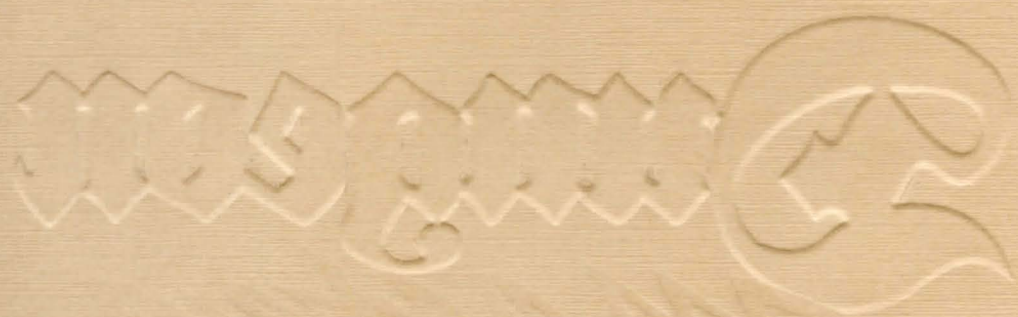


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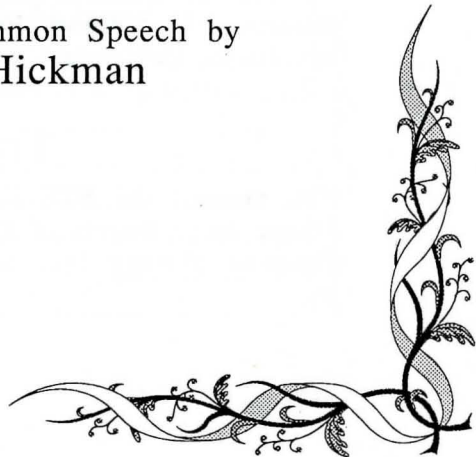
Written

By the Hand of the Late

Sir Edvarg the Unfailing

May the Heavens have Mercy on His Soul

Translated into the Common Speech by
Tracy Raye Hickman



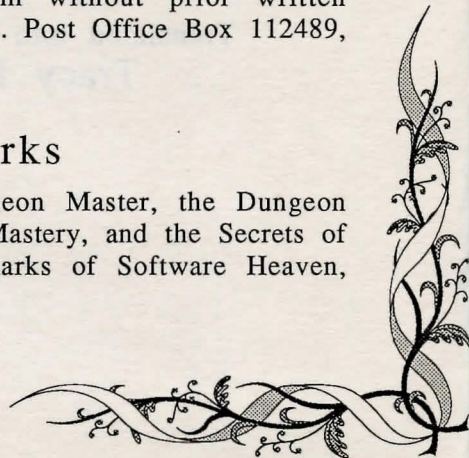


Secrets of Dungeon Mastery

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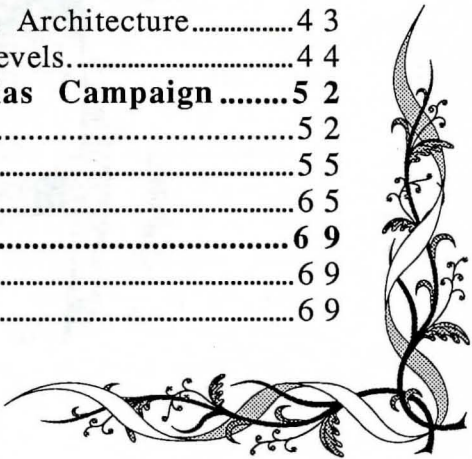
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Forward

I, SIR EDVARG of SAGNAVOS, honored of the LORDS OF SAGNAVOS and titled thereby as EDVARG THE UNFAILING, take quill and parchment in hand. I propose to record the knowledge and wisdom of my many campaigns. This I do in the hope that those who take adventure to heart will follow the wisdom of my many years of service and find that unflinching success which I have been so fortunate to enjoy. May you, from these pages, glean honor and wealth for yourselves in their words of wisdom and "dungeon sense."

For myself, I do now set forth on the great culmination of my own career and enter into the dungeons of Mount Anaias. There shall I use my wits, courage and talent to wrest the Firestaff from the bowels of that dark place and bring prosperity and joy once more to Viborg. There, then, shall I write my memoirs which you, aspiring adventurer, have so long awaited.

Translator's Note:

This compilation of the writings of Sir Edvarg is taken from a folio collection of his writings found in the possession of a Cleric of the monastery at Brenevoy, his Scrolls of Fighting Mastery as held in the Library of Viborg and certain letters in the possession of one Candice Bumbury—a woman with whom Sir Edvarg kept a voluminous correspondence. I hope that the reader will forgive me for including at the end of the text a collection of writings found near the entrance to the Dungeon of Mount Anaias. They were contained in a charred map case in the middle of a blackened hillside. While many authorities discount the authorship of these pages (primarily due to the fact that all the other

debris in the area was too small to identify), I am convinced that they were penned by Sir Edvarg. The reader should nevertheless be forewarned about the controversy over their true authorship.

Sir Edvarg's writing style is ponderous and overly descriptive. I have endeavored in this translation to remain true to that form. It was my hope to maintain the detail which he provided both in substance and nuance. I, for one, am not an adventurer and could not suppose to make any judgement as to the merits of one fact over another when it comes to dungeon depths. I trust that the genius which was Sir Edvarg still lives in this translation.

Choosing your Compatriots

Welcome, aspiring adventurer, to the ranks of the greatest and most rewarding of professions—the adventuring Hero! It is a career which, though not chosen lightly nor indeed is it without hazard, still offers to its members the joys of wealth and reward. Those who are steadfast can, indeed, find a full life in its pursuit.

However, "dungeon sense" or, in other words, the everyday common wisdom required to survive the monster infested dungeon, is an acquired wisdom. It is not as common as one might imagine.

Once, while on expedition with my companion Cuthburt of Saxron¹, (may the gods receive him with favor) we endeavored to plumb the depths of an underground city². His approach was to have myself and the rest of our band lower him down a well at the end of a rope. Despite the well bottom's opening into a cavern hundreds of meters deep, Cuthburt asked that we continue to lower him. The dragon, flying below him, took vile sport with him as he dangled at the end of the rope, striking him continuously as though in some sort of game. I had never heard a dragon chortle prior to that time. Good Cuthburt was a brave man but lacked dungeon sense. His continuous attempts at attacking the

¹No other reference has been found to this individual. There was a Cuthburt from the Saxron area, and at last account he was still alive although seemingly addled in the brains and bearing a number of campaign scars.

²This probably refers to the Temples of Tran Khar located approximately 1500 kilometers north by northwest of Tooleri. There the Portals of Chaos are said to guard the Realms of Lost Souls.

dragon while spinning at the end of the rope only resulted in more entertainment for the dragon. Though we pulled desperately on the rope to retrieve him from his predicament, he insisted on staying in the fight. The dragon had plans of its own. I was left only the charred end of the rope to retrieve.

To avoid such fates, you should begin with the most important of dungeon sense skills—the selection of proper companions.

The Balance of the Party

That "how one begins foretells the end" was never truer than in the selection of ones companions for adventure. Traditionally, the group of compatriots who are adventuring together are called a "party" or "party of adventurers." Who makes up your party is, of course, up to you and who you associate with. Above all, however, remember that this selection must follow the principles of Balance and Covering Strength.

No one Hero, not even one so experienced as I¹, ever hopes to maintain all the skills which are required on a dungeon campaign. The gods have decreed that within each of us, our strengths are balanced by our weaknesses. No one adventurer has ever performed well every skill that the dangers of the way demand of him.

Balance: that all skills are at hand

The Strength of Steel and the Power of the Light must join forces if the greatest of successes are to be enjoyed. The ideal party of adventures then first seeks BALANCE.

¹Edvarg's modesty was never legendary.

Balance means that the party includes nearly half its members of the fighter class with sufficient ability to protect all others in their party. These fighters are not just strong but skilled as well. They should also be trustworthy, for if in the heat of battle they abandon the protection of the other party members, woe unto that party. These fighters should be granted the best of melee weapons¹ which the party has in common as well as the best in armor. The fighters should always stand to the front of the party so as to take the brunt of any attack.

Balance also means that every party include *at minimum* one skilled in the use and practice of magic *and* one skilled in the healing arts of the cleric. There are many situations encountered in the course of every adventure where only a wizard or priest can save everyone. Many ethereal beings cannot be hit by cold steel but may only be destroyed by the power of a cleric, priest, or magician.

Those who possess not the understanding of balance in the selection of a party for adventuring will often find themselves without the key skill required to resolve their difficulties. While it is possible to adventure without one or two of these types of personnel, it can often prove crippling (in both senses of the word) to the party as a whole. Such was the case with the Baron of Cornay, as the harem knew so well².

¹i.e., weapons which are held in hand and whose primary use is to strike an opponent standing adjacent to the attacker.

²Edvard is probably referring to Sidney, Fifth Baron of Cornay, who had no cleric in his party as he adventured in the lands of the She-demons. The Baron's over-zealous band attacked the She-demon village to plunder it but were,

Covering Strength: my strength shields my brother's weakness

The second principle in party selection is that of Covering Strengths. This occurs quite normally if the party is balanced from the beginning. Simply, it is that companions who are strong in one skill or ability will normally be weak in others, but that those weakness can be compensated for through the strength of others. For example, wizards whose Mana is great (thus allowing them to cast fantastic spells) are traditionally weak in stamina and constitution, and are thus unable to withstand more than a very few blows from a melee opponent. A fighter who stands in front of him in armor and bristles with weapons, will prevent the mage from having to participate in a melee battle at all. So it is that the fighter's strength makes up for—or, in other words, covers—his companion's weakness.

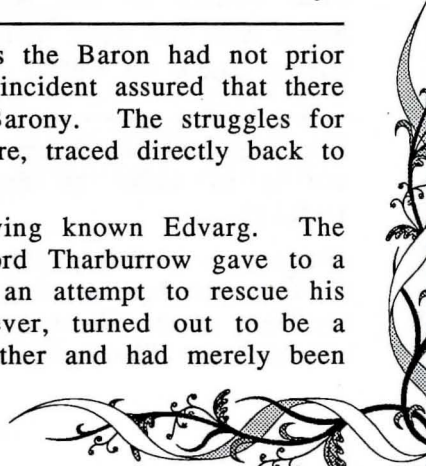
When Balance and Covering Strengths are used, your party of adventurers will be able to use the maximum strengths and skills of each character while protecting their weaknesses.

Practice toward mastery of self and environment

Skill is never granted—it can only be earned and learned. My good friend, Lord Tharburrow¹ says

rather, plundered back instead. As the Baron had not prior to that time, fathered a child, the incident assured that there would be no further heir to the Barony. The struggles for control of that Barony are, therefore, traced directly back to this incident.

¹Lord Tharburrow denies ever having known Edvarg. The quote is from a speech which Lord Tharburrow gave to a gathering of paid mercenaries in an attempt to rescue his stolen daughter. The girl, however, turned out to be a leader of the revolt against her father and had merely been



that "ones battle skills are paid in sweat, not gold." So it is with you and your companions. If you wish to remain afraid of every shadow you encounter in the dark depths of a dungeon, you may be my guest to that experience. For myself, I prefer to grow and improve.

Power and Skill come only through constant use.

Your talents and abilities will grow only as you use them. You may be a novice now or may not even have a skill for magic or fighting. That does not matter, for with training, patience and time, even the most backward of persons can gain expertise in anything he wishes to accomplish. The weakest who wields a sword long enough will become a novice in combat. A strong man can fight better and with more result if he has achieved higher and higher levels of skill.

These improved abilities will not come to you through sleep and daydreams. They are only the result of action and work. Do not hope to one day awake and be a Craftsman Fighter or an Artisan Wizard.

Most important of all, take *every* opportunity to use your talents and hone them. Of course it is easier to blast away magically at every monster which crosses your way, but this robs the fighter of the chance to better himself¹. In nearly all circumstances, strive to let everyone have his turn

planning his overthrow while all the army looked for her in the Blackwoods. She was confined to the castle for two weeks and denied access to the imperial carriage.

¹Note that Edvard does not mention the obvious corollary: that the fighter who bashes on everything also robs the wizard of a chance to better himself as well.

to act and contribute. Wizards who begin by casting small magical spells to create light, for example, not only help save torches for latter, but with every casting, improve themselves and move ever closer to better levels of understanding and skill.

Speaking of the arts of wizardry and miracles: Shrefly the Wizard¹ told me that the amount of Mana an individual has increases as the mage gains in power. Father Dur² confirmed this and also added that once one has gained a suffusion of Mana and can hold no more, the natural accrual of that magic force is lost to the user. Father Dur recommends that the user of magic do so often so as not to waste that which may have been accrued normally.

A Fighter's Arm gains skill and strength in combat.

There never was a fighter who gained in his abilities without swinging his arm in the cause of battle. Constant use of the martial arts in all their forms will improve not only the participant's skills on the attack but will also teach him how better to defend himself.

Death, Resurrection and Reincarnation

Death is a fact of life in the dungeon³ and must be accepted as an inevitability in this profession. Thanks to the modern knowledge of our most

¹Shrefly Umprík, a Craftsman Wizard who recalled Edvarg well and thought him "one of the finest, if somewhat eccentric, adventurers of the decade." They apparently adventured together extensively.

²Father Prodis Dur of the Abbey at Gloxton. His unexpected passing away at the wine festival last year was sadly noted.

³A horrible metaphor. Edvarg's writing career is not off to a promising start.

blessed clerics and clergy, however, such catastrophic events need not be seen with terrible despair. Recent advances in our understanding have, while not banishing the final farewell that is death, can allow for the spirits to return to the body to complete an otherwise unfinished life. Yes, we no longer live in the Dimlock Ages¹!

It is essential, then, that the modern adventurer be sufficiently aware of these advances so as to take advantage of them while afield. A comrade who has fallen may have a chance at regaining his life if his compatriots give first some minor aid—which, of course, I call, "Initial Help."² The first aid you should give is to bear the remains of the comrade with you. The second aid, when strength and circumstance allow, is to bring the more essential of your companion's equipment. After all, when the Sisters of Vi³ lay the bones of your friend upon the alter, would you have him march at your side naked and unprotected?

¹Colloquial metaphor for a backward period of knowledge. Edvard bases his observations on the advances of herbs and holy chants over leeches in curing ills.

²A phrase which never caught on with the general populace.

³An order of holy and reserved sisters who worship the gods from their marble temple high in the mountains of Kargai. They lead a quiet and dignified life for all but one week each year. During that time, at their Festival of Thunder, they are allowed all manner of pleasure for release of their pent-up enthusiasms!. At all times of the year, the temple demonstrates its healing powers and can recall the spirits of those who have passed on so as to complete some task.

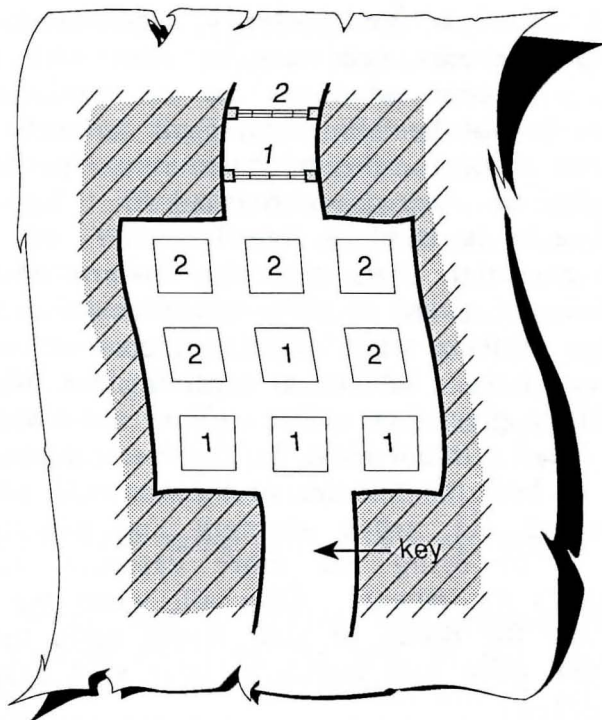
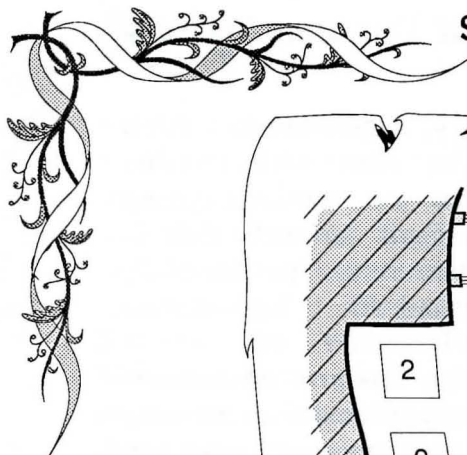


Fig. 1—Fragment from Edvard's Folio

Such resurrections, of course, are not without their price, even above the offering asked by the Sisters¹. The resurrected being is never quite as healthy as he once was. However, such minor loss of health is certainly more acceptable than loss of life. More importantly, the restoration of party balance is of far more pressing importance.

Occasionally, reincarnation is practiced rather than resurrection, most often by the Sons of

¹The Sisters of Vi will occasionally ask a tithe for the service of resurrection ranging from several Moonstones to three days service during the Festival of Thunder.



Kargan¹. Reincarnation leaves the fundamental abilities such as a persons strength or agility intact while erasing forever any knowledge or skills they once possessed. This has advantages and drawbacks.

On the advantage side, reincarnated companions retain the great strength that once they had in many areas. As they begin to learn again their skills and gain once more the mastery of their craft, those abilities will rise even higher than they were before.

As to drawbacks, such companions start out being relatively helpless as their quest for mastery begins.

Whether to resurrect or to reincarnate is primarily a matter left up to opportunity and personal preference. Be sure, however, to obtain the dead person's preferences before choosing².

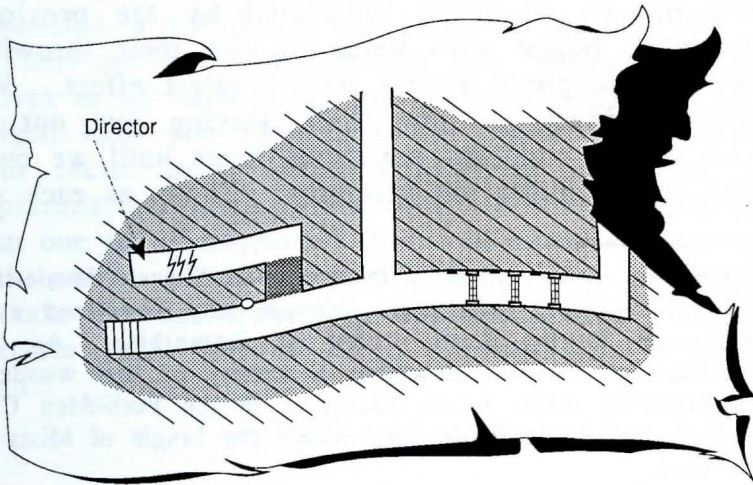


Fig. 2-Fragment from Edvarg's Folio

¹A rival holy order to the Sisters of Vi. The Sons of Kargan preach that the death of an adventurer was evidence sufficient that they had not learned well enough the lessons of life and, therefore, must start afresh.

²How Edvarg proposes that this be done remains unclear.

Stratagem

"...when, with equal suddenness, we found ourselves confronted with the most foul and demonic monsters¹ yet encountered. We had sundered the wooden door with several blows from our axe and thus the door no longer offered protection as we rushed into the cavernous room. The demonic creatures numbered no fewer than eight in number and wasted no time in an attempt to surround us.

"Quickly assessing the situation, I ordered our retreat into the narrow corridor which led to this chamber. This, of course, meant that they could only attack us two at a time. Xar² and Phineous³, their powers of Mana exhausted by the previous encounter, began with haste to aim their throwing stars and longbow arrows with greatest effect. We retreated down the long hall, staying just out of reach of the creatures poisonous fangs until we once more passed under the portcullis. There, as each set

¹Subsequent entries identify these as the Sugach, beetle-like creatures with a deep blue carapace and oversized eyes indigenous to the Luth region of Karanthia. As the remainder of the text describes a variety of lost wonders, this probably refers to an adventure in the Forbidden City which legend has existing deep within the Jungle of Mists of that land.

²The late Xar of Thundendary, a much revered wizard who died suddenly while exploring his own future.

³Phineous the Thoroughgood, acolyte after the order of St. Pillary. Numerous references place him in the area at the time. The acolyte now resides at the monastery in Orthol and after denying in a letter that he was ever in the region of the Forbidden City, refused me an audience to speak with him.

of creatures came forward, we finally stood. We dropped the portcullis and then, holding our ground, continued to battle with our best. As each set was either defeated or retreated, we would rest for a time and heal our wounds. In this way, with patience and fortitude, we were able to turn a disaster into an exercise in increasing our skills."¹

Limited frontage

A party surrounded has not long to live. As you shall see by what follows, there are times when one can use wider rooms and spaces within the dungeon to one's own great advantage, especially when a charge through an area is determined the best approach. However, when it comes to standing nose to nose and bashing it out against a number of opponents, a corridor is the preferred place to be.

There are several reasons for this. First, if the foe proves to be more adept and powerful than you first judged him, you then have the option of changing your tactic to a "Winning Retreat" as shall be explained hereafter. Secondly, if there are more than one set of opponents, this will allow you to take them on one set at a time. It is far more preferable to take damage from two opponents in a cramped corridor than four or more opponents in a wider area.

¹Quoted from a letter in the Candice Bumbury collection.

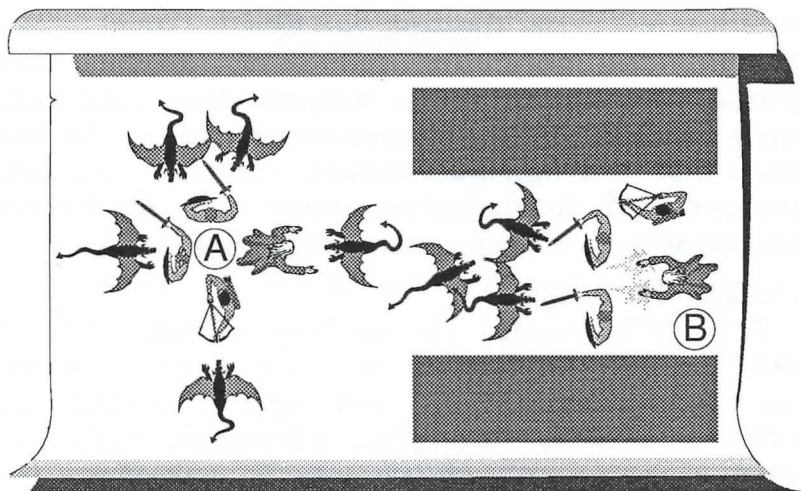
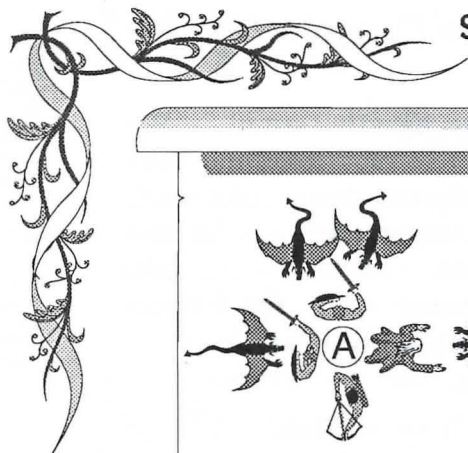


Fig. 3—Unwise vs. Wise Tactics

My sketch depicting two separate adventuring parties illustrates the point. They are labeled group A and group B for easy identification. Group A has not learned the lesson as they find themselves surrounded by vile enemies who are about to deal them all severe and deadly blows. Group B, however, demonstrates the ideal positions of your troop for a standing combat. Rather than being surrounded by the monsters in the room before them, the party has withdrawn into a corridor and limited their combat frontage. The organization of this party also demonstrates the concept of party depth. The heavily armored knights stand as a living wall in defense of the magic using wizard and the bow-wielding cleric behind them. All four of these companions can attack at once the two opponents before them.

Party depth

A party without depth is like a knight forced to fight on one leg and with only one arm. While the objective of limited frontage is to restrict the



amount of damage the enemy can do, the objective of party depth is to allow for every member of the party to be used to their maximum potential. Two principles are in play here: concentration of damage and covering strengths.

Concentration of damage for maximum effect

The ideal organization allows for all of the Heros at your side to attack the enemy. How you position your party is, of course, up to you, but the traditional positions are the best.

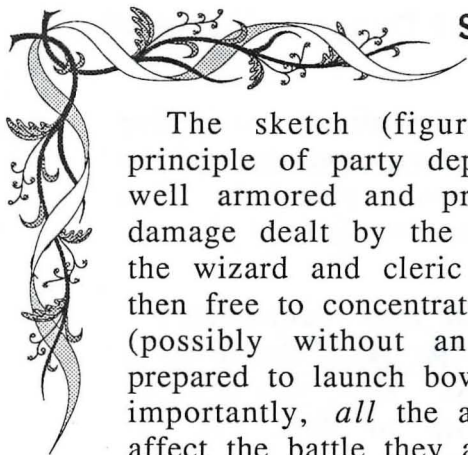
Classically, the fighters, heavily armored, hold melee weapons in the front ranks. Wizards and clerics stand behind their armored wall and hold such weapons as bows, crossbows and throwing stars. The vast majority of offensive spells are cast from a distance and are usually just as damaging when cast from the back ranks as from the front.

Covering Strengths

The fighters are better prepared to take the damage of direct contact in melee combat than are the wizards and clerics. Also, if you concentrate your best armor and melee weapons in your front fighters, they can take even more punishment while all the ranks heap damage upon the attacker.

It is preferable to give your best fighters the best equipment and let the rest of the party be armored with inferior equipment. If you distribute the best objects "fairly" between all your adventurers, then you will deprive the fighters of their ability to defend the magic users behind them and may tip the scales against you in battle. Better to let the fighters do their job than to "be fair and be dead."¹

¹The quote is from Shrefly the Wizard, who says, "Actually, I was referring to the fact that Edvarg claimed a magical Amulet of Duga which had the potential of causing magical



The sketch (figure 5) also demonstrates the principle of party depth. Notice that the fighters, well armored and prepared to take the brunt of damage dealt by the monsters before them, protect the wizard and cleric behind them. The wizard is then free to concentrate on his spells while the cleric (possibly without an offensive spell to cast) is prepared to launch bow attacks from the back. Most importantly, *all* the adventurers are in a position to affect the battle they are engaged in.

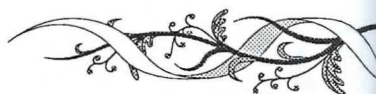
Choose your attack with care

The type of attack you choose will, of course, largely be dependent upon which attack forms you have become proficient in during your training. Those who are but new to the skills of fighting will have a much more limited number of skills from which to select their attack forms. However, with time and practice, these new attack abilities will come to you.

Certain types of attacks take longer to perform than others. The quick *jab*, for example, takes far less time to perform than an all-out *thrust*. A thrust may do much more damage if well-connected, but is worthless if the weapon doesn't find its mark. While the jab is a weaker attack, it offers more opportunities to do damage.

Other considerations also come into play concerning the type of attack which you select and

earthquakes. Edvard was adamant about keeping the device because I had already claimed several magical items during the course of our adventures in the Temples of Tran Khanar. I convinced him by saying 'You can either be fair and dead or generous and live to see the light of dawn.' Fortunately he gave up the piece and we somehow survived that fabulous place."



the enemy you are attacking. Some creatures defend better against certain types of attack while being more vulnerable to others. A monster may defend well against a chopping motion but take great damage from a stabbing or thrusting attack.

Many circumstances suggest a defensive posture rather than an assault. Here, a well-executed parry or block by front-line fighters may give enough time to rearward mages or fighters to unleash magic or range weapons.

The options which open up for fighters grant him a great deal of leeway during the course of the battle—but they will be worthless to him if he refuses to use them effectively.

Weapons and Armor

Nothing is more discouraging than facing a superior force with inferior weapons or armor. Therefore, the careful adventurer chooses the tools of his trade with considerable care.

Naturally, the prudent adventurer wants the best weapon he can obtain at his side. However, the wise warrior is also aware of his weaknesses and doesn't choose a weapon which requires more skill or strength than he possesses.

No serious adventurer would venture far with only a dagger or plain wooden club for protection. The novice looks to obtain a falchion, small mace, or sword, or perhaps even better a rapier, samurai sword, or sabre. If available, a mace of order, axe, or morning star can do serious damage, but their weight requires greater physical strength to wield effectively.

Choosing effective armor is a subtler task. It is a sure sign of the amateur to load himself with armor much heavier than he can easily carry. Effective fighting (and retreat) demands a quickness of

movement impossible for a novice fighter in heavy plate armor. Also, the added weight will quickly tire the hapless adventurer causing excessive need for food and water.

Also, armor is only effective at the level of attack. Torso armor will do nothing to dissuade floor crawling creatures who attack the feet or legs or to repel the blows of aerial creatures who may aim for an unprotected head.. My advice is to armor yourself to suit the occasion.

Leather armor is better protection than clothing, but only moderately so. Chain mail gives twice the protection of leather, but at a great increase in weight. Plate armor doubles protection again, but again at double the weight of mail.

For footwear or headgear, the rule is the heavier the better. Almost any metal helmet is an improvement over nothing, but the armet is my personal choice, closely followed by the casque 'n coif, or basinet. Footplate is not too heavy for the protection it provides, but hosen, black boots, or leather boots are almost as good with weight savings in proportion to reduced benefit.

A good shield warrants special consideration because it affords protection to all areas of the body (although more so to the head and torso.) A hide shield, wood shield, or buckler offers moderate defense followed by a small shield which doubles protection over the hide shield. A large shield is better still, but is much heavier than the others.

Of special note are objects reputed to grant special abilities such as the flamebain which repels fire, the cloak of night which adds to dexterity, and powertowers which increase strength.

Combat at a distance

The basis of any armed confrontation is to deliver maximum damage to the opponent while, at the same time, minimizing your own damage. In nothing is this axiom more evident than in projectile or thrown weapons.

Weapons with bite beyond tooth or claw.

The beauty of a longbow, shortbow, crossbow or even the hand-thrown shirikan¹ is that they deliver damage while your party of adventurers is still far out of reach of the natural claws or teeth of the wilderness beast. The same is equally true of the opponent armed only with a sword. These foul opponents may easily be defeated before they have a single opportunity to lay a damaging blow to any person of your group. When coupling this technique with the "Winning Withdrawal" that I shall describe shortly, the effect can be to whittle more powerful opponents down to size before they can have an opportunity to strike.

Just how far you can throw an item is largely dependent upon your strength and the item itself. The stronger you are, of course, the better distance you will gain from a throw. The item itself, however, has the greatest effect on distance. Its weight, size and shape all account for the fact that some items can be thrown, or launched such as with bows or catapults, from various distances.

An additional benefit of these weapons is that they may be fired with equal effect from the second rank of the party. (This, then, is the reason why an ideal party will have the magician and cleric on the

¹Eastern lands Throwing Stars used primarily by the Ninja of that region.

second rank also double with effective training in missile weapons.)

As with most things, there is a drawback to the technique, for should the opponent you fire at flee from you, he will take with him, stuck into his hide, the weapons you have just thrown at him. At this point it is probably wise to pursue the ailing creature and finish the job so as to regain your lost arrows. Indeed, it is the perennial bother of one who uses such weapons that he must constantly take the time to recover his lost ammunitions.

The Winning Withdrawal

There will forever be an enemy, somewhere, who is your match. Even I, who have campaigned in untold numbers of heroic conquest, still occasionally find a challenge to my own abilities.

While it is often most satisfying to stand head to head against evil and, with the might of your arm, vanquish the foe—it is more often the way to a Hero's death than victory. The arsenal which the experienced dungeon adventurer must use most often is that which most dungeon creatures lack: good sense and tactics. An adventurer can often destroy a foe many times his strength and power by realizing the tactical alternatives to dying at the claws of some foul beast.

The most important of these alternatives is that of the Winning Withdrawal. Simply stated, this means that the party backs away from a foe while continuing to attack it. Should the enemy advance again, then the party continues to back away well out of reach of the enemy's claws. This can provide several stunning advantages to the party:

1. Since the party remains out of the creatures reach, the damage the creature can do remains minimal.

2. The party then has much greater control over the position of the monster they are fighting. The creature can then be lured down a hallway or, with some planning, beneath a portcullis.
3. If the party is in ill health, the group can retreat to a position of safety to rest and heal themselves and prepare to attack afresh the foul beast which has pursued them. Many dungeon beasts are highly territorial and often a withdrawing party can determine the limits of pursuit that a monster will take. This will also allow the party to use the geography of the dungeon itself to its best advantage.

It is most important, in a Winning Withdrawal, to know the path into which you are going to withdraw. A "dead end" was aptly named for this reason. You should keep your options open by withdrawing down your line of escape from the dungeon where possible. More importantly, be careful not to withdraw *into* another monster! Being caught in a closed corridor with enemies both in front and behind you is a quick path to unsung death.

A slow party member can also make a disaster of a Winning Withdrawal. As all the members of your group slow to the pace of its weakest member, the enemy in pursuit can easily overtake the party and begin inflicting damage to its retreating rear. Keep in mind that the slowest party member—whether through encumbrance, weakness or wounds—will represent the fastest that your party can withdraw.

The stunning battle of the brilliant knight standing toe to toe against a dragon may be a romantic notion but remember that someone must live to tell the tale. A person who uses his brains as well as his brawn in the dungeon will live longer and

can take great pride and satisfaction in knowing his wits have defeated the plans of evil.

Using the Dungeon against itself.

The architecture of most dungeons is poorly thought out and tends toward chaos. Estival¹ explains that the denizens of darkness prefer such confusion and disorder specifically to confuse the mind of man which tends to be more ordered in its thinking. (*Translators note: Additional thoughts by Edvard on dungeon architecture are found elsewhere in this translation.*) Even though this may be true, still the ordered mind can use the architecture of the dungeon itself to its advantage during the quest.

The most important thing is to keep a picture of the dungeon in your mind at all times—both where you are and where you have been. A map is most helpful for both these purposes.

Port in a storm: Havens of Health and Recovery

There are many places in the dungeon where an adventurer can safely rest and relax. These places offer opportunity for the party to regain its health without the fear of attack.

¹Estival Thurambarin, also known as Estival the Lunatic, was a lackluster dwarf from the Sindgar Mountains north of Orthol. Estival claimed to be the rightful king of the Sindgar Palace, a fabled lost kingdom of dwarves. No evidence as to the actual existence of this kingdom has ever been shown nor any piece of its incredible mythological wealth produced in evidence. It was said that their weapons smithing created armor and swords of indescribable power—some of which operated themselves. This, of course, is nonsense. The dwarfs views as quoted should be taken skeptically.

While walking into a cell and closing the gate behind you may not exactly be your first choice for safety, it is actually one of the best places you can stay and feel assured that you will not be attacked while you rest. No creature known can pass through a solid door once it is shut¹ and you can feel sure of conserving your torchlight as you securely recover your health.

The Portcullis Gambit

This is a technique which works especially well in a Winning Withdrawal (q.v.).

The party draws the enemy back under a portcullis and then drops the great iron gate down on the creature while attacking it as well. The falling gate does additional and great damage to the creature while your own weapons enter the fray.

This ideal situation is, nevertheless, a gamble on the part of the party each time it is attempted for in order to hold the monster under the portcullis, the party must stand up to the monster and engage it in direct combat rather than continue its withdrawal. If the party continues to withdraw, then the monster will continue to follow and the portcullis will no longer do damage to it.

When a monster finds itself under a falling portcullis, then it often becomes confused as to whether to continue the attack or to back out from under the portcullis. In the Portcullis Gambit, the

¹Shrefly: "Edvarg was nearly eaten by an ethereal demon who moved through a closed doorway as though it were never there. Why he would say such a thing is beyond me unless the experience was so traumatic that he has, indeed, forgotten it." This selective memory may also account for Edvarg's denial of any elemental creatures, some of which have similar properties.

party of adventurers gambles that their health and strength will outlast the monster's will to continue the engagement. One of three things will happen in the gambit:

1. The monster will die under the portcullis.
2. The monster will retreat back behind the portcullis. In this situation, the dungeon party can then take the time to heal themselves and rest before engaging the monster again.
3. The parties health will fail before the monster retreats. In this case Heros will die.

The Portcullis Gambit is always a gamble but an acceptable one—especially when one is faced with an opponent of greater strength than you but whose blows you feel confident to withstand for a limited time.

Traps against Evil

The Winning Withdrawal (q.v.) applies here as well. Often within the dungeon you may encounter trap doors that can be opened and closed by some mechanism. These traps are the bane of many an adventure and the death of more than one heroic lad. However, monsters can also fall into these traps as well and, should you find yourself in a position to do so, luring a monster onto such a trap and springing it is the quickest and least painful way to rid yourself of unwanted opponents.

Territorial Fears of Deep Denizens

The monsters you encounter in the dungeon are often highly territorial in their movements. Some will often go only to a certain point in their pursuit of you and stop there, never taking another step.

Knowing such limits can be used to your tremendous advantage. You can stand just short of

such a limit, heal yourself and rest, and then engage the enemy when you are prepared to do so.

This, again, is a situation where the Winning Withdrawal is used to your great advantage.

Poor Health among Foul Creatures (Slow Recovery)

One of the greatest advantages which an adventurer has over the minions of evil is the notoriously slow healing rate of monsters¹. The dungeon foe you fight may be attacked with vigor and both you and the monster may be taking terrible wounds, as did I at the hands of the Wrenish of Durxan². The beasts nearly had the better of me when my party and I withdrew to the far side of a great gate through which they could not pass. We rested and healed our wounds. Reluctantly we released the counterbalance on the gate and threw it open. The Wrenish, as we suspected, were still there, yet we were shocked to see that their condition had not improved a bit while our own was most measurably better. The ensuing combat was again fierce and, again we were nearly defeated until we slammed closed the gate. After a long period of resting and healing we again opened the gate on

¹Estival (q.v.) says that there are creatures of the deep earth which can regenerate their health as well or quicker than even the most powerful spells of the clerics. Estival could not, however, site any specific examples.

²The Wrenish were great beetle-like creatures nearly seven feet long which could cast lightning from their antenna. Durxan refers to the fabled underwater city said to have sunk under the waves of the Great Ocean west of Viborg. The city was said to have been made of grown and shaped crystal which focused the light of the stars to the industry of its people.

those same Wrenish and noted that, as before, their condition was as we had left them. The third round proved victorious for us. Our healing—and their lack of it—made for a winning combat.

Stones go where men fear to tread

In addition to their use as aids in mapping¹, many items have uses for which they were not necessarily intended and can aid the dungeon adventurer immeasurably.

Often there are pressure plates in the floors which, if left activated, can be most useful. The simplest of these is, of course, those which open a door but which, once the Hero leaves it, allows the door to be closed once again. By leaving a stone or other object behind on the plate, the door may be held open.

Such floor plates are often also used in setting off traps or pits. Better that an extra pair of shoes be smashed under a falling ceiling than your own head! Stones may go where men fear to tread and in doing so may often save a man's life.

Whither to Charge?

One might be inclined to believe that it would only be a matter of time before a cautious party could overcome a dungeon. Not true! Two factors work against the adventurer and dictate a far more aggressive pace; both of them deal with time. These are:

1. Limited amount of food available to the party.
2. The proliferation of monsters in the dungeon.

¹See the section on The Twisted Logic of Dungeon Architecture.

Fatal Delay

A party of adventurers who does not keep moving through the dungeon and finding new sources of food will find themselves starving to death in very short order. While it may be educational and interesting to gain *Mana* and then, after blowing it all off, sleep until you have more to blow off—it will most likely result in your sleeping yourself to death. There are far more effective ways of using your magic while still moving through the dungeon, as I have noted before¹.

In addition, there will be sections in any dungeon where you cannot hope to stop and fight every creature you meet. Some sections of the underground environment are so rife with proliferating monsters that taking the time to fight them all will result in your party starving to death.

In either of these cases, waiting around without making real progress through the underground structure will make for a fatal delay. In these circumstances, you might consider gambling by charging around your opposition rather than facing up to it.

Charging requires Speed & Room to Maneuver

To charge around an opponent requires two things: speed and room to maneuver.

Speed puts distance between you and the pursuing creature, and thus gives more time to deal with any new problems you encounter ahead of you. Perhaps the monster behind you has given up the chase, though it is not likely. Better to give yourself time to either react to a new menace or to find another safe haven farther down the corridor.

¹See the section on The Crafts of Power and Miracle.

Room to maneuver is, of course, the first essential. You cannot hope to go around a creature if there is no place to run past him. This requires an area no smaller than 4 square units¹ although the larger the open area to work with, the more success can be garnered.

The Gamble of Distance

There is a gamble in charging around: a gamble of time and distance. You must avoid the following:

1. Running into another monster which you can neither defeat without rest nor pass before the monster already pursuing you catches up.
2. Charging into a dead end and having your retreat cut off by a pursuing monster you cannot defeat without rest.

In addition, it is nearly impossible to map while you are charging, as each time you stop to map means less time you have to find safety. Also, as you charge down the halls, fatigue can overcome you and slow your ability to flee from your pursuer. If you are overburdened, wounded or fatigued, your progress will be slowed and your pursuer will be nipping at your tail.

Charging around opponents can allow you to cover a great distance in a short time. It is the only way to survive some parts of the underground environment—but it is not without risks.

¹A dungeon unit in this sense, refers to a square area roughly ten feet on a side, in which a party of four adventurers is thought to be able to stand while in combat. Its use has become common in dungeon circles and is referred to simply as "units" or "dungeon units."

The Crafts of Power and Miracle

The Most Precise of all the arts in Delving.

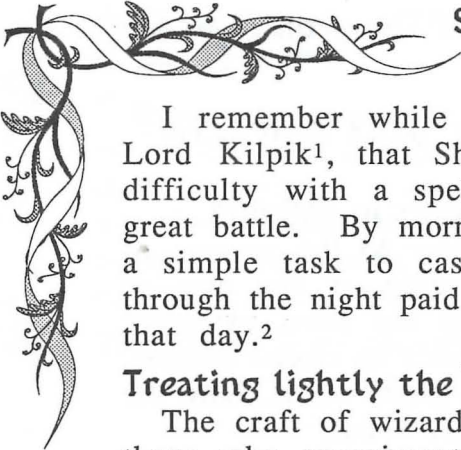
No other art is more necessary to the success of dungeoning than an understanding of the arts of Magic and Miracle. I, having the most extensive knowledge of the art of any outside its closed circles¹, will gladly impart to you with plain words, how the mysteries of this art are brought about.

The most important thing to be remembered is that magic and miracle are the most demanding and precise of the arts of dungeoning. One slip of the tongue, one wrong phrase and, at best, the power called upon may be lost forever in trying to correct the mistake. At worst, the misuttered spell can sometimes create unpredictable—and often disastrous—results.

Learning from every failure.

This is not to say that failure is bad. Indeed, failure for the beginning wizard is an everyday fact of existence. It is only by expending his *Mana* repeatedly in known and low level spells that a wizard or cleric may ever gain in experience and knowledge. When, after some failures and a few successes, a user of magic does attain new levels of power, those early spells will work with better regularity, and even more difficult spells may be attempted. More importantly, as the wizard or cleric gains in his experience, his capacity for *Mana* increases as well! In this, then, does the magic capacity grow within its shaper and expand with the wizard's skill and knowledge.

¹Shrefly disputes this hotly, saying that Edvard was "an idiot when it came to magic."



I remember while defending the Iron Keep for Lord Kilpik¹, that Shrefly was having considerable difficulty with a spell on the evening before the great battle. By morning, however, Shrefly found it a simple task to cast. His practice of the spell through the night paid off well on the field of battle that day.²

Treating lightly the Arts of Nature's Power

The craft of wizardry is a most exacting one and those who experiment lightly with its powers often as not find themselves in dire circumstance. Often an experiment in such powers can go amiss, causing incalculable harm to the entire party, if not assuring desolation.³ The only sure way is to tread the path of mystic symbols which have been found to work in combination before.

The Wise Cleric and Wizard

There are important differences between those of the clerical priesthoods and those who profess the arts of wizardry, though both of these draw their power from *Mana*.

¹Lord Onro Kilpik the Fifth, master of the Iron Keep until it fell to the Black Knight in the following year.

²Shrefly: "What Edvard didn't know is that I didn't practice that spell once in that night but concentrated on lower level spells, which I cast over and over until my *Mana* expanded. Our success the next day was largely due to my increased capacity, not to some recitation of the runes the night before. Cramming was always one of Edvarg's faults."

³Shrefly scoffed at such dire forebodings. "If we never experimented, how would we learn anything? The powers of magic are dangerous, no doubt, but—egad, man!—they all conform to a pattern and logic. We can't expect to find *every* scroll with the runes that have power and sometimes creativity can pay off in a big way."

The Cleric draws his *Mana* from his deity in such causes as the healing of companions from the wounds of combat and dire effects of poisons. Clerics are mostly concerned with the improvement of their fellow beings spiritual and mental health and of their protection from harm.

Wizards, on the other hand, deal with a wide range of magical effects—most of them destructive¹. They are mostly concerned with the dealing-out of damage to opponents both material and ethereal, as well as many specialized helps as Magic Path and Wizards Opening.

Wizards are generally untrustworthy² while clerics will defend you and share their wealth with any who need it.

Despite these obvious and important differences, the way they use their *Mana* has much in common in actual dungeon practice.

Use spells constantly with wisdom

Both magical classes only become more powerful in their craft though its use. Each begins their

¹Shrefly threw a fit at this suggestion and, after four tankards of mulled wine, agreed to work with me on another book which explained the true nature of magic in this world.

²Astonishingly, Shrefly chuckled at this. "Edvarg once led us into a room filled with Kregil-guards who had long ago heard us coming and were waiting to have us for their supper. He died at the first attack and we pulled back into the adjoining room, locking the door behind us. We did not return for his bones until after we had completely ransacked the rest of the dungeon. We obviously did retrieve him—eventually—and had him resurrected at the Temple of Vi in Glaxony. Of course, we had already troved the treasure where he couldn't get his hands on it. I suspect this is why he felt so."

training with a very limited amount of *Mana* with which to practice. The maximum amount of *Mana* which they can carry does not increase until they gain higher levels of proficiency in their orders. Once a wizard or cleric is filled with the maximum *Mana* they can bear, he will gain no more until he have expended the *Mana* he already has. Like a kettle, one can only pour so much *Mana* into a magic user before he is full. Adding any more will simply spill over the edge and be wasted.

The kettle will grow larger as the magic user gains levels of knowledge and power so it is important that the wizard or cleric constantly use his magic force. The more spells cast by either class of adventurer, the faster they will gain in levels of mastery.

Many simple spells can lighten the burden of others.

One of the simplest ways to gain levels of mastery is through constant casting of elementary spells. Nearly every wizard I ever knew¹ practiced casting *light* spells to add to their mastery. In the process, the way was more easily illuminated for all the others who were adventuring with them. Creation of healing potions may be a simple exercise for the cleric and the potions so produced can speed a party along their way.

Carry Power in your mind before you rest.

... Shrefly sat to one side of the spiraling shaft while the rest of us rested. Seeing that he was murmuring the strange words of his craft, I waited until he had completed his task before questioning him on the matter. "What ever are you about?" I asked him. Quoth he, "I carry one power in my heart before I rest, that upon awakening afresh, I

¹Shrefly states that the number was probably "very few."

may carry with me all the more." After some persistence on my part, he explained that a wizard or priest of the gods is like a vessel which can, depending upon its greatness, hold more or less of the stuff of magic which he called *Mana*. *Mana* is like unto clay which the wizard can take from the vessel and shape to his will. But, he went on, if the wizard shapes the clay, for example, into a lamp, then that clay which he used from the vessel can be replaced while the wizard still holds the lamp. Said I, "I see!" Said he, "No you don't, you dolt! If you could truly see then you wouldn't have led us into this terrible pit!"

The wizard or cleric actually holds the power of *Mana* in two ways: in his soul and in his mind.² That part which normally provides the wellspring for magic is thought of as the soul where the *Mana* is kept. The mind is where the current spell being invoked is found.

¹The Three Towers of Pentaron. Shrefly, in my interview remembered the conversation well. "I never would have followed him in there if I had read the Lore of Night which referred to the events which caused those towers to be sealed." He went on to say, "that Edvarg didn't get my point doesn't surprise me now any more than it did then. Edvarg only had a layman's view of magic at best and was quite often wrong."

²According to Shrefly, wizards consider this principle as holding it in their mind and in their eye. Clerics, according to Phineous the Thoroughgood (q.v.), hold the power in their soul and hand.

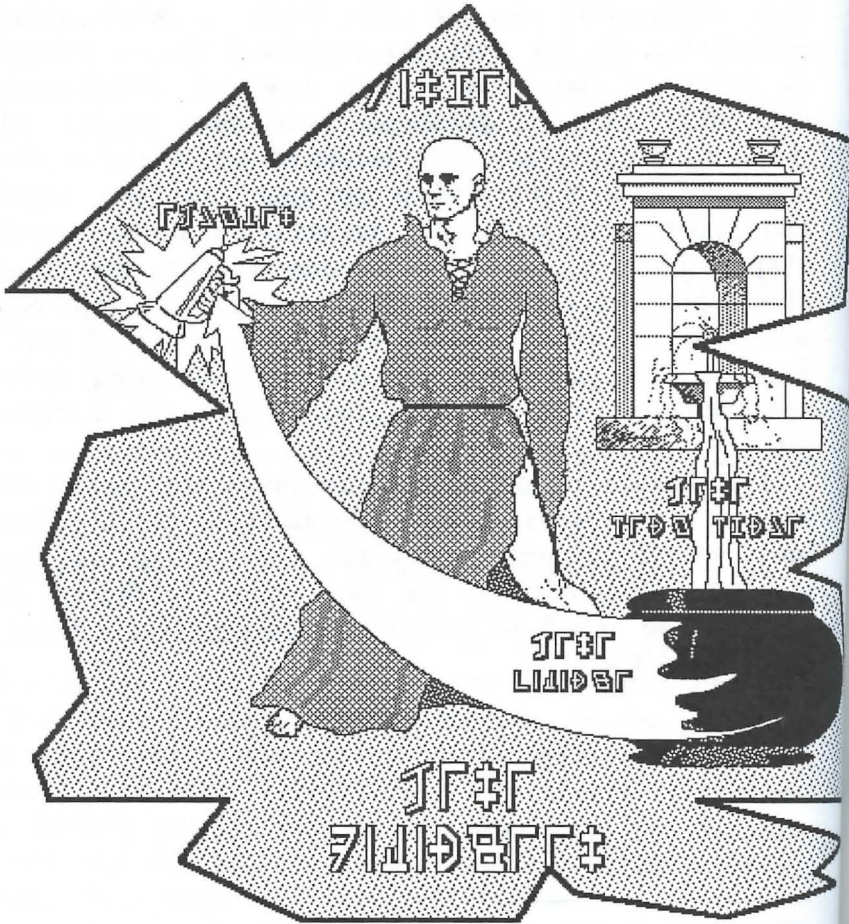
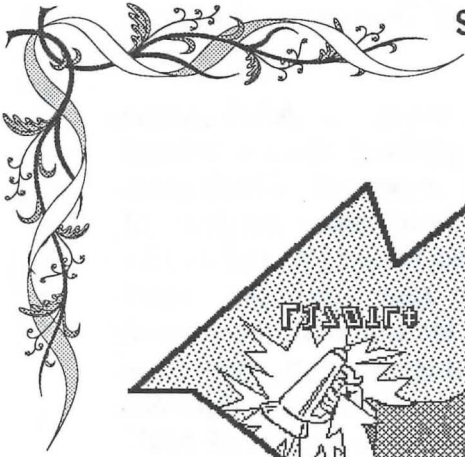


Fig. 4 - Edvarg's Mana Sketch

Maximum Mana at a time.

It is an unwise wizard or cleric who does not make use of his mind as well as his soul. The mind represents a storage area in the same way that the soul does. Recall our earlier comments about a kettle which holds *Mana* and from which the wizard or cleric takes his power. Picture the wizard standing



next to this kettle. Now, picture in your mind's eye the wizard holding a flagon. This flagon is where the spell to be cast will be held. The wizard dips the flagon into the kettle. Now he holds the spell *Mana* in the flagon and the kettle, somewhat depleted, stands at his side.

The wizard may now, of course, cast the spell from the flagon and, if he wishes, refill the flagon from the kettle so long as there remains *Mana* in the kettle to draw from.


However, the wise wizard will fill the flagon with a desirable spell and then not cast it! In doing so, he then waits until, in nature's time, the kettle which he depleted at his side fills up again.

Now he has power of more *Mana* than he normally holds because his kettle—the soul—is full and he still has use of the *Mana* in the flagon—the mind—which will maintain itself there indefinitely.

Try powerful and experimental spells this way.

More important yet is the wonderful fact that the mind can hold unlimited amounts of *Mana* regardless of your level of mastery.

If we take our analogy a little further, then, the wizard holds a flagon next to the kettle. But the flagon is a magical flagon which can hold any amount of *Mana*. So the wizard empties the entire kettle into the flagon with a single, powerful rune. This rune, by itself, is not a viable spell. The wizard waits until the natural process refills his kettle with *Mana*, and then empties again the entire kettle of *Mana* into the flagon with a second, powerful rune. The flagon now holds the equivalent of two full kettles and yet



it can still hold two, three, or four more kettles without being filled¹.

I once knew a warrior woman who had very little in the way of *Mana* to begin with. She could only call one rune into her mind at a time. Still she kept at it, determined to complete some level of mastery. Many of her spells failed in the beginning but soon she, too, had gained mastery in cleric skills. Being a warrior woman, she left priestly duties to others and, with her increased *Mana*, went on to become a sorceress of considerable note.

There was, in one case, even told the tale of a dwarf called Sturg² who, having no natural *Mana* of his own, eventually became a wizard of his people. Delving into the Three Towers of Pentaron (q.v.), he came upon an amulet of Moonstone which, as was its custom, granted him the gift of *Mana* to which he had previously been devoid. By using the same techniques as the warrior woman described above, Sturg soon gained some mastery of the wizards arts and his own *Mana* in the process. After that there was no stopping this magic-wielding dwarf!

¹Shrefly points to this as an example of how little Edvarg knows about magic. While the principle he is describing is accurate enough, 'two, three or four' more kettles full is wrong. There are a maximum of four runes in any spell construct known. It would be more accurate to say that, in the language of the analogy, the kettle could hold 'as many as four full kettles—as many as could construct a spell.'

²Sturg Ironclaw of the Ironclaw dwarves. He was known among his people as "Sturg the Magnificent." Tales of dwarves with magic are not uncommon although I personally have yet to actually meet one of that fine brother or sisterhood. All these tales begin with some item of power which magically grants *Mana* to the dwarf and thereby allows him to gain his own foothold on magic.

Be aware of the weaknesses you cover.

There are, obviously, certain powers which the magic user or cleric has which the fighter, thief or ninja does not. It is important, but very rare¹, that the wizard remember in his spell selection and power planning what weaknesses in his fellow adventurers he covers with his strengths.

Ethereal beings can only be combated by Magic.

There are some creatures which gain their substance from other plains of existence. These include those troubled dead who have passed from their evil lives to exist in the ethereal planes yet are not allowed to pass to the new world². There are some fantastic tales of creatures made from the essence of the plains themselves. While such fanciful imaginings³ are more suited to children's tales, more often are encountered creatures whose natural armor and defenses are such that knights with their finest armor and sharpest weapons cannot penetrate nor destroy the creature.

When creatures such as these are encountered, a fighter's arm is insufficient to win the victory. Only those magical conjurings of a wizard or cleric can hope to destroy the evil. Unless the wizards and clerics are prepared to meet these evils with their powers, the fate of the entire party is in grave question.

¹"No one—certainly not Edvarg—knows the importance of their powers more than those who have them!" Shrefly.

²Ghosts and Wraiths would fit this category, for example.

³Shrefly comments: "If Edvarg hadn't died so stupidly early in our campaign against the Titans of Mount Odysus he would have seen plenty of these creatures which he now denies. Indeed, I believe it was one such creature which killed him."

Some spells are the most powerful distance weapons.

Fireballs and *Lightning Bolts* flying from the hands of an experienced wizard can deliver great damage to the enemy while still at a distance.¹ That such spells can be cast from the back of the party also makes them fabulous aids during close combat².

Just as important are the defensive spells which a wizard can throw. There are spells which can envelope the party in a magical shield which will ward off most damage being inflicted on them by the foe. Others spells can be employed to enhance your ability to fight and do damage. All of these are known only to the wizards who know their words.³

Health of others quickened by Clerics

Often a party cannot wait for the natural healing processes to bring health back to their members. Frequent encounters with nasty monsters often require a recovery pace faster than natural healing can give. In addition, the poisonous effects of many creatures' bites will not allow healing to take place and can, in fact, bring untimely death if allowed to continue unchecked.

For these reasons a Cleric and his special healing abilities are essential to the health and success of a party. The potions of healing and poison cures

¹"Assuming," says Shrefly, "that the creature does not have defenses against magic."

²Shrefly shudders: "Casting such dangerous spells at close quarters can, often as not, cook your own friends as well as the opponent."

³"These spells remain unwritten. Only for those who are willing to understand the nature of defense and to experiment enough to find the right words can learn them. Once the key is discovered, I can tell you, spells and potions to this effect are equally possible." Shrefly (q.v.)

which he can concoct can sustain the ill adventurer until the point may be reached where he can rest without fear of destruction.

The winning difference in sustained combat

Occasionally the party will come against an opponent whose strength and tenacity threatens to outlast the party itself. Especially when using the Portcullis Gambit (q.v.), the party may find itself in the position of losing health faster than their enemy. In such a time as this, potions of healing being distributed properly to the party can sustain them while the combat is in progress.

Strengthen others when weak.

The potions of the cleric can help in other ways. Many of their concoctions can boost, even if temporarily, the natural abilities of their fellow fighters. This is especially important when it comes to helping the slower members of the party regain their health and stamina. It is impossible to withdraw from an overpowering monster when one of your companions is too weak to move fast enough.

So long as they remember their place and do not get an inflated opinion of their own abilities¹, the wizard and cleric are essential parts of any party of adventurers.

¹"Like Edvard?" snips Shrefly.

The Ways of Darkness: Understanding the Enemy and its World

Danger increases with depth.

In order to combat the dangers of the depths it is often wise to be familiar with the twisted logic of the underground dweller.

The creatures of darkness apparently gain some measure of their strength by the depth they delve into the earth. I believe that some part of their mind is called by the darkness of the lower earth. Demons and devils are known to inhabit the depths of the rock and perhaps this is the font of the fell creatures sustenance.

Whatever the reason, it is nevertheless true that the deeper within the confines of a dungeon one delves, the greater the challenge. As the monsters caught within the confines of stone walls vie with one another for the deepest of homes, the order of nature takes hold with the stronger and more aggressive creatures winning the deeper places. So it is that a knight warrior in the service of Light and Truth will find his way at first easy and then getting progressively more difficult in time.

This is a boon in disguise, for as the beginning adventurer first enters the dungeon, he will encounter but light resistance and be able to hone his skills without great risk to himself. He must, however, be aware that the next level down in the dungeon can easily spell his doom if he is not yet prepared to meet its challenge.

Monstrous Behavior

Evil creatures will follow certain behaviors in the dungeon which can be predicted and used to your

advantage. Whether a monster will patrol, wander, attack, pursue or flee depends totally upon its nature. All of these behaviors have been noted in monsters of various types.

In addition, monsters have many senses which they use to obtain knowledge of your approach. Some can smell the trail which you leave in the dungeon, while others can see your approach by the light of your torch—just to name two of their many cunning attributes.

Assume that whatever you can do, so can they.

...with a rather regal aire, marched down the corridor toward the door. The gate rolled aside and, to our smug astonishment, there stood a diminutive figure but some four feet in height. Still, his moves were most threatening and we, in seeming boredom, dropped back a few paces to confidently finish the little fellow off before he could do any real damage.

To our utter horror and astonishment, a tremendous bolt of lightning flashed from his fingertips. The power crashed among us; its thunder deafened us. The explosion so wounded Trevin¹, our wizard, that he could barely walk.

In haste we fled back but our little opponent pursued us. We at last gained access to a cell and managed to lock its iron door just before a volley of the deadly lightning crashed against it.

"I believe," said Trevin, "that we shall have to change our approach."

Just because you can't, doesn't mean they can't.

"The Lord of Time erupted from the hastily fashioned cage. Chaos swirled around him as he drew in his powers to obliterate our very existence

¹No clue remains as to the identity of this character.

from the universe forever. Seigard¹ drew forth Kilat² and smote the terrible visage. Yet was the visage only partially formed. The blade swept through the dreaded Master of Darkness without effect. Seigard stood stunned, for never before had his blade failed him. In that instant, the Lord of Time gained substance and caused a column of flame to engulf the valiant knight. With sudden resolve, Seigard, though engulfed in flame, swung again his mighty blow. The Lord of Time, caught unaware and now fully materialized within our own time and place, was struck by the terrible blow and his howls of pain echoed across eternity ..."

The twisted logic of Dungeon Architecture

While many places of adventuring are orderly in their arrangement, the vast majority of them are not. Most underground dungeon settings, in fact, seem to wander without purpose or sense. There is, however, method in this seeming madness.

Bizarre but with purpose

The chaos which one encounters within the typical dungeon setting is by design of those who built it. Seemingly chaotic designs tend to confuse those who are uninitiated and, thus, serve well the

¹A legendary adventurer from the First Dispersion period of Sune-ar History. A figure largely accepted as mythological, and who was prophesied would come to the aide of their country in some future epoch. This reference, however, almost certainly refers to some other Seigard despite Edvard's claims to the contrary.

²The legendary sword of Seigard which could give life as well as take it. Edvard's claims to time travel in the Well of Time are unsubstantiated. This reference is, almost certainly, another example of Edvard's efforts more to impress Miss Bumbury than to report the facts accurately.

security of those who live in such places. Creatures of Darkness, in particular, seem to prefer such random floor plans for their habitats. This may reflect their hatred for all that is orderly.

A puzzle of many parts and levels.

The answer may not be near your problem.

The most difficult thing to remember is that the answer may not be found before the problem is encountered. Locks would certainly not be worth their effort if the key was always found first.

So it is in the course of your adventures. During the Durxan campaign we were able, very early in our quest, to discover the location of Thimbrand's Helm¹. It stood upon the glowing pedestal in the great hall, just as the legends foretold—its location quickly found and easily entered. However, the helm could not be removed from it without obvious replacement of nine gems which were missing from its base. Finding the helmet was easy—finding the gems proved our near untimely end.

Thinking of the whole structure

It is not sufficient to concentrate on your own immediate surroundings. The long road of the quest finds its answers not in knowledge of what you can see but in what you have learned.

Though many underground settings are truly chaotic, most have purpose and function in their design. If you can see into the nature of that purpose, then you have a much better hope of utilizing such purpose to your own ends.

¹The dwarf who may possess this helm is, by tradition, king of all the dwarven nations throughout the known world. It found its origins with King Dasar in the early Age of Rain and passed in and out of written history through the many ages.

Thinking vertically.

Many of us have, to a great extent, made our minds as flat as the scrolls and parchments we work with each day. We make our map of the dungeon and blindly think that the only relationships which the various levels have is from side to side.

Anyone who has fallen down a pit or climbed the Unending Stair of Time¹ can tell you, a dungeon extends not only from side to side but vertically as well. The Unending Stair was particularly instructive in this sense. Our party was heavily laden with provisions for the exhaustive journey which we had proposed to undertake. As such, it was impossible to fight or even defend ourselves against attack: fleeing was out of the question. So it was that we found a safe room just off the portal to the Age of Graganth². There we locked up our provisions in chests and closed the portcullis of the room behind us. From that time on, when we needed supply, we had but to get back to the Unending Stair and climb it that short way to the room with our supplies. From time to time, we found it needful to move this cache to a lower location in the well so that it would not be far from us. Yet were we freed of the need to carry all our baggage with us wherever we went.

Remember that puzzles, traps and many other workings in a dungeon are linked—and not just on

¹The staircase which legend has as the main passage through the Well of Time. Its height and depth is said to span all of eternity and have no end, running up and down, as it supposedly does, through all history.

²An age gaining its name from the empire which gained domination over much of the eastern continent shortly after the Dimlock Ages. Its fall, some five centuries later, brought about the renaissance currently being enjoyed today.

the same floor as the one you are currently on. You must see in your mind the layout of the architecture not just from side to side, but how the different floors relate to each other top to bottom.

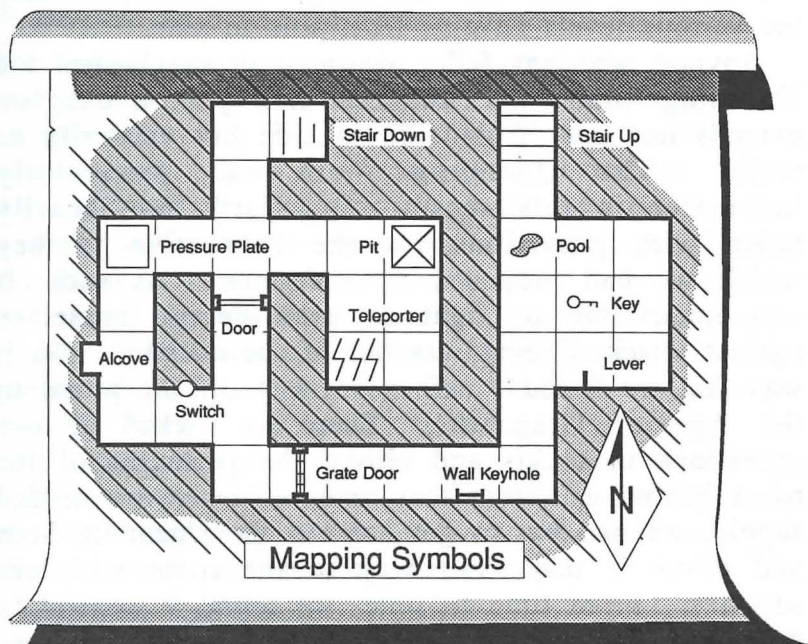


Fig. 6 - Edvarg's Map Sample

Mapping to clear understanding

Your memory may be good but a map will never forget. With so many passageways and doors which often begin to look so much alike, it is easy to see how adventurers can quickly get lost in the depths. Yet a map can simply and quickly keep track of your position. Often it means the difference between withdrawing safely from an overwhelming combat and being trapped in a dead end corridor with no further options.

Before dungeoning, I often will prepare a sheet of velum with a lightly penned grid of lines

approximately 1/4 of an inch apart.¹ In the last few decades this has more or less become the standard for such dungeon mapping among serious adventurers.

There are also many standard map symbols which can help you construct your map in an orderly fashion. An example of such maps and their figures is given here.

Your eyes deceive you but compasses never lie.

...walking the long hallway for nearly an hour when Estival grumbled, "How long do you insist that we continue walking this same section of hallway?" I must admit, my love, that my temper had been inflamed by my own frustration. "Estival, you little grumgug!" I retorted "What are you blathering about?" He reached into his pouch and produced a brilliant blue gem. Setting it to the right side of the corridor, he motioned me to follow him. We had not made more than a few steps when we came upon the same blue gem—this time on the left side of the corridor. Estival continued on and after several more steps we came again upon the blue gem which was now against the right wall. Estival picked up the gem and said, "The magic keeps turning us around. If we find where the magic is, then we can turn around there and get past it." "Just how long have we been pacing this same section of hall?" I demanded. "Long enough," was his reply. He pulled out a compass and, as we walked down the corridor I watched it suddenly shift from west to east. We both

¹We note that many vendors of parchment sell such scrolls and even folios now in the marketplace where they can easily be acquired.

turned around on the spot and hadn't walked more than 10 meters when we came to a door.¹

The Amazing Maze

Under most circumstances, a simple maze can be solved by a simple map. Simply keeping a written record of your progress can often solve many of the problems which a standard maze can present.

Following the right wall ... or left.

"Gad! How this maze has me baffled, good Shrefly! Will we ever be able to find our way to its conclusion?" Shrefly spoke, "Hold out your right hand² and place it against the wall. Now, follow that wall and keep it always to your right hand and, barring the design of this place having its exit in the middle of the maze, you shall find it." I wondered at this trick yet, within a few minutes we managed to find the end of the maze and our freedom was thus near.³

Marking your trail

... under the guidance of Estival into the lower crypts⁴. It was soon evident that there was magic at

¹Account taken from the Bumbury letters.

²Shrefly recalls that Edvard had some difficulty with this command at the time.

³Account taken from the Bumbury letters.

⁴Their location is unknown. While this account, as so many others in this section, is taken from the Bumbury letters, this one was of particular interest. While Edvard talks about underground locations and certain references in the letter refer to the area north of Orthol, certain words of the document which would apparently explain where this adventure took place had been burned through and were missing entirely from the manuscript. It was as if the words themselves had taken fire. This location, then, remains an even greater mystery than otherwise it might have been.

work between many of the crypts which moved us with wizardry to other locations among the crypts. We soon were lost. Upon remarking that all the crypts looked the same and that our plight seemed without hope, Estival grunted to himself and then produced a copper coin which he laid upon the ground. As we continued to move among the crypts, he continued to drop various items of different types. As we moved along, I was most astonished to find ourselves coming upon an item which we had previously dropped. All of this, Estival carefully mapped. It was not long thereafter that, under Estival's guidance, we arrived at our objective, the Tomb of (illegible).


What do to when the Dungeon has you beaten

To all problems there is a solution.

Not even the most chaotic of dungeon builders puts in a lock without a key nor a puzzle without a solution. Such a fool as that would prevent even himself from ever obtaining that which he seeks to protect.

If the builder or guardian of the dungeon can get to the prize—then so can you.

It is also important to remember, however, that discouragement is just what the skillful trap builder has in mind. Often traps and puzzles which cannot be solved are scattered along the way so as to confuse and discourage those who do not understand the nature of a dungeon's design. Such misleading structures can disturb and discourage even the most seasoned adventurer. While such traps and obstacles always exist, remember that there is always a path which leads around them—there is always a way to the treasure you seek.



Never assume anything.

There was, in Durxan, one entire floor on which what appeared to be solid wall was nothing but illusion and where seemingly clear space was blocked as securely as stone. This seemed a trifling matter of bumping our noses from time to time, until a Lithersnatch¹ caught the scent of our group. After losing one of our most valued companions, we found ourselves backing down a corridor which, to our horror, looked to be a dead end. Leaning back, we fell right through the wall—which had been an illusion after all—and gladly made good our escape.


You cannot even count on rock to be solid.

Going past the problem to the solution

The very chaos of the dungeon's architecture tells us that dungeons are not often linear in their design. If this be true, then it should be of no surprise to you that the solution to a puzzle may often lie beyond the problem. Keys are not always found before their locks are known. You often may have to go past the problem in search of the solution as I did in the Well of Time². Though the lock which bound all progress was found in the halls of our ancient past, the key to loose it was far in one of our

¹Uncommon creature often found in deep underground surroundings. Normally 3 to 4 meters in length and propelled at tremendous speeds by the long quill-spines on all sides of its body, the creature is both fast and deadly.

²A mythological place thought to exist in the Thurn Desert. The legend states that ancient priests bound all time through the well that they might prophesy with greater knowledge through its visions. Its own knowledge of the great future awaiting them led them to leave their own time and travel forward. The action, says legend, changed that same future history and doomed their civilization. The well has never been found.



future years—a location much farther down in the well.

What is more important to know is that there *is* a solution to your problem which is within your ability to reach it. Not even the darkest of evil creatures can lock his prize out of his own reach. A way is always provided for him to regain access to his keys. If he can get to his keys...then so, too, can you.

When all else fails ...

If your brains fail, you can always try the last resort—raw and physical violence. Some wooden doors will not open except to the ringing of an axe against them. Running face first into walls may be the only way to determine if they are illusory or not.

Besides, bashing your helmeted head against a wall can occasionally clear up a situation for you anyway ... or at least make you feel less frustrated.

Edvarg's Notes on the Anaias Campaign

Translators note: The following sections are taken from notes found in Edvarg's room at the Viborg Inn following his disappearance. The notes and sketches were collected by Candice Bumbury, who maintains them in her possession to this day. I believe that they represent the last notes penned by Edvarg as he prepared himself for the quest under Mount Anaias. They represent all he could glean in knowledge about that terrible place and are an example of the scholarly approach to his profession which he maintained to the last.

Artifacts of legend and of power

Amulets

Ekkhard Cross

Named for a valiant crusader who came from another world to save our own.¹ Said to protect those holy men who wear it and increase their ability to learn from their experiences.

Gem of Ages

The natural *Mana* of the wearer is increased by the pendant, even if the wearer has little or no natural *Mana* to begin with. Tales of people who are devoid of the stuff of magic using this device to gain their foothold on the wizard arts are many and often conflicting.

¹This figure remains a mystery to me.

Illumulit

A symbol of the Temple of Ra¹, this was traditionally worn by the High Priest of Ra during all state occasions. When the temple was destroyed during the invasion of the Jurandai², old Grey Lord was given the Illumulit by the High Priests for its safe keeping.

Moonstone

These medallions have been brought in recent years from an unknown pagan religion from the East. Those few that have been known to exist are most prized by wizards. Their properties are said to include those of the first moon which grants increased magic and influence to their wearer.

Pendant Feral

Stolen from the Burrows of Dith³ during their great war with the Bika's, this pendant was once worn with pride by Wuuf. Those who wear this pendant are said to be granted the agility of a field mouse and the wisdom of a unicorn. He is known to have worn it when he entered the dungeon.

Spirit Eye

Syra entered the dungeon of Anaias not looking to solve the mystery which is there but, rather, to retrieve this ancient artifact for her people. The

¹Located approximately 230 kilometers east of Emvey atop a high plateau. The ruins are still often used for the rights of that sect.

²A wild and merciless clan of the Karvan Steppes near the end of the Twilight Age. Their domination of world affairs was short and bloody, ending only with the destruction of their nation from a combined army of its oppressed.

³An underground catacomb created by that race of rat-men. Despite endless programs against them, the race still manages somehow to survive.

amulet is said to contain the essence of truth in the physical world. Its properties therefore, protect the wearer against the effects of magic.

The Hellion

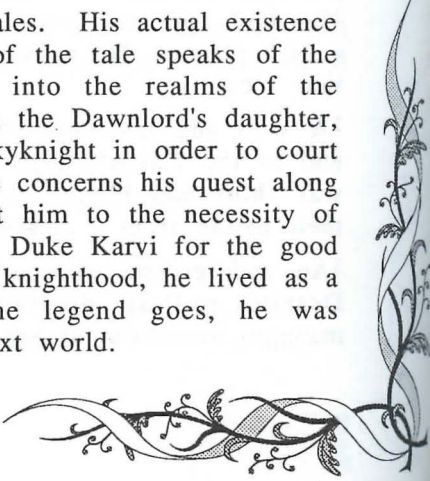
A great secret locks within this amulet the powers of the universe and the ability to combine magic, physik and energy interchangeably into any form desired. Once opened, however, its powers must be controlled or a rip between the fabric of the three elements will destroy all creation. The Hellion has remained hidden for years but only a short time ago did I discover that Halk the Barbarian—not knowing its true nature—had taken it during the Siege of Silvastopilis four years ago. Halk wandered into the Viborg area and, probably during a drunken binge, entered the dungeon under Mount Anaias.

Rings

Stormring

Originally the property of Streth the Cloudwarrior¹. The ring was forged for him by the

¹Legendary hero of the Skynight Tales. His actual existence is disputed. The general course of the tale speaks of the mortal being who was taken up into the realms of the clouds. Having fallen in love with the Dawnlord's daughter, he must be found worthy as a Skyknight in order to court her. The balance of the tragic tale concerns his quest along those lines. Its conclusion brought him to the necessity of sacrificing his love at the hands of Duke Karvi for the good of the people. After forsaking his knighthood, he lived as a wandering soothsayer until, so the legend goes, he was reunited with his beloved in the next world.



Stormgiants¹ of Strataria², a realm that exists in a great thundercloud that moves from place to place over the world. Since the Stormgiants are also given to manufacturing lightning, the ring's properties may move along similar lines.

Eye of Time

A lost artifact from the Well of Time (q.v.) which, legends tell us, has the ability of stopping time for everyone except those designated by the wearer of the device. The ring appears to be magically charged.

Clothing

Cloak of Night

Taken into the dungeon by that fool Gothmog who has probably lost it by now. It made the little weasel too slick to catch and to limber to hit. I'd sure like to get my hands on him when he wasn't wearing it!

Flamit

Originally one of the wonders of Zurn³, the Flamit was a gauntlet which could cast flaming death at opponents. Tradition has that it was taken into the dungeon by Hawk the Fearless, who had obtained it during an earlier adventure in Zurn. Neither Hawk nor the Flamit have turned up since.

Powertowers

No one knows the origins of these leg braces, only their effect. Somehow, through means still a

¹Race of gigantic beings among the clouds who are said to cause most of the bad weather experienced by mortals.

²Largest of the kingdoms in the sky. Its location varies by the will of the Dawnlord and access to it is nearly impossible for mortal men.

³Kingdom of the Dreadwood Forest approximately 530 kilometers south-west of Sagnavos.

mystery to the learned, these items draw strength from the very stone on which their wearer stands and brings to them the strength of the earth.

Speedboots

Created by the winged Aeries¹, these boots can radically enhance the speed of the wearer. For parties of adventurers, they can help the slowest in the party keep up with those who are faster. Any group lucky enough to have sufficient boots for everyone to wear will find their speed greatly enhanced.

Armor

Armor of Darc

Ancient historical texts penned by Banyo² tell that this famed armor, which was worn by Lord Stradich Darc³ during the terrible Twilight Wars,⁴ is kept now in the dungeon of the Grey Lord. The Grey

¹A race of winged men who live in the outer Stratus regions. Little is known about their society or customs and few strangers have ever been privileged to see their homeland.

²Arestis Banyo, historian and philosopher of the Seventh Age. The majority of accepted historical texts were penned by him.

³Master of the Darc Dynasty in the latter half of the Sixth Age and perpetrator of the longest and bloodiest war in all history. The fall of his kingdom at the end of the war marked the beginning of the Seven Kingdoms.

⁴The Twilight Wars—so called because those participating at the time believed that the war signalled the end of the world—began over a table argument between Darc & Lyte. The war lasted 2 millennia and devastated the population of the entire planet to the point of near extinction. Both antagonists in the war remained alive through arcane magic. Some philosophers believe that their conflict is still being played out today.

Lord fought long and hard to bring about the end of that war and when the leaders of both sides died in single combat before their assembled hosts, the wizard took both bodies for burial in his own crypts. Their hate for each other was so strong, the text tells us, that even in death, neither would relinquish their armor or weapons. (see also *The Inquisitor and Hardcleave*.) Darc's personal guards are said to watch over him to this day though they have long passed from the physical world. The Armor of Darc was forged deep in the fires of Mount Panas-api¹. The incredible heat gave the armor its blue-black finish. Though heavier than normal plate armor, the Armor of Darc numbers among the strongest known in all the world.

Armor of Lyte

The foe of Lord Darc was King Stephen Lyte². Their coincidental and seemingly trivial semantic contrast of their names was, however, backed by a long and constant hatred which ran back as far as the establishment of the North Territories. Stephen Lyte's armor was brought back to Mount Anaias. Banyo writes that, unlike Darc, King Stephen eventually let go of his hate and was allowed to travel into the Realms of the Dead, leaving his armor with the Grey Lord. Stephen's armor is lighter and

¹Volcanic mountain on the Karvan Steppes. The dwarven forges in the heart of that mountain are the hottest in the world.

²Much has been written about Stephen Lyte and his Rule of Enlightenment. The best source for information on his kingdom and rule is found in Tales That Could Have Been compiled by Brother Sven from the writings of Banyo. A complete original of this manuscript can be found in the library of Lord Sagnavos.

somewhat better than normal plate, although certainly not as good as the Armor of Darc.

Dexhelm

A mistake by one of the Grey Wizard's apprentices, the Dexhelm remains an alluring promise to anyone visiting the dungeon of the mountain. Its ability to increase a wearers prowess makes it valuable to any combatant.

Mithril Armor

Thought to be forged by the hidden kingdoms of the Great Wood¹, Mithril Armor is substantially lighter than normal chain mail and considerably superior in combat. A suit of this armor was reportedly worn by Linflas, a South Kingdom elf who entered the dungeon nearly a century ago.

Weapons

Bolt Blade

The weapon of Streth the Cloudwarrior(q.v.). Like Stormring, Bolt Blade was forged in Strataria. Once, in the service of the Lords of Sagnavos, Streth was forced to sacrifice his beloved in order to destroy Duke Karvi and thereby save the greater part of the Seven Kingdoms from utter destruction. The sacrifice, however, provides little consolation to the distressed warrior, who gave up his weapons and armor to the Grey Lord and took up a lone life quest for peace.

Delta Sword

Delta was designed specifically as a thrusting weapon for Zed, Duke of Banville. Zed never let the weapon leave his side and was last seen heading toward Anaias.

¹Elven nation over 2000 kilometers south of Sagnavos.

Diamond Edge

A weapon designed with a purpose. The diamond edged swords were created by the dwarven smiths of Durxan for the Twilight Wars. Only three of them were made. These swords had magnificent abilities against armor and were originally used by the Guards of King Stephen. Two of them have since passed out of memory and knowledge but the third is known to have been hidden and well guarded in the depths of Anaias.

Fury

Weapon of preference for Prince Hovis¹. Hovis, in trying to reinstate the dynasty of his father, Lord Darc, entered the Dungeons of Anaias secretly and attempted to gather the bones of his father and restore their life. The minions of the Grey Lord caught him, fortunately, and now Hovis' bones rest beside his fathers. The fate of his sword, however, remains a mystery.

Hardcleave

The weapon of Lord Darc, Hardcleave is one of the finest combat axes ever created although not quite a match for Inquisitor. The weapon was so good that its wielder could even enter a berserk attack and cause tremendous damage. It was especially helpful in attacks against armor or hard bodied creatures.

The Inquisitor

Certainly numbering among the finest-edged weapons in the world, the Inquisitor was the preferred weapon of King Stephen Lyte. Like

¹Son of Lord Darc and heir to his throne. After the bitter outcome of the Twilight War, he sought to reinstate his fathers dynasty. He attempted to recover his father's bones from their tomb under Mt. Anais and must have crossed the Grey Wizard, for he never came back.

Hardcleave, the weapon was designed to allow for berserk attacks but also added to the users *Mana*. Both Hardcleave and the Inquisitor were last known to have been in the dungeon at Anaias.

Vorpal

These blades were formed on the Altar of Ew¹ some twelve centuries ago. While their make appears crude and even ugly to the modern eye, their specialized abilities are best never forgotten. At the time of their creation, the Wrend of the Dead² had been accidentally caused by several discordant wizard spells and the physical world was invaded by the aggrieved spirits who had been judged as evil in the next world. To combat them, the Bishop of Ew sanctioned the creation of the Vorpal blades which, according to the histories at the time, had the ability to strike ethereal beings just as normal edged weapons could be used against beings of this world. The legends of the period also go on to indicate that the weapon could only be used well by one possessing magic, but I personally discount those theories.³

¹Religious holy ground on a plateau east of Sagnavos. It claims to trace its origins to the beginning of the world.

²A war fought by the United Kingdoms against an invasion of the Spirit Imprisoned during the rule of Emperor Takita. Normal weapons were useless against these dead returned for vengeance, and ultimately other means had to be discovered to fight the war. It lasted for four years and many of the spiritually disembodied which are still found in dungeon settings can trace their return to the physical world to this event.

³Given Edvarg's attitude toward magic, this opinion is hardly surprising.

Crowns

Calista

Legendary wealth and power were bound up in the Calista¹. Of all of the items rumored to be in the dungeon, this one is the most important to obtain. Those who have it may, by uttering the words found in the Book of Kran², obtain the greatest treasure in all the world. I have it on good authority that the Grey Lord had this in his keeping when the dungeon was taken over.

Crown of Nerra

Nerra³ was a wise philosopher of the Age of Man. His many writings often gave credit for his abilities to the crown which was given him by the gods in appreciation for his service. It cost the Grey Lord a pretty durga to buy this piece, I tell you!

Legendary Items

Horn of Fear

Mythical device with little use whatsoever. Blow it and it makes a noise. HA! Some say that it can frighten monsters into retreat—allowing your attacks to work much better as you chase them to their supposed doom. I, who have been there, can

¹Some references to this item can be found in ancient historical texts, but no first hand account has ever surfaced and its existence is doubtful.

²No known copy of this book exists. There are many references to it yet, to date, no actual manuscript has surfaced.

³Soun Nerra is best known for the philosophical folio "*Mana, Man and the Stars*" which formed the basis of structured thinking for many centuries. Most government systems today can find their roots in his discourses.

tell you that it will take more than a toot from some horn to make evil cower!

Magnifier

A device about which legend tells us great things, but which has never been proven to exist. It calls down the power of light and brings fire into being where none existed before.

Mirror of Dawn

Those of the Ether cannot stand to be reminded of their own corrupt state, nor can they tolerate the direct rays of the sun above. To these ends was this mirror created. The light of day beams from its surface and its reflection is effective against ghosts and their ilk in the depths of the dungeon—this being made known to me by Shrefly after I had accidentally broken several of his valuable mirrors.

Staffs & Wands

Dragonspit

Charbrol¹, the dragon under the Temples of Tran Khar (q.v.) was engaged in combat with Shrefly. The crafty old (illegible) had somehow created this item in such a way that when the dragons gapping maw opened, the very flame of his throat was absorbed by the device. Shrefly presented Dragonspit to the Grey Wizard rather than to me out of sheer spite². Should I find it, I will reclaim it as my rightful prize.

¹A flaming dragon which reigned with terror across the land during the last age from his lair under the Temples of Tran Khar. He has long since been dormant. While the Emperor of Tuxsiani will tell you that the beast is dead, local residents assure you that it is but sleeping and that no remains of the supposedly slain dragon have ever been found.

²Shrefly remarks: "I gave the item to the Grey One only because that idiot Edvard had no more sense about its use

Scepter of Lyf

An apparent poor spelling, this item was created by the brotherhood at the Abbey at Gloxton (q.v.) during the last Age. It had properties of healing which, though limited, could bring a man great favor in a hazardous quest.

Staff of Manar

Manar¹ was a great and wise wizard apprentice of the Grey Wizard who often took to wandering the ethereal realms in search of ever more interesting tales for his master. In return for his services, the Grey Wizard created this staff for him. It could attack elemental and ethereal creatures and ward off damage as well. Manar used the staff to travel far afield in the ether. It was not many years later, however, when Manar fell in love with one of the Daughters of Light² and vowed to never return to the material world again. His staff, so the tales tell, was forsaken by him and returned to the Grey Wizard.

Teo wand

Local wizards have been whispering about the possible existence of this artifact for many months now and speculate about its possible use in ending all

than a child in the woods. Entire towns would have seen their devastation before he would understand its control."

¹Manar Astiphlan, Craftsman Wizard of Kardistan. According to Shrefly (q.v.) he was a wizard of considerable promise and power. That his influence is not felt in the world today is a sad loss.

²One of the 17 daughters of Lythina, the Goddess of Light in the Kardistian pantheon. Their alluring beauty is said to be unmatched and any mortal who looks upon them can never again bear to leave their presence.

of the misery in this area. Segurd¹ has it on good authority that this item alone is the key to the freedom of all people in this locale.

The Conduit

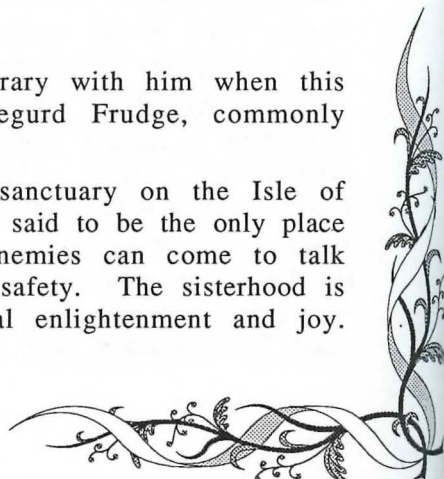
Stolen from the Order of Sil², this wand not only can call down the powers of the storm in the midst of calm day but can allow those who use it to see past solid objects to what lies beyond them.

Yew Staff

The twin staff of the Staff of Manar (see above). This staff was retained by the Grey Wizard, however, for his own use.

¹The only local Segurd contemporary with him when this document was penned was a Segurd Frudge, commonly known as the town drunk and liar.

²A sisterhood which operates a sanctuary on the Isle of Pargo. Their gardens of peace are said to be the only place where even the most bitter of enemies can come to talk peace and not fear for their own safety. The sisterhood is devoted to the quest for universal enlightenment and joy. Sil is the patron of the imprisoned.



The Futuresphere

Translators Note: Before beginning his final adventure into the dungeons under Mount Anaias, Edvard consulted a soothsayer woman who was passing through Viborg at that time. Edvard may have had little faith in magic but his belief in fate was a religious one. While no trace of this woman is to be found (even her name is not known), the transcript of her prophesy remains.

I am quite skeptical as to its accuracy. Edvard notes in the margin that "this is the best prophesy ever obtained for 50 gold durgas." Whether what is contained in the prophesy are true remains for those who have entered that cursed fortress to know. As for me, I am including them as the last verifiable writings of Edvard.

GAZE NOW WITH ME INTO THE UNKNOWN
AND UNKNOWING DEPTHS OF THE FUTURESHERE
WHEREIN EDVARG THE NOBLE AND FEARLESS
DOES SEEK OUT TO KNOW HIS FATE AND FORTUNE.

CHAMPIONS ARE COUNTED AS THE FIRST
ALL GLASS AND MISERY THOUGH ALL KNEW
THAT DECENDENT STAIR BROUGHT THEM CLOSER
TO THEIR GLORY AND THEIR DOWNFALL.

WHILE NONE SHALL PASS SAVE BY WEAPON'S BLOWS
THE GUARDIANS—LOWER STILL—
FLASH THEIR TREASURE FROM CELL TO CELL
UNTIL FREE, THE WALL'S EYE SEES ITSELF TO HIDDEN GIFTS.

YOUR INFLUENCE HAS FORCE OF MAGIC
YET THE PHYSICAL MUST WAIT THE CLEAR PATH
UNTIL BY WIZARDS WAYS
THE LOCKED DOOR YEILDS.

TIME'S ESSENCE BEGS SPEED OF FOOT AND HAND
AND FAITH THAT THE GLANCE TO SEE THE WAY
MAY BAR IT WITH WALL AND FALL
WHILE BLIND BACKWARDS MAY YET WIN THE DAY.

WHIRLWINDS SPIN A MATRIX OF CONFUSION
YET A DEVICE YOU HAVE PASSED SINCE DECENDING
WHEREWITH TRUE PATHS ARE ALWAYS KNOWN
WHENCE HIDDEN IN SECRET THE KEY LIES.

PREPARE TO FLEE THY DOOM AND PASS
WITH NIMBLE FEET AND SAFE REST
WHERE GOLDEN SHORT PATHES BRING YOU CLOSER
AND A PRISONERS DEATH BRINGS BOTH DANGER AND
PASSAGE.

PAST TREASURE STORES TO WHERE ALL AND NONE
ARE KNOWN, ONLY THROUGH SEEING ONE'S SELF.
AND THE BOW ARCHES ONLY FORWARD
TO SEND ITS ARROW WINGING TO FREEDOM.

NEAR MIDAS COMES A PUZZLE QUEER
WITH GEM AND PIT AND PORTCULLIS STRONG
YET CASTING MIGHT AVAILS YOU NOT
BUT GENTLY LAID GIFTS SENT BY MAGIC WAYS.

THE COWARDS WAY IS YET THE PATH
THEN COMES YOUR PARTY TRAPPED.
WELL TIME THE CHARGE OF MAGIC'S MADNESS
TO FIND THE METHOD OF YOUR RELEASE.

THE TOMB IS FOUND AND HIDDEN BY THE WALL
EXPLAINS WHERE OTHER KEYS BELOW ARE FOUND
YET ONCE GAINED ENTRANCE THE MEN OF CLAY
MAY BE LED THE MERRY CHASE.

THEN COME THE DEPTHS WHERE GHOSTS ARE FOUND
AND FIRERY DEATH FLIES ALONG TWISTING PATHS.
NORTH LEADS WHENCE THE FLYING FLAMES
MAY BE QUENCHED FOR ONCE AND ALL.

HERE, TOO, A CORRIDOR OF ETERNAL LENGTH
IS BUT ILLUSION OF MAGIC AND FLOOR
ILLUMINATE YOUR PATH BY MAGIC OR
YOUR MIND BY OBJECTS LEFT BEHIND.

THIEVE'S MAGIC LOOKS BEYOND ROCK TO NOT ROCK
WHERE WHAT LOOKS TO BE IS NOT.
DANGER AWAITS AND UNEXPECTED TURNS
CAN BRING YOU BACK TO WHERE YOU HAVE BEEN.

THE GATE IS CLOSED AND THE TREASURE HAS FALLEN
WHERE, EDVARG, HAS IT GONE?
IS IT UP ABOVE OR DOWN BELOW
WHERE THE GEM, UNCOVERED, UNBARS THE WAY.

THE COUNT IS TEN WHEN WIZARD'S EYES
AND GOLDEN SCORPION BRING NEW FEAR OF DEATH
SPEED ONCE AGAIN AND GIGGLING THIEVES
MAY BE OUTFRAN AMONG THE DEADLY FOES.

DECEND AGAIN AND ROUND AND ROUND
IN FOUR HALLS ARE YOU IN CIRCLES LOST.
FOR THEY ARE FOUR SEPARATE PLACES THEY
AND THE PATHS TO THEM ARE BUT ONE WAY.

A WATERY GRAVE AWAITS YOU HERE
THEY LIKE A GHOST MAY ONLY BE DESTROYED
YET STRENGTH IS THEIRS AS THEY MOVE ABOUT
AND THEY ARE NOT EASILY CONQUERED.

YET MORE AWAITS BELOW, WHERE DARKNESS LIES
AND THE ROOT OF NIGHT ITSELF.
YET SHALL YOU, EDVARG, HAVING GAINED THE STAFF
HAVE A CHOICE TO DETERMINE YOUR FATE AT LAST.

POSSESSING THE STAFF YOUR MIGHT IS GREAT
AND DARKNESS YOU MAY CONFRONT.
HE SEALS THE WAY IN FEAR OF YOUR POWER
AND BLOCKS YOUR HOPE OF LIGHT AGAIN.

FORCED BACK AND CAGED WITH NO RETREAT
HE STANDS IN FEAR OF YOUR FREE WILL.
YET IF THE POWER BE IN YOUR HANDS CHOOSE WISELY
FOR BALANCE AND RESTORATION.

IF YOU FAIL THIS TEST WHEREIN LIGHT AND DARK
VIE FOR DOMINANCE AND DESTRUCTION
THEN SHALL WE CAST NO SHADOWS
AND OUR LIFE BECOME MEANINGLESS.

YET IF YOU CHOOSE WITH WISDOM
SHALL ALL BE RESTORED
AND LIFE AGAIN RETURN
TO ALL YOU LOVE AND HOLD DEAR.

About the Author

Sir Edvarg the Unfailing

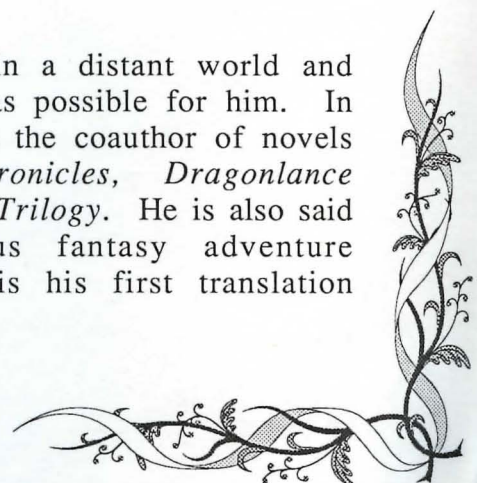
Born in Sagnavos in 791, Edvarg was the son of a peasant farmer and his beautiful wife. When the armies of Prince Yurni invaded Sagnavos in 805, the Prince took an unhealthy liking to Edvarg's mother. Edvarg dispatched the Prince with an axe handle despite the fact that the Prince had seen him coming and attempted to do the boy in with his own rapier. Edvarg fled into the woods to hide not knowing that his single act had toppled the command ability of the Devron army and ended the invasion almost at once. When at last his mother coaxed him out of the woods, the Lord of Sagnavos declared him Hero of the Court and took him into his ranks as a Squire to his own knighthood.

After his parents had passed on to the next world, Edvarg, never one much for staying put, became a knight errant for the Lord and traveled far and wide in search of adventure. His correspondence with Candice Bumbury began during this period.

Edvarg's last known quest was into the dungeon beneath Mount Anaias after its closure by the Grey Lord and its sudden fall into evil darkness. His fate remains a mystery.

Tracy Hickman

Tracy Hickman was born in a distant world and comes to this realm as often as possible for him. In other realities he is said to be the coauthor of novels known as the *Dragonlance Chronicles*, *Dragonlance Legends*, and the *Darksword Trilogy*. He is also said to have designed numerous fantasy adventure games and modules. This is his first translation work.



Secrets of Dungeon Mastery



About the Author
ST. EDWARD'S COLLEGE
Born in Glasgow in 1871, Edward was the son of a
business lawyer and the first lady of the
British Empire. He was educated at the
London University and the University of
London. He was the first to introduce the
science of psychology into the study of
the mind. He was the first to show that
the mind is not a passive receiver of
information, but an active participant in
the process of knowledge. He was the
first to show that the mind is not a
tabula rasa, but a storehouse of
experiences. He was the first to show
that the mind is not a machine, but a
living organism. He was the first to
show that the mind is not a collection
of atoms, but a continuous stream of
consciousness. He was the first to show
that the mind is not a static entity, but
a dynamic process. He was the first to
show that the mind is not a separate
entity, but a part of the whole. He was
the first to show that the mind is not
a thing, but a way of being. He was
the first to show that the mind is not
a subject, but an object. He was the
first to show that the mind is not a
noun, but a verb. He was the first to
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Tracy Hickman
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other training he is said to be the creator of quests
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