 + 10 points of damage, but you could discover that fairly easily. If this was noted (not by a thief detecting traps, but by spell or

detect magic ability) it can be dispelled to avoid damage. In either case, go to B10.

90. You begin to look around, but soon notice an apeish-looking rockman, lumbering toward you. The Magic User has created a Stone Guardian to ward his personal quarters! The monster has AC 2, Move 10", HD 5, HP 32, and two attacks per round with fists for 2-9 apiece. He takes one quarter damage from edged weapons, half from fire, cold or electricity. He cannot be poisoned, held, charmed, paralyzed, feared, vorpalized, or sharpened with effectiveness. When you defeat him, go to G20. If you cast Stone to Flesh, Transmute, Rock to Mud, Stone Shape, or a Dig spell, go to A90. If you wish to run back down the stairs, go to E90.

100. Spiral steps lead up to a platform 20' above the floor level. The only feature of this area is a huge half domed wall of glass, giving a commanding view of the surrounding countryside. You look down along a cliff face to the path which brought you here, over 100' below. The windows are actually Glassteel. This could be a route of escape if you have a spell which could successfully penetrate these window panes and you were able to scale, climb, or repel down the walls. If you do this, go to J50. Otherwise you find a telescope in this area, worth 1000gp. Return to G20.

D

10. The phase spider attacks a random member of your party! He has six hit dice, 28 hit points, AC 7, 1-6 damage plus poison. Those bitten must save versus poison at -2 on the die. After attacking, the monster will go out-of-phase. If you have a Phase Door spell, Plane Shift, oil of etherealness, Armor of etherealness, "etherealness" psionic discipline, Alter Reality, Limited Wish, or Wish, you may use it to combat the spider normally. Otherwise he will consistently evade your attacks. When you defeat him, go to H90. If you wish to ignore him and proceed up the steps, go to J80. If you retreat, go to H60, and exit through any portal other than the north door.

20. This chest was an illusion. It fades before your eyes when you touch it. Return to F80.

30. You see 20 pit fiends flanking Asmodeus, the king of devils. He intones, "Kneel before me mortals, for evermore will you be my slaves!" Go to E80.

40. The sorcerer has written: "Spare me and my treasure is yours."

If you wish to slay him now, you may do so with ease, for he has no effective attacks. After you have done so, go to B50, but take only half the experience points mentioned there. If you spare his life, he will hand over his personal treasure and point out where more is located. In this case, proceed to C70.

50. This round, the Conjurer casts a Suggestion spell on the nearest character. He suggests that all fighting be stopped, as there is rich treasure to be had in the next room; your party together with his could collectively defeat its guard and share the wealth. Saving throw is versus magic at -6. Those not saving will stand in inaction, even trying to convince others to lay down their weapons. Go to A70. If the skullcapped conjurer has taken damage this round, however, he will cast Mirror Image instead, possibly adding to previous images. Go to G50. If the spellcaster and his servants are destroyed, go to B50.

60. You check for traps and discover one! You attempt to disarm it, but it seems rather tricky. . . You realize you've been dupped! It's Leomund's Trap, a magic spell designed to make you waste valuable time. Go on to B80.

70. Assuming you have used a Teleport, Dimension Door, or similar spell, roll a ten sided die. Due to the magnetic field fluctuations inherent in the dungeon construction, you have transported yourself to the room which follows the number rolled:

1: D90	4: G80	7: I10
2: D80	5: I30	8: J30
3: G90	6: A10	9: I20
10: J50		

80. This appears to be either a treasure vault or a prison area. Iron bars separate you from a single prisoner; female, probably human. Some treasure is also contained by the bars, including some coins, gems, and two pieces of life sized statuary. The woman is secured by chains to the wall. She wears a cloak with a hood that hides her face from view. If you wish to get to her or the treasure, you must bend bars (making the appropriate roll), pick the lock (with a successful roll), cast a Knock spell, or ring a chime of opening. If you have done this, go to G60. If you choose to slay the girl with missile weapons or spell, go to A40. If you wish to leave, go to B120.

90. As you enter, you sense the cold, hateful eyes of an unliving thing upon you. A wraith is in this room!! If you wish to run, go to G80. If you wish to stay and fight, go to G70. If you have another strategy in mind, go to E60.

100. You discover nothing fatal, but a catch-and-bolt device which will shut and lock this secret door after you pass through it. You receive 100 experience points for its detection. You may spike the door open and proceed to C30.

110. Your spell seems to take effect, but their group simultaneously casts an identical spell! Make saving rolls and compute damage if applicable. Do you: speak with the opposite group (K30), cast another spell (C20), throw a missile weapon (E20), cry out in pain and frustration (K30), charge and attack (E20) or run away (L50)?

120. Congratulations! If the cat has just been killed with 9 hit dice go to E10, otherwise go to J10.



E

10. The chest contains 200 electrum pieces, 100 gold, 20 base 10 gems, a sword +1 flametongue, a magic ring (roll randomly), and a miscellaneous magic item. Leave the room and return to B120. You gain 2100 experience points plus 12 per hit point of the cat.

20. There is a huge crash as your weapon impacts upon the 10' X 8' mirror at the end of the hall. The images you saw were your own reflection! You will have seven years bad luck. Go to K40 unless you wish to leave the castle,, in which case go to L50.

30. You may roll your percentage chance, if you make it, go to D100. If you fail proceed to E40.

40. You see nothing amiss, so you step through the door. You start down a corridor that gently curves to your right. With a Blamm!, the door behind you slams tight and bolts itself, effectively blocking your escape. Go to C30.

50. You receive 32 experience points. B'ruglas wore a signet ring and carried 10 gold. If you wish to press on, go to G80. If someone wishes to wear the orc's clothing as a disguise, go to B100.

60. If you choose to turn undead, the round is wasted; go to A100 then to G70. If you had chosen to disbelieve, go to K20.

70. He attempts to cast a spell and fails... He realizes what must have occurred and begins to write with a stick in the dirt. If you have closed with him you may read what he has said (D40). Otherwise he will make no more attacks, nor will he try to escape. If you defeat him now, go to B50, but take only 1/2 the experience point value for the M.U. If you wish to escape now that the M.U. is not attacking, go to F60.

80. It is only a bad dream! There is no way to get here following a correct sequence. Retrace your steps and see if you can find where you got lost.

90. You carry what treasure you can (be sure to check), and retrace your steps down the stairs and reenter the large room. You find it inhabited now by a medium sized blue dragon, picking over the bodies in search of treasure. Do you speak (J90)?, attack (G10)?, Teleport past him (D70)? Or sneak back upstairs before he catches you (J100)?

100. You find a section of the floor which swirles up to reveal dragon-sized quarters and a small pile of treasure. You gain 40,000 silver pieces, 84 base 100 gems, a Deck of Many Things, one scroll of Raise Dead, a dollhouse-sized chest made of ivory and gold (if not yet found), and a Pearl of Power which adds one third level spell per day to a magic user's potential. Go to K100.

110. The monster you've been battling is not a medusa at all, neither has she been defeated. She shape-shifts back to original form; a succubus! You recall from your studies of such monsters that she is able to shift to any humanoid form, even taking on the magical abilities of the shape she imitates. Thus was she able to turn your unwary associates to stone.

Before you can attack again she vanishes, apparently teleporting elsewhere. Before she goes, however, she lingers long enough to playfully blow you a kiss. You give silent thanks that those vile lips never touched your own and begin to search the area. Go to H30.

120. B'rugas, you blundering oaf!", the magician thunders, "You have ruined my protective spell! What have you got to say? Never mind, the intruders are your responsibility now. Go, and take this worthless bunch with you!" Do you attack? (Go to C50) or depart with the orcs? (F120). In the latter case, the magic user exits through the center set of doors opposite you.



F

10. You take 1d10 pts of damage but escape by throwing off your cloak. Go to A20. You receive 315 experience points.

to pass through this room, roll your dexterity or less on 4d6, for each character who wishes to pass, going to L20 if you succeed or C10 if you fail. If you choose to go back, go to H10.

20. If you wish to attack the stuff with a weapon, go to L10. If you would rather set fire to it, go to J20. If you would like to pole vault, or otherwise use acrobatics

30. Your weapon seems to pass right through his negative plane existence. Go to G70 for the following round of attacks.



40. Make a percentile roll which is less than 50% minus two times the difference between your level and 10. If you succeed, take 1000 experience points and go to H40. If you fail, return to J30.

50. The monster has 16 hit dice, AC 2, attacks for 4-32, and is hit only by +2 or better weapons. He has 92 hit points. Good luck! If you defeat him take 4230 experience points, minus 1000 if already received in F40, and go to K60. If you change your mind and decide to run away, take no experience, roll a 50/50 chance for J40 or I30 plus the monster gets one free attack at +2 on your backs as you escape. If you utilize a protective spell you may go to K70.

60. You go back south through the 50' corridor (now completely ordinary) and enter room I30.

70. This round, the MU does one of four spells: (Roll randomly)

1: Go to G50 3: Go to C60

2: Go to A70 4: Go to D50

The MU takes 25 hit points of damage before falling to the floor, dead. He absorbs 78 hit points of Magic Missiles before being affected by them. He is AC-2, has 5% MR, and makes all saves as a

10th level MU +6. He has fire resistance. If you successfully hit him with a silence 15' R and he does not save, go to E70.

80. You re-enter the 50' X 50' room, now empty. Go to H60.

90. The chest is a teleporter device. Go to D70 to determine where you re-materialize.

100. The chest opens upon touch and a gas is emitted which turns those not saving to stone! Roll for each character vs. petrification at +2. Those not saving go to L30. If you save, you find 10 yards of Phase Spider Silk (worth 5,000 gp), and two feather tokens (roll randomly). You may return to F80.

110. If you are in possession of the miniature chest, and you know what it is, or have the means to find out, go to I70.

120. The orcs being not so bright, you do not have much trouble convincing them to take one southward hall while you search the other. You may elect F60 or G80, sending the orcs through the opposite door.

G

10. The dragon is very old and very cunning. He knew you were upstairs and has been waiting for you to return. He gets initiative. He will breathe forth a forked bolt of electricity doing 53 points of damage to two characters standing close by one another. (Roll randomly if you do not know who was close to whom). Then take attacks or run away to H70. The dragon has 9HD, AC 2, 53 hit points, and a nasty disposition. He has spell books written by Urbane from which he studies his spells. He selected the following this morning:

3rd Level Spells

*Protection from normal missiles

1. Slow

2nd Level Spells

2. Stinking Cloud

4. Levitate (range = touch)

*Strength

1st Level Spells

3. Magic Missile

*Protection from Good

*Shield

The * indicates the spell was cast on himself, prior to your party's entry. The numbers indicate order of preference for casting in combat. Here is the schedule for the dragon's action:

First round: Breathe

Second round: Magic spell

Third round: Breathe

Fourth round: Magic/Physical
attack (50%/50%
chance)

Fifth round: Breathe

Sixth round: Magic/Physical
attack (40%/60%
chance)

Seventh round: Magic/Physical
attack (30%/70%
chance)

Eighth round: Magic/Physical
attack (20%/80%
chance if a spell
remains uncast)

Ninth round: Physical attack

Tenth round: Magic spell (if one
remains uncast)

Thereafter: Physical attack

As a result of his spells, the dragon takes no damage from magic missiles or normal weapons. He reduces the damage taken from magic arrows or hurled magic weapons by 1 point each. His armor class is two places better versus good opponents and all saving throws are at plus two. Remember to treat him as a 13th level fighter or magic user for purposes of saving throws.

The dragon fights at +2 to hit and does $(1-6)+4/(1-6)+4/(3-24)+4$ points of damage. When (and if) you have defeated him, go to E100.

20. If you wish to examine the living quarters, go to H80. If you would rather look at the library, go to J70. Go to C100 if your preference is the observatory. Try I90 if you would like to tour the laboratory. If you would like to leave this room now, go to E90.

30. This chest contains 1000 gold and 1-4 potions. Go back to I50.

40. You enter a small room, 20'x30', with no particular features other than two large chests near the center of the room. If you wish to open one, roll a six sided die to determine the contents and proceed to the area indicated. If you wish to leave this room, go to F80.

1: F90	4: D20
2: C80	5: B20
3: F100	6: I60

If a chest is rolled which has already been examined, re-roll until a new chest is indicated.

50. The Magic User casts Charm Monster on 2 characters of third level or less in your group, or if there is only one character of third level or less in your group, he attacks just one 4th level or higher fighter type character (Go to C60). Alternately, if the Mage has taken damage this round, he will cast Minor Globe of Invulnerability and you must proceed to D50 for his next round of attack. If all foes are slain, go to B50.

60. As you approach the prisoner, she tilts her head backwards, her hood falling away to her shoulders. Instead of the golden tresses you had expected, her head is capped by a coiling mass of vipers! You have entered the lair of a Medusa! All must save vs. petrification, those failing go to L30. She has 18 Hit Points, is armor class 5, and the very sight of her turns one to stone. Each snake on her head has tiny but poisonous fangs; she will close with survivors so that she may utilize this attack. If you run away, go to B120. If you defeat her, roll a twelve sided die. If the roll is less than the number of party members, go to E110. If it is greater go to H 30.

70. The wraith gets initiative! You feel its death-claws reaching out for you, wishing only to drain you of your life essence, making you a hideous night creature as well. Do you: let him (L30)? Run away in fear (G80 but roll a random exit)? Laugh at his attempt (K20)? Or keep attacking (F30).

80. You find yourselves in a maze-like set of corridors that snake about. If you wish to leave by the passage to the west, go to H10. If you exit by the passage to the east go to I30. If you would like to check the door on the southern wall, go to D90.

90. You have entered a large (50'x50') room filled with full sized humanoid statues and bas-relief sculptured walls. Stone faces leer at you from all directions. All of the forms depict the races of mankind: orcs, elves, dwarves, gnomes, halflings and humans. Some are hardly recognizable, being badly worn. Others lay in broken fragments. Each of the figures has a tiny mouth which, as you draw closer, begins to speak. They say "Go back and begone; do not lose sight of the gravity of your situation, or you shall be, like we, entombed!" Then a single voice says, "Beware the one amused!", and all are silent. If you go on, go to I20. If you heed their warning and leave, go to L50.

100. If you thought of turning undead, you may try (assuming you are a cleric, paladin, or other with this capability). If you succeed versus special, the monster vanishes. Otherwise return to J10. If you break from melee, the cat returns to normal size; start again at I10. Nothing else is effective.



H

10. You are in a corridor with a "T" passage. If you go east, go to G80. If you choose west, go to A10. If you prefer south, go to D90.

20. You have discovered a secret door. If you check for traps, go to A30. If you enter, go to I10. If you ignore the door and go on, proceed eastward to D80 or westward to H10.

30. You may split 833 experience points among survivors. If you have opened the bars, you may collect the following treasure: A complete suit of +2 plate mail, sized for a large human, 62 gems (base 50 gp), and a Magic-user scroll with Dispel magic and Protection from Evil. If you have some method of returning the statues to life, (Stone to Flesh or a Wish) they are two humans, Brimfield, a 5th level fighter, and York, a 5th level cleric. You may generate their scores randomly. Either or both will serve you for one year in gratitude for restoring him. Go to B120.

40. You see an earth elemental

spread out along the corridor. He slides back into original form and stands before you, a huge earthen brute. You realize that a Distance Distortion had been cast in this hall. If you wish to cast a spell, go to K70. If you wish to attack the elemental, go to F50. If you wish to run to a door, go to K60. If you wish to talk to the elemental, go to K80.

50. The mage turns on you! If you thought he was dead, he was only feigning death. If he was silenced, the duration has expired. He surprises you with a Fireball before you can slay him for good. (He really has 31 hit points, instead of the 25 you expected) Your group takes 10d6 damage, half if a save is made. Go to H60.

60. The room has four exits: the open passageway to the south, and a door on each of the other three walls. If you leave by the south opening, go to F60. If you go through the east door, go to G40. If you pass through the west door, proceed to I50. If you wish to enter the center door, go to J60. If you want to search for secret doors, go to B40. If you wish to check any of the doors for traps, go to A30.

70. You go up the stairs and the room opens out into a combination living space, library, observatory, and alchemical laboratory. Assuming you wish to search, go to C90. If you would rather leave, go back down the stairs, to E90.

90. He has no treasure, but is worth 868 experience points. Go on to H70.



80. Unfortunately, in this area, you find nothing of particular worth. The Mage's bed is here, a washstand, and a wardrobe containing several pairs of sandals, blue robes, and silver skullcaps. Total value of contents is 50 gold pieces. You find some mustache wax also, worth perhaps 5gp. Go back to G20.

100. Your vision is cloudy today. The recurring impression that you get is of a figure in blue, a powerful being who speaks in thunder and commands lightning. He is Thrax, the owner of this castle. He gestures, and stones erupt from the earth. Your destiny is contained within one of these stones. Go back to where you were.

I

10. You have entered a small room which is empty except for a fair sized chest some ten feet away. Sitting atop the chest is a jet black cat with wide staring eyes. If you would like to approach and try to open the chest, go to L40. If you wish to leave, go to B120.

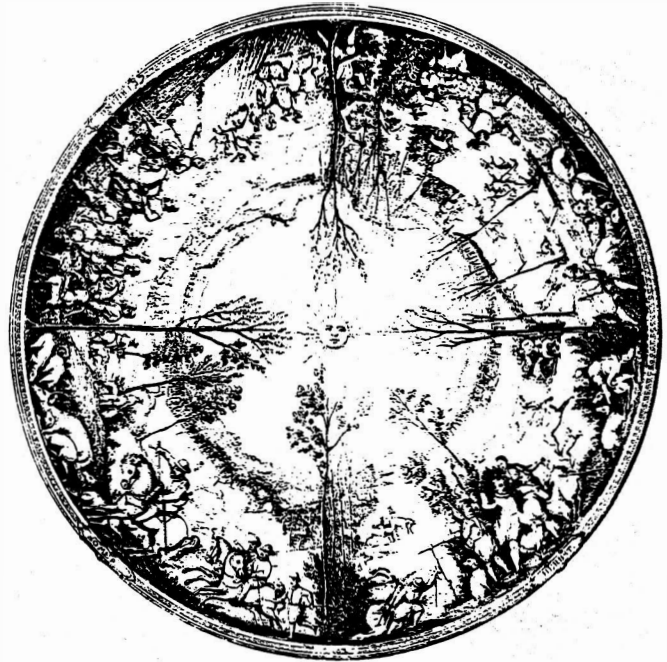
20. You creep carefully down a long corridor, which is dimly illuminated. Presently you see, at the opposite end, a group of characters much like yourselves. Do you say "hello" (go to K30) charge and attack E20? Cast a spell (D140)? Throw a missile weapon (E20)? Or run away in fear (L50)?

30. You step into a room that is perfectly symmetrical, with doors in each corner. An ornate pattern of marble, jade, alabaster, and various agates is inlaid in the floor. You feel drawn to examine it. Too late you realize that you have been staring at it perplexed for several minutes: It is Illusory Script! You glance around, not knowing from which door you entered. You may roll a four sided die to determine which door you exit, or you may teleport (if you have this capability) to a new location (D70).

1: G80 2: J30 3: B70 4: J50

If this is not the first time you have entered this room, you may

make a saving roll versus magic to avoid the confusing pattern. If you save you may choose one of the four options rather than rolling randomly.



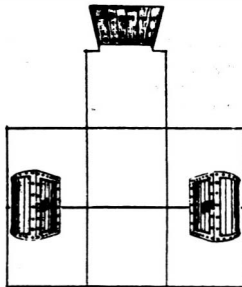
40. A fair haired boy with wide eyes materializes within the room, near the corpse of the slain svengali. He carries a balance in his right hand and a large book in his left. An aura of scintillating golden light adorns his head. He tells you that you have not fulfilled your word and that he is very disappointed with you. He permanently subtracts one point from a random ability score of the member of your group who dealt the death blow to the magic user. No attack of which you are capable has any effect on this young man.

He soon vanishes, taking with him the corpse, the personal magic items of the deceased, and all experience points gained within this room. Go to H60.

50. You enter a small room, which is roughly 20' by 30'. It has no particular features other than two large chests in the center of the room. If you wish to open or examine one or both of the chests, roll a six sided die and proceed to the passage indicated. If a chest is rolled which has already been examined, re-roll until a new chest is indicated.

- | | |
|--------|---------|
| 1: G30 | 4: F100 |
| 2: B20 | 5: C80 |
| 3: D20 | 6: F90 |

If you wish to leave, go to F80.



60. This chest contains 200 electrum pieces and 1-4 scrolls (roll randomly). Go back to G40.

70. The chest is identified as the recall module of a Leomund's Secret Chest spell. The magic-user in your party (If you have one, and he's not changed into a tunafish) has a 75% chance to recall the large replica from the astral plane. If it arrives, it has a 49% chance of being empty. Otherwise it contains 12 base 500 gold piece gems, complete spell books detailing 33% of all MU spells up to 5th level, a wand of enemy

detection with 10 chargers, a scroll with 3 Stone To Flesh spells, and 3 jars of Keotogm's ointment. Go back to F80 or where you were.

80. The webbing bursts into flame! It crackles into a huge conflagration; the intense heat driving you back into the larger room. An exceptionally large spider materializes near you. Go to D10.

90. In this area you find 3000 gold pieces worth of ambelisks, flasks, retorts, and general alchemical equipment. Diligent searching rewards you with one of the following:

- 1: 2-8 potions
- 2: poison, roll for type, 1-12 applications
- 3: Salve of Reanimaton, returns stone characters for flesh, 1-4 applications
- 4: Nolzur's marvelous pigments
- 5: Dust of appearance/disappearance/sneezing and choking-(33% chance of either)
- 6: Alter reality potion (as a Limited Wish)

Go back to G20.

100. You hand him the items named and he shows you a secret door, Go to J50.

J

10. There is a flash of lighting and the cat is reborn! He has one more hit die, moves 2" faster, has 1 place better armor class, and does 1 point more damage on each of his attacks. Roll initiative, if he wins, he attacks. If you win you may: attack, if you defeat him (go to D120); run away (go to B120); disbelieve his existence (go to K10); or try something else (go to G100).

20. The slime burns away (you receive 630 experience points) but the room is impassable for 3 turns due to conflagration and then smoke. Roll for a wandering monster; if none appear you may pass through the room to A20. Otherwise you must defeat the monster (you have no place to run) before going on.

30. You are in a long corridor. As you walk down its length, it seems to extend away from you. The opposite door seems to get farther away! If you dispel magic go to F40. If you have a gem of Trueseeing, a Trueseeing spell or True Sight spell that you would like to use, go to H40. If you would like to run at top speed towards the opposite door, go to K50.

40. You have entered a hallway which runs east and west, perpendicular to the way you came. There is door at the opposite end and halfway up the hall is a short hallway which exits to the north. You can hear arcane chanting in a syncopated rhythm coming from this hallway. There is bright light streaming into the hallway from the north also. If you wish to run by the chanting towards the opposite door, go to B90. If you wish to confront what lies to the north, go to C40. If you wish to go back the way you came you may return to B80. *If you have already confronted what lies to the North, you hear no chanting; go to F80.*

50. This portal exits the dungeon! You are now standing in the open air, safe and nearly unharmed. You can make your way slowly back to town, to rest, share some ale, and prepare for your next adventuring dawn!

60. Before you extends a set of stone stairs. Webs fill the steps from top to bottom. Would you like to cut your way through? (A80), set fire to the webbing? (I80), cast Dispel Magic? (K90) or pick another way to go? (F80).





70. You walk into the midst of shelves piled high with scrolls, pages of loose parchment, and ancient tomes. Diligent searching will reward you with either: (roll randomly)

- 1: 1-8 scrolls of spells
- 2: Book of elvish poetry
- 3: Book of dwarvish armor manufacture.
- 4: Diary of Urbane, Sorcerer, indicating that this dungeon is of his construction.
- 5: Love letters of a sylph to a young human male.
- 6: Magical book, roll randomly among the 20 listed in the DMG. Go back to G20.

80. If four of your party members, or all of them (whichever is less) have been bitten, go to H70. The spider leaves you alone. If less than four (or all) of your party have been bitten, return to D10, the spider is still enraged! If you defeat the arachnid, go to H90.

90. The dragon introduces himself. He is Thrax Electricus, the real owner/operator of this establishment. He tells you that he is disappointed in the damage you have done, but he's willing to forgive you if you hand over the item you found in the MU's library (you know the one) and your other three most potent magic items. He ~~promises then~~ to let you live and direct you to the nearest exit. If you agree to his terms, go to I100. ~~If you want to attack him, go to G10. If you want to run back up the steps and wait until he leaves,~~ read on to J100.

100. You go up to where you were (H70), and wait for the monster to leave. After six hours, he gets bored and goes elsewhere. You may pass through this room, seeing no trace of the dragon. Go to H60.

110. It doesn't work. Too bad! Go back to where you were and try something else.

120. You are a first level character again! Go to E80.

K



10. He is real, go back to where you came from. The monster gets a free attack as you were lost in thought.

20. The monster is but an illusion. It fades from your sight, dematerializing slowly. The room is empty. Go back to G80 and continue.

30. You hear naught but your own words echoing hollowly. On closer examination, you see a mirror before you, capable of reflecting your spells as well as your images back at you. Go on to K40, unless you wish to break the mirror (Go to E20).

40. Next to the mirror is a secret door on the right. If you enter, go to E40. If you examine it for traps (assuming you are a thief, assassin or monk) go to E30. If you exit the dungeon, go to L50.

50. You run hard; eventually running faster than the hallway can extend. You make it to the door. Go on to K60.

60. You enter a 50' hallway. If you just came from the room with the inlaid floor, go to J40. If not, go to I30.



70. If you cast Protection from Good or Evil, go to A50. If you cast Teleport, go to D70. If you cast an attack spell, go to F50. If you cast a defensive or miscellaneous spell, go on to K80.

80. The elemental is bored. He's got more pressing business on the plane of earth. He evaporates into the stone walls and floor. In a moment, he is gone. Go to K60.

90. You must roll less than 50% minus two times the difference between your level and 10. If you succeed, the web is gone, go to H70. If you fail, go back to J60 and try another way.

100. The dragon is worth 5692 experience points. You find a small secret door now that you missed earlier. Go to J50, if you wish to exit via this door. Otherwise you are standing in H60.

110. You made it! No one in the room seems to be troubled by your presence. The spell may be drawing to a close. You open the door and go through, to B80.

120. The robe is black and contains evil residues. A good magic user having put it on sustains 18-51 points of damage (11 d4 +7) and loses the same roll times 1000 experience points (18,000 to 51,000). If a neutral magic user has donned it, the roll is 6d4 for both hit point damage and thousands of experience points lost. The magician having put it on feels a greater desire to steal candy from small children and force-feed it to diabetics. Of course, if he was evil to start, he hasn't changed much. See the DMG for other powers. Go to H50.

130. You detect magic here and, in fact, everywhere within the Castle. Powerful sorcery cast on the entire structure has left magic residues everywhere. Go back to G90 or where ever you came from.



L

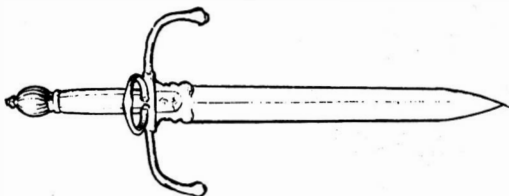
10. Your weapon is destroyed! It turns to slime before your eyes! Go back to F20 and try again.

20. You make it through unscathed! Go to A20.. You receive 315 experience points.

30. You have become a permanent addition to the dungeon. So sorry!

40. The cat attacks! He has 6 hit points, AC 8, 3 attacks for 1-4, 1-4, 1-6. His size is small and he moves at 12". No magic at your level will affect him. If you defeat him, go to J10. If you run away, he will not follow; go to B120.

50. You run out into the open air. Although you have gained no experience, you have the satisfaction of being alive to fight another day.



60. You run through the secret door, through the Hall of Statues, and out of the dungeon. You have slain no monsters, but have escaped traps and other treachery. You are granted 200 experience points and may return to fight again after some rest, refreshment, and perhaps a midnight tryst at the Brass Dragon Inn.



If at any time during the course of this adventure you wish to:

Teleport, Dimension Door, or similar ability: Go to D70

Disbelieve a monster exists: Go to K10

Detect Magic: Go to K130

Check for traps: Go to A30

Turn Undead: A100

Look for secret doors: Go to B40

Recall a Leomund's Secret Chest from the astral plane: F110

Use Clairvoyance, Crystal Ball, or similar power or item: Go to H100

Commit suicide: L30

Anything else: J110

Random Encounters

1 - Orc patrol, including one leader with 2 HD, 11 HP, AC 4, carrying an axe and a longbow; three assistants with 1 HD, 8 HP, AC 5, carrying swords and spears; and 3-30 normal orcs, 1 HD, AC 6, carrying axes and spears. They attack on sight. 335 experience points. They carry 1-8 gold piece.

2 - Orc witch doctor 2 HD, 11 HP, AC 4, with a feathered ornamental mace; six assistants: 1 HD, 8 HP, AC 5, with axes and crossbows. The shaman carries the following spells:

Detect Invisibility
Levitate-must touch victim (2)
Push (4)
Shield
Ventriloquism
Curse-must touch victim (3)
Prayer (1)
Resist Fire
Augury
3X Cure Light Wounds

The numbers indicate his preference for casting during battle, however, he will cast the most logical spell to the situation i.e. he will use his cures on any assistant orcs who become unconscious from wounds. He will detect invisibility if attacked by seemingly (to him) invisible foes, will cast shield if ranged combat with missile weapons prevails, or resist fire if he sees a magic user or oil-slingers in your group. Worth 208 experience points, they carry 84 electrum pieces and seven vials of unholy water.

3 - Two or three ogres, HD 4+1. AC 5, Dam: 1-10. These brutes are compatriots of the orcs and have

been looking for you. They attack immediately but check morale if one of their number is slain. They are worth 109 experience points per ogre, and carry from 20-80 (2d4 X 10) gold pieces each.

4 - A kindly Priest of Diancet who will not tell you anything about the castle, but will do his best to heal any wounds you have sustained. He has just enough cures and heals to bring your party to full fighting capability and then quietly departs. He has 40 HP, is AC 3, has no attacks, is worth no experience points, and carries no treasure.



5 - One margoyle, 6 HD, AC 2, Dam: 1-6/1-6/2-8/2-8, only hit by +1 or better weapons. He rolls a normal reaction and morale. If slain, collect 350 experience points plus six per hit point. In a crack in the stone nearby you discover 1-4 gems and a +1 mace.



STOP!

To be read only after the adventure is completed.

6 - A sharp eyed member of your party detects a glyph in the area before you and diamond dust all around. The clerics in your group each have a 30 percent chance to name the glyph and thereby disarm it. A magic user or cleric with a Dispel magic has a 50 percent chance, (minus two times the difference between his level and eight) to eradicate the glyph. An Erase spell has a 50 percent chance, plus 2 percent per level of the magic user casting it.

If not neutralized, any good character passing through this area takes 16 points of electrical damage.

7 - One gelatinous cube, HD 4, HP 25, AC 8, Dam: 2-8 + paralyzation, surprises your party, hitting your lead character at +8 as he blindly walks into the cube's path. Following this, all attacks are normal. The cube does not check morale. Slaying the cube delivers 250 experience points, treasure types J, K, L, M, N, Q, and a potion of speed.

8 - A translucent shell of a man, with many wounds from apparently orcish weapons. You have encountered a phantom. (See MM II) You must save versus spells at -2 or run away in panic as if under the effects of a fear spell. Those affected will choose to run away (providing this is an option) through three numbered sections. Skip the description of room and contents, reading only the options for escape. Roll randomly if there is more than one such option. Continue this procedure three times, reading the full description once the third and final room or passage is reached.

No experience is awarded for treasure found, however the following items are worth additional experience points to the players of Castle Thrax:

200 xp - Player impersonating B'rugas.

100 xp - All characters surviving the Phase Spider.

100 xp - Using Protection from evil/good when confronting the earth elemental.

150 xp - Slaying the stone guardian bloodlessly (without blows exchanged)

200 xp - Interrupting the casting of Guards and Wards (the mage's scroll).

100 xp - Encountering the succubus in her true form.

500 xp - Ridding the castle of Urbane the Sorcerer.

1000 xp - Ridding the land of the Thrax Electricus, the blue dragon, and the true oppressor.

250 xp - Bonus Award: Answer this question:

Who is the one amused?

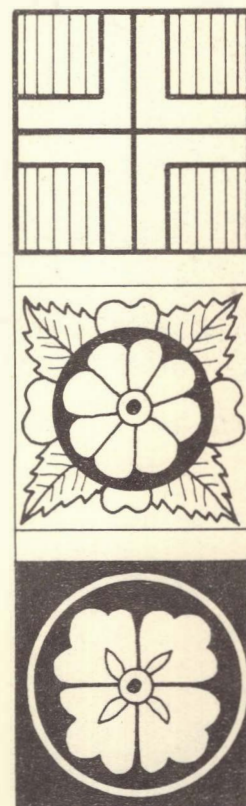
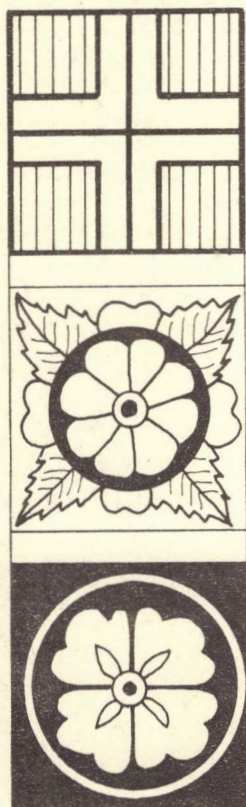
"Amused" is an anagram for "Medusa". This particular individual was warning you, as much as he was able, so that you did not share his fate.

Tired of doing all the work

for the group you adventure with? Now you can play, too. Castle Thrax does the work for you. A revolutionary concept in Fantasy Role-Playing modules is designed to be played without a dungeon master! No referee of any kind! One person is assigned to simply *read* the descriptions and instructions from this unique adventure packet. No dungeon mastering experience is necessary.

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SPELLBINDERS GAMES

Can supply you with:

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- Avalon Hill FRP Games
- Companions
- Crimson Dragon Miniatures
- Dragon Publishing
- Excalibre Games
- Fantasy Games Unlimited
- Fantasy Unlimited
- Game Design Workshop
- Games Workshop
- Hero Games
- High Level Adventures
- Iron Crown Enterprises
- Jasmine Publishing
- John Hansen
- Magic Tricks and Books
- Milton Bradley
- Palladium Books
- Parker Brothers
- Ral Partha Miniatures
- Selchow & Richter
- Spellbinders Publishing
- Steve Jackson Games
- Tarot Cards
- TSR