

FOR GLORY OF YORE
RULESET

Dungeon Module B1

King of the Swine

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INTRODUCTORY MODULE FOR CHARACTERS LEVEL 1-3



Rescue the King's prized pig, and earn some cash.
A truly mundane adventure involving absolutely
no dungeons and 0 undead monsters.

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HOW-TO-USE

Text with a box around it is story information that can be read out loud to the players or paraphrased.

Text without a box is information just for the Game Master--keep it to yourself!

GM TIPS!

- If you are new to being a Game Master, make sure to check out these helpful tips.



Red cards show the information and stats of **monsters** you may fight. More information on these can be found after the story in the **Encounter List**.



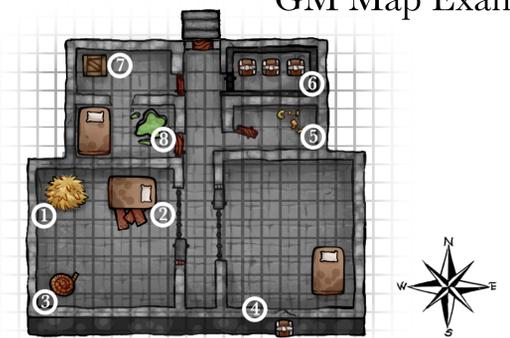
Green cards show the information and stats of **items, rewards, and NPC's** (non-player characters). More information on these can be found after the story.

There are two types of each map: Ones for the **GM**, and ones for the **Players**. Game Master maps have more information including the location of enemies and treasure, while Player maps are unmarked. Full page images of each of the maps can be found after the story if you wish to print out separate copies.

Player Map Example



GM Map Example



INTRODUCTION

THE QUEST

Your party has accepted a quest. While passing through the quiet town of Hogden, a messenger approached you with a quest too good to pass up. The King of Hogden is offering a reward for the heads of the five Kobolds which have captured his pet pig. Upon the pig's safe return, he is offering each member of your party 100 gold. Although the reward sounds excessive for such an easy quest, your party can't resist. You find yourselves walking to the Forest of Calmette, just on the edge of town, where the Kobolds are rumored to be hiding.

BEFORE YOU BEGIN

King of the Swine is designed for Players levels 1-3. (For more advanced players and parties of different sizes, please see pg. 42 for balancing tips.) The first area with the Kobolds is designed to introduce new players to D&D as well as basic combat. The main part of the action takes place in The King's Dungeon when the King of Hogden traps them. The King's Dungeon starts off with a puzzle floor and then progresses to floors where an exit must be found to travel upward. Because the Dungeon is 5 floors, there will be beds scattered throughout the Dungeon for players to sleep in order to heal and restore spells. It will be important to remind your players about these rooms, especially if the party is small or new to the game.

Before playing, make sure to look through the maps of the different floors to understand the layouts, traps, and puzzles. Remember that your players dictate the story, so anything could happen! Win or lose, the most important thing is that everyone should have fun.

If your players try a little too hard to break the game, we have included a safety net character that you can use to discourage your party from making bad choices. (See page 42) Please only use him when absolutely necessary, as forcing players down linear paths is no fun. Of course, the story is entirely up to you from here-- but should someone decide to try to mine a tunnel up through the dungeon with magic or destroy an important item, you have the option to use him.

If you are new to being a Game Master, we encourage you to read the GM Tips as you play the campaign. These provide helpful information to keep your game running smoothly.

We hope you have fun playing King of the Swine!

INTO THE FOREST

The Forest of Calmette is one of the tamest forests you've ever seen. It looks more like a park than a forest; with a wide path snaking up through the trees and a large, serene lake at one end.

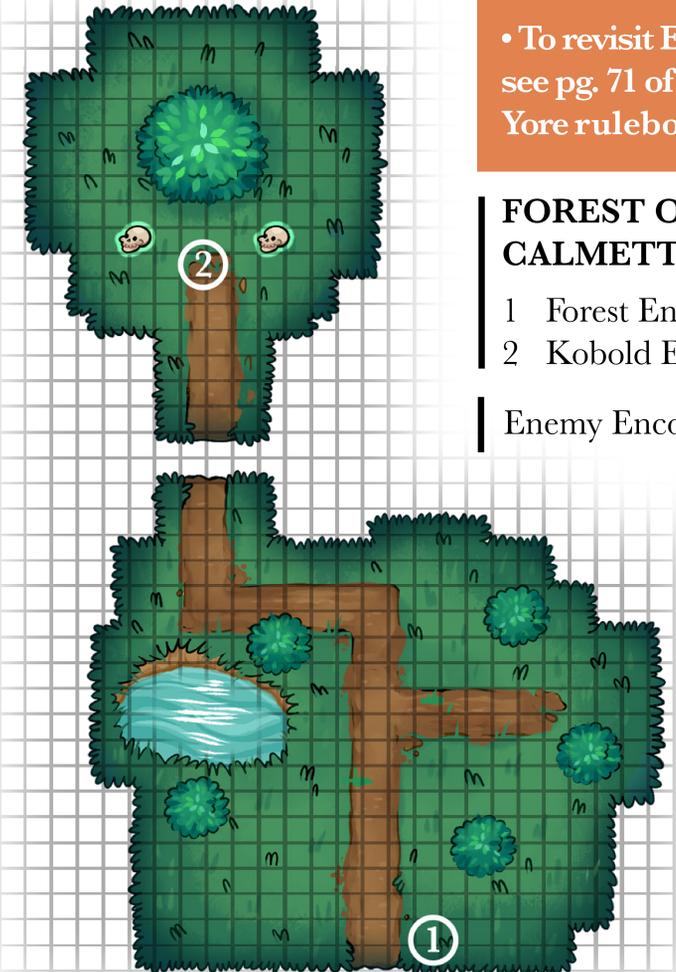
Encourage a party decision and have players make Notice Checks (d20 + INT modifier) to look for the where Kobolds have gone.



KOBOLD ENCOUNTER (pg. 32)

Five Kobolds approach you, their reptilian hands trembling as they clutch their small daggers. Tied to a tree behind them is one of the largest pigs you have ever seen. Despite how nervous they appear, the Kobolds look like they aren't about to give up the pig without a fight.

By examining the path they will be able to find footprints leading to a clearing deeper in the forest, where the Kobolds are hiding out.



GM TIPS!

- When starting a game, give your players a quick description of where they are and what they see. Make sure they know the context of the story.
- For more information on enemies, go to the page listed next to the fight information.
- To revisit Encounters, see pg. 71 of the Glory of Yore rulebook.

FOREST OF CALMETTE (pg. 43 & 49)

- 1 Forest Entrance
- 2 Kobold Encounter

Enemy Encounter 



GM TIPS!

• There is no right or wrong way to give dialogue. Beginner GM's might find it useful to follow the script provided for NPC's (Non-Player Characters), but improvisation is always encouraged!

• Advanced Game Masters can also make up their own script by using the talking points provided. (See pg. 7 for advanced talking points with King Boaris.)

BACK INTO TOWN

With the Kobolds defeated and the pig in tow, your party makes its way back to the city. As you approach, the guards snap to attention when they see you have the pig and open the gates. They escort you through to the Castle Hogden. Inside the walls of the city, it's much more lively. Unfortunately, the locals seem skittish and keep their distance from you and the guards. You get the feeling they won't respond well to strangers. Before long, you reach the center of the small city, and are escorted inside the castle. You have completed the quest, and the King stands before you to give you your reward.

MEETING KING BOARIS

King Boaris (Optional Dialogue):

"Oh my friends! Welcome, welcome. My guards tell me that you have found my pig?"

[Player Input]

(con.)

"Well isn't that Wonderful! Porker here is my prized pig and I was getting so worried about him being alone out there. Those awful Kobolds never learn.

You are travellers, yes? I had a feeling... as it happens my subjects are not keen to take me up on my requests these days.

It is lucky you lot happened along! Please, before I give you your reward and you go on your way, let us dine together. It is not often an old man like me has company."



Talking Points for King Boaris (For Advanced GM's)

About King Boaris

King Boaris is a jolly man with a taste for fine clothing and an even larger taste for fine wine. While pleasant on the surface, he also has an insatiable appetite for power. He's currently trying to create his own immortal army and is in need of test subjects. Wandering adventurers seem like they'd fit the bill...

During Your Conversation...

Make sure he invites them to a dine with him before he gives them the reward. He should be insistent.



THE FEAST

If players are doubtful in accepting the meal, remind them that they will not get the reward until after they have dined with the King.

The King insists on throwing a celebratory dinner. You are enticed by the smell of fine spirits, crusty bread, and an evening of leisure. Too late, your party feels their eyelids drooping and energy draining away. You have been drugged! As you drift off into slumber the last thing you see is the gleeful face of King Boaris and a shadowy, gaunt figure.



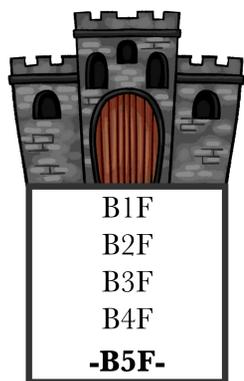
THE ESCAPE

GM TIPS!

- B5F is a puzzle/escape floor. Make sure to read the map and item descriptions carefully.

- When players make Notice Checks have them specify what they are looking at or investigating. It might take a few checks to investigate everything in an area.

- Points of Interest are objects or areas you want to encourage players to investigate. They help progress the story.

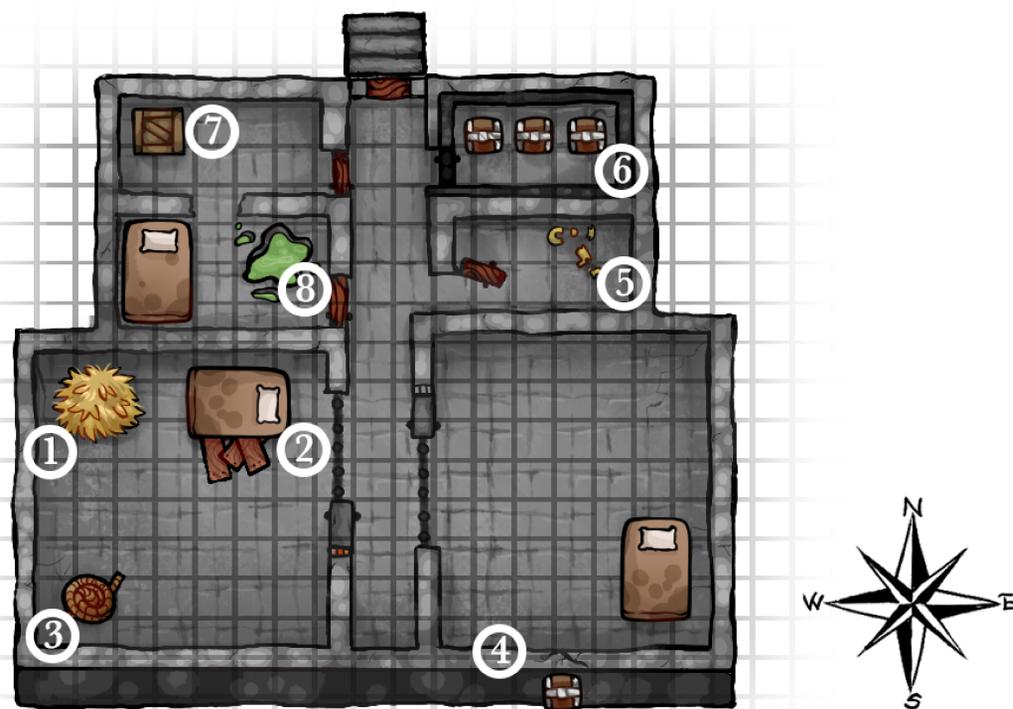


SPLIT IN TWO

The players have been thrown into King Boaris' dungeon. There are five floors, each labeled according to the Dungeon Floor Key. Begin B5F by splitting your players between Cells 1 and 2. (This can be random or by your own choice.) At least two players must be in Cell 1.

Your party awakens to find themselves trapped in two large jail cells. There is nothing on you except your basic clothing. Once you find a way to escape, finding your items should be the first priority.

Encourage players to make Notice Checks to look at their surroundings (d20 + INT) modifier.



THE KING'S DUNGEON B5F (pg. 44 & 50)

- | | | |
|---------------------|--------------------|-----------------------|
| 1 Haystack | 4 Suspicious Crack | 7 Old Crate |
| 2 Soggy Floorboards | 5 Broken Pottery | 8 Large Hole/Acid Pit |
| 3 Rope | 6 Stolen Items | |

HALLWAY

Your party is divided between two large cells at the end of a hallway. At the other end, you can just make out the light of a door. Between your cells and the door are four rooms, two on either side. One seems to have its door ajar.

CELL 1

In the cell to the left of the door is a bed, a stack of hay, and a thin coil of rope. The dirty cot is sagging into the ground, just barely supported by some damp floorboards.

POINTS OF INTEREST IN CELL 1

Door Hinges

The hinges on the door are rusty and weak. They can be broken with a large enough object.

Players cannot break the door down by kicking it, although some magic spells will also open the door. (For magic, have players roll 1d20 to see if the spell hits.) If the total is 13 or greater, they break the hinges and open the door. It doesn't matter if they use the hammer, lockpick, or other means to escape; they still will need to retrieve their items from the fortified cell.

Soggy Floorboards

Floorboards that keep the bed from sagging into the large hole beneath.

Underneath the floorboards is a hole that hides a Hammer.

Hole in the Floor

A shallow but wide hole. It looks like someone tried to dig their way to freedom. There seems to be something buried in the dirt.

A Hammer is hidden here.

Haystack

It's a haystack. Despite the dampness of the cell, it's surprisingly dry and brittle.

If a player decides to look through the haystack, have them roll a Notice Check. (See Lockpick.)

ITEMS IN CELL 1

Lockpick

A bit old but it looks like it could do one more job.

Inside the haystack. Will work on any door except the fortified one containing the party's stolen items. Have a player roll a Notice Check (d20 + INT). If total is 18 or greater, they find the lockpick. If a player uses magic or other means to burn the haystack, they automatically find the lockpick. Breaks after 1 use.

Hammer

The wood handle is rotting, but you can probably get a couple of good swings out of it.

Can be used to break the hinges on Cell 1's door. Will break after using on the hinges. If saved, it will not work on other doors--the handle is too rotten to hold it together for long. Found under the floorboards.

Thin Rope

It doesn't look like it could hold a person, but it still looks strong.

Combine with the bottle and acid to get the party's items back.

There are multiple ways to break out of Cell 1. Players can burn the haystack to find a lockpick or look under the floorboards to find a hammer to break the hinges with. The lockpick is optional. It can also be used to unlock the doors of cells 2,3,6, as well as the door to the next floor. Players can also use magic to open the door to Cell 1. Neither the lockpick, hammer, or magic will open the fortified door where your party's items are kept.

Once the players get outside Cell 1 they will likely try to break their comrades out of Cell 2. Unless they have the lockpick or magic, they will not be able to open Cell 2 at this time.

CELL 2

ITEMS IN CELL 2

Metal Box

Something is inside.

Interesting Rock

Inside the metal box. It sounds hollow. Can be sold for a bit of money.

This small Geode sells for 15g.

Glass Bottle

Inside the metal box. An old glass bottle with a metal handle for easy carrying.

Combine with the rope and acid to get the party's items back.

ITEMS IN ROOM 1

Pickaxe

Sturdy and well made.

Use to break locks on doors, as well as to widen the crack in Cell 2.

In the cell to the right of the door is another worn bed and nothing else. One of the walls by the bed looks a little strange.

POINTS OF INTEREST IN CELL 2

Suspicious Crack

There's an odd spot in one of the walls where the brick is loose, but it looks like you'd be unable to dislodge it with just your hands.

Players can use the pickaxe from Room 2 on this wall to get the Rock and Glass Bottle.

Door Hinges

These hinges are newer and don't look like they can be broken as easily. You'll need a sharper weapon to open the door.

Use the lockpick on the door, the pickaxe on the hinges, or magic to open the door.

ROOM 1

The room's wooden door is locked, you can't see much through the barred window.

Locked until opened either by lockpick, magic, or the key to Room 1 that is found in Room 4.

Connects to Room 2.

POINTS OF INTEREST IN ROOM 1

Old Crate

An old wooden crate. It looks like it can be easily broken.

Break the crate to find the pickaxe.

Giant Hole

It looks like a giant hand has punched a hole in the wall. It leads to the room next door.

This hole leads to Room 2.

ROOM 2

The room's wooden door is locked, you can't see much through it.

This room is locked until opened either by a lockpick or magic. It is also accessible by the hole from Room 1. There is a large, deep hole in the center of the cell.

POINTS OF INTEREST IN ROOM 2

Large Hole

At the bottom of the hole is a corrosive pool of acid.

Players should use the rope and glass bottle to pull up some of the acid. They can use this acid to dissolve the reinforced lock that traps their belongings. Players will die if they fall into it.

Acid Pit

There is no way to tell how deep it is, but you shiver as an acrid smell hits your nose. You don't know what's at the bottom, but it wouldn't be wise to try to go down there.

The acid can be used to dissolve the thick padlock on the door to Room 3. Players can combine the glass bottle and rope to pull acid up without being harmed.

ROOM 3

A heavy steel door with a thick padlock protects three chests containing the party's stolen items.

The room has fortified iron walls and contains chests with the stolen items of the party. There is nothing else of interest.

ROOM 4

Room 4 has its door ajar. There is nothing here except the shattered pieces of some pottery in one corner.

ITEMS IN ROOM 2

Jar of Potent Acid

A jar of what looks to be a very corrosive acid. Doesn't seem safe to touch.

Players can create this by combining the Rope and Glass Bottle and lowering it into the hole. Used to dissolve the thick padlock on the door to Room 3 to get the stolen items back.

ITEMS IN ROOM 3

Chest (x3)

The parties' stolen goods are inside.

Holds all the items the players had at the time of entering the King's Castle. Any rewards given to them by the King are gone.

ITEMS IN ROOM 4

Key to Room 1

A Rusty Key. It looks like it would open one of the doors around here.

Opens the door to Room 1.

POINTS OF INTEREST IN ROOM 4

Broken Pottery

The remnants of a broken vase lay haphazardly in the dirt. Something catches your eye in the pile of rubble.

Hidden in the shards is the key to the door for Room 1.

STEPS TO ESCAPE B5F

- 1.) Escape Cell 1 by any legitimate means, acquire Rope.
 - a.) They can escape with the lockpick, the hammer, or magic.
- 2.) Escape Cell 2 by any legitimate means, use the Pickaxe to get the Glass Bottle.
 - a.) They can escape with the lockpick, the pickaxe, or magic.
- 3.) Combine the Bottle and Rope to dissolve the lock on Room 3. Retrieve lost items.
 - a.) Only the Acid will open up the door to Room 3.
- 4.) Leave B5F by unlocking the door to the stairs.
 - a.) This can be done with the pickaxe, the lockpick, acid, or magic.



B4F

As your players explore the next floors of the dungeon, find the area of the map you want information on and match the number to the one in the module. Some areas are mandatory; such as area 1 on this map, while others are entirely skippable.

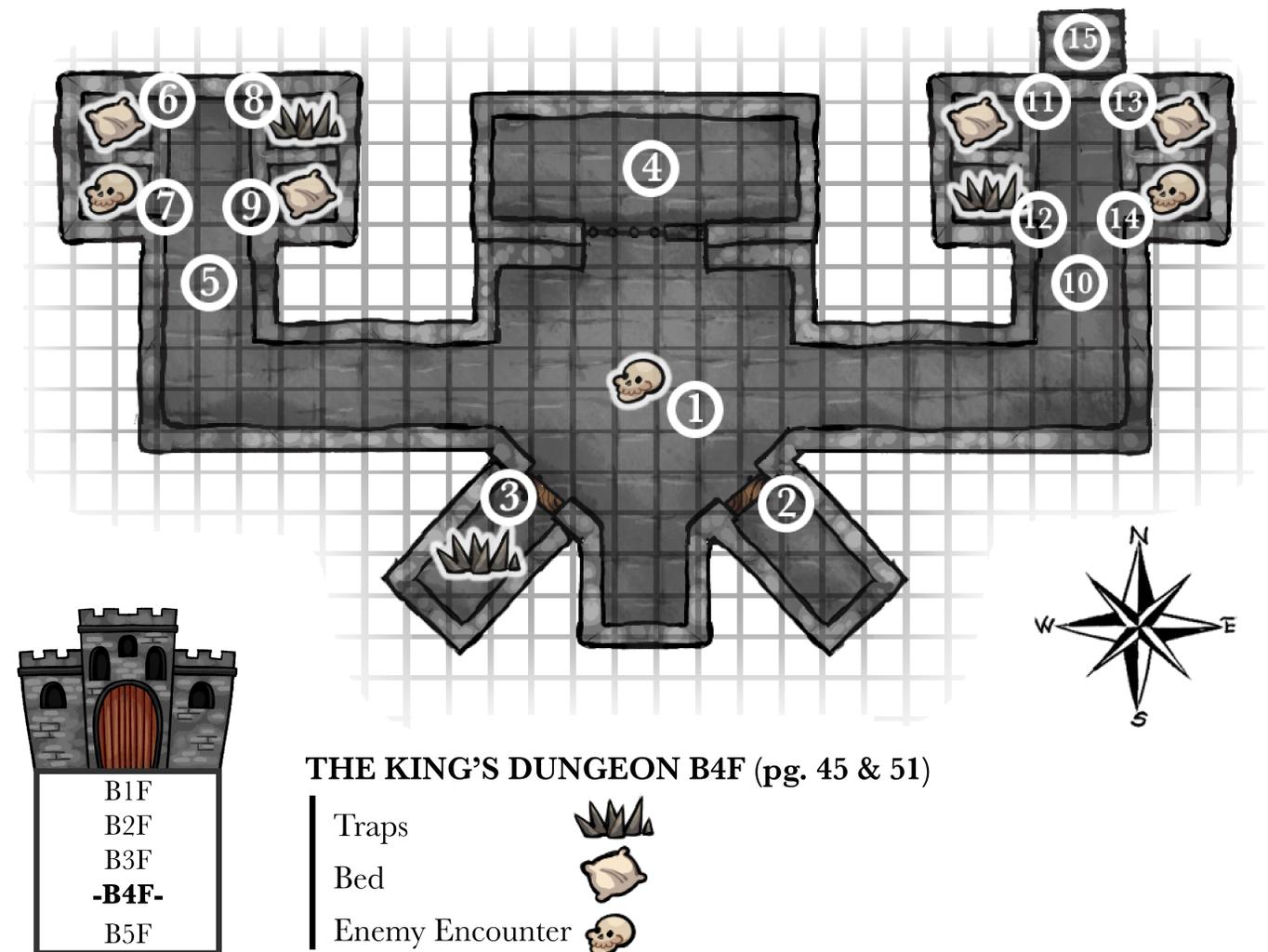
(1) Now unified, your party progresses up the stairs to the following floor. The stairs lead to a large room with six statues lining the walls.

You can encourage your players to make Notice Check here if you like to see that the statues are animate skeletons.

GM TIPS!

• More information on traps and encounters can be found on the page numbers listed next to their entries.

• To revisit how to run Encounters, see pg. 71 of the Glory of Yore rulebook.



RATTLING BONES

(1) SKELETON ENCOUNTER (pg. 32)

Six skeletons approach your party, each brandishing a short sword and minimal armor. Despite their numbers, they don't seem to be very intimidating on their own.

Split the skeletons in half in a pincer movement. All enemies from this point on have a **1D4 chance of dropping 1d3 minor health potion(s)** which heal 4 hp upon use.

AFTER THE FIGHT

With the final skeleton turning to dust, your party emerges victorious. Standing alone in the large room, you are presented with five routes:

- (4) A medium room to the North
- (10) Two long passages to the East
- (5) Two long passages to the West
- (2) A small room on the South-Eastern edge
- (3) A small room on the South-Western edge.

(2) South-Eastern room

As you get a good look inside the dark room you realize it's mostly empty. Some books and old candles sit on a table but nothing of interest is present in the room.

(3) South-Western room (TRAP! See Corpse Room Pg. 38)

Before you can even see what's inside, a wave of stench emerges from the room. A pile of corpses gives off the putrid smell of death. You manage to slam the door shut but not before starting to feel nauseous.

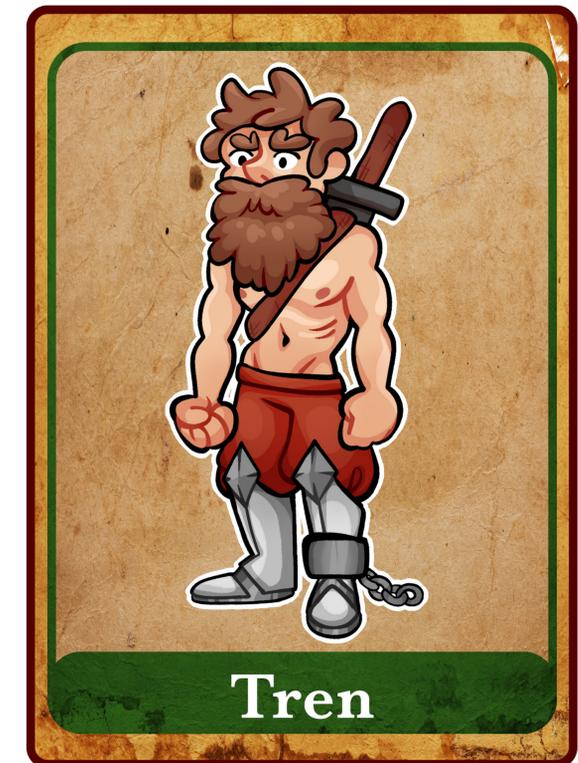


(4) Northern room

You approach the Northern room and hear someone come to the door from the other side. You ready your weapon as the door opens, but to your surprise, the individuals are still of the living.

NEW FRIENDS

Game Masters can choose between reading the dialogue provided or making it up as they go.



Lora and Tren (Optional Dialogue):

Tren: "Ah good to see you lot got outta the jail. Those items were a pain to set up without the guards lookin."

Lora: "We wished we could have helped more but the guards down here are too much for us. On top of that, what they bring down isn't always still human by the time they get to the cages. Let's say you passed."

Tren: "I'm Tren and this here is Lora, we've 'een locked up down here for quite some time. As you's seen the King has got a thing for trickin adventurers. But since you're still alive I think you can help us all escape. The king has a lot more enemies than ya might think and he's been threatning war for quite some time. To give 'em an edge his crooked court wizard has been cookin up a scheme to capture adventurers and experiment on 'em. He's tryin to harvest your life to create an undead army. He's turnin the lot of them into ghouls and flesh walkers tryin to make those undying monsters. That's the goal aleast. Rumors say they have at least one undying monster in their army now."

Lora: “So here is where your group comes in. We want you to escape the dungeon and kill that Wizard. We can’t offer you much but you can take these health potions. [Add 1 health potion to each inventory] Oh, I can help you out if you need to heal; I was a Cleric before I got stuck here.” [Heal party to full]

“Before you head out, keep in mind the Wizard is almost impossible to defeat without help. We’ve overheard the Guards talking about some sort of Relic hidden in the dungeon. If you can find it, you should be able to weaken him enough to fight him. My best guess is it’s on the next floor since there are several large rooms filled with monsters.”

“If you make it to the second floor I will give you what help I can, but Tren’s bones are just too frail to travel far. I’m afraid we don’t have the strength we used to. If all goes to plan, I’ll come back for him after you defeat the Wizard. Good luck-- I’m sure you will need it.”

With those words of wisdom, Lora leaps through a small trap door in the ceiling of their cell, leaving Tren behind.

Talking Points for Lora and Tren (For Advanced GM’s)

About Lora

Lora was a person of high society and was very used to being treated well. He fell into the king’s trap when he was invited for afternoon tea. No one went looking for him because he had more enemies than friends. His sharp tongue had gotten him in trouble many times before.

About Tren

Tren is a single father down on his luck. To provide for his young child back at home, he scavenges and takes low level-quests. The king lured him in with promises of wealth, but Tren was easily deceived by the false kindness and found himself locked in the dungeon.

During Your Conversation...

Make sure Lora and Tren give a little backstory about themselves. Then follow up with some backstory about the King.

King Boaris has been setting up and trapping adventurers to use for his experiments. He aims to create an undead army with his Wizard’s help. There are rumors that at least one undead monster has been successfully created.

Have them ask the players’ for help in escaping, and offer them each a health potion as well as to fully heal their party from the Skeleton fight. Lora should hint that there is something in the dungeon that should help weaken the Wizard since he’s impossible to defeat on his own.

Mention that Lora will follow the party and meet up with them on the B2F, but that he must leave Tren behind because he is too weak to defend himself.

ONWARDS AND UPWARDS?

(5) Western path

Around the bend is a block of cells. It seems eerily quiet as you come to the end of the hallway.



(6) Top left room

The cell door opens just wide enough for you to find two beds inside to sleep in.

(7) Bottom left room

The cell door opens easily but as you open it two small Slimes leap at your party.

(8) Top right room (TRAP! See Pressure Plate Pg. 38)

The cell door opens with a creak and you hear something trigger.

(9) Bottom right room

The cell door opens just wide enough for you to find two beds inside to sleep in.

(10) Eastern path

You decide to take the hall to the East. The end of the hallway is eerily quiet-- two sets of cells flank either side of you and narrow stairs ascend to the next floor.

GM TIPS!

• Players’ main exploration goals should be to look for items, find a bed to rest in, or the exit to the next floor.

(7) SLIME ENCOUNTER (pg. 33)

Have the players fight the slimes once if:

They explore room 7

or

After sleeping in the beds in Room 6

or

After sleeping in the beds in Room 9

(11) Top left room

The cell door opens just wide enough to find two beds inside to sleep in.

(12) Bottom left room (TRAP! See Pressure Plate Pg. 38)

The cell door opens with a creak and you hear something trigger.

(13) Bottom right room

The cell door opens easily, there are a few vases inside that look rather valuable. Slimy creatures extend up from the top of the vases-- they want what little items you have left.

(14) Top right room

The cell door opens just wide enough to find two beds inside to sleep in.

(15) Stairway

You take the stairs up to the next floor.



(13) MIMIC ENCOUNTER (pg. 33)

Have the players fight the mimics once if:

They explore room 13

or

After sleeping in the beds in Room 11

or

After sleeping in the beds in Room 14

B3F

(1) The stairs up to the third floor lead your party into a small room. Outside the single door leads to the middle of a hallway. You see a bend in the hall that leads East, wrapping around the room you just came from. (14) Westward, the hall leads to another split. (2)

(2) West Path

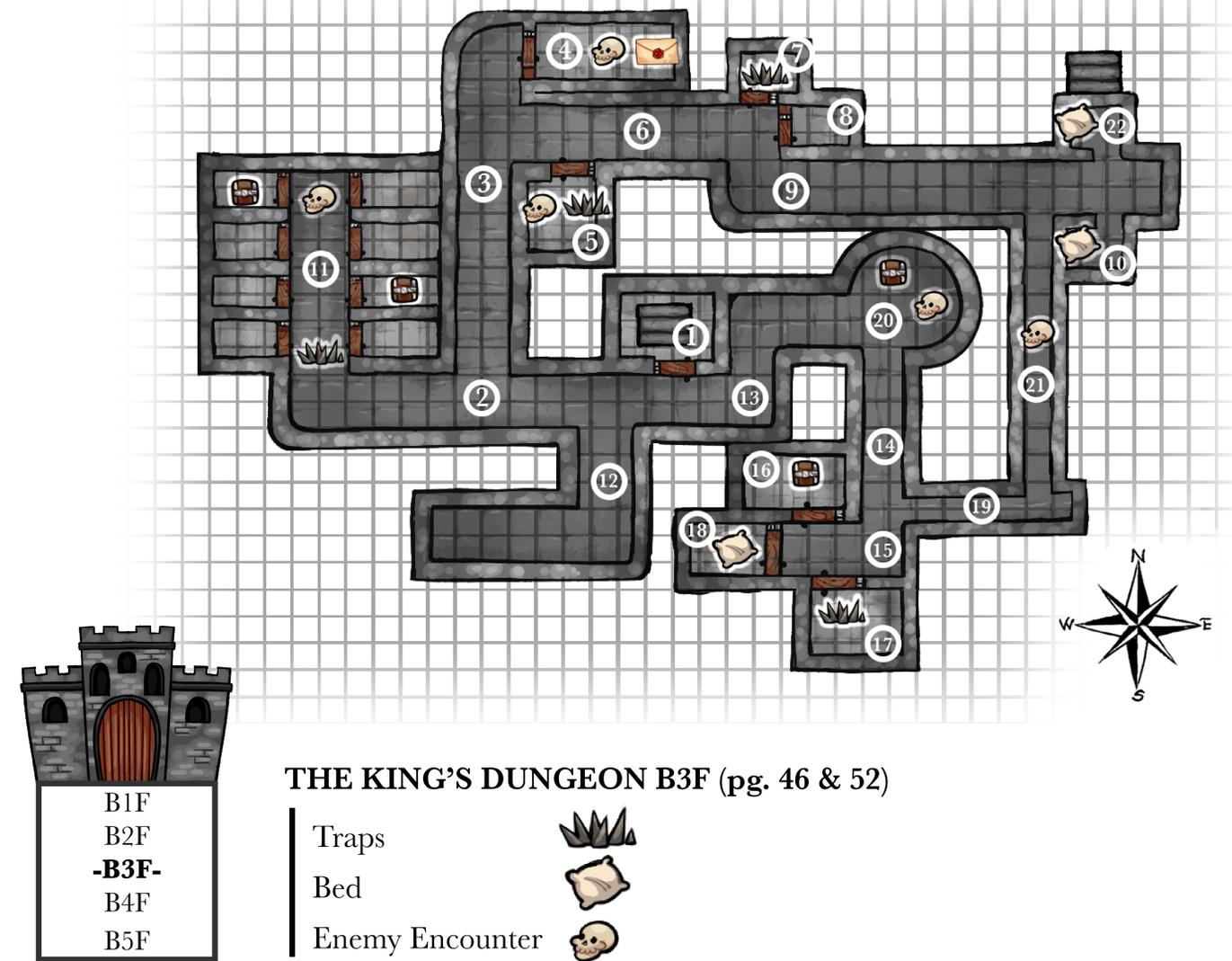
Proceeding down this path brings you to a fork. One hall leads North, while the other continues Westwards.

(3) North path

This hallway is long and ominous. The quiet sends a chill down your spine. You come to another split which branches into a Northern room, a Southern room, or a long Eastern path.

GM TIPS!

• Let players go at their own pace. As they explore, find the number that correlates to the area they are in and look for the matching description.



THE KING'S DUNGEON B3F (pg. 46 & 52)

Traps



Bed



Enemy Encounter



(4) Far North room

Upon opening the door you find a storage room. There are many large barrels and boxes. Whatever was stored here has rotted away. An iron chest sitting at the other end of the room appears to be the only thing of value.

(4) GREATER MIMIC ENCOUNTER (pg. 34)

You get half way through the room before your rear party member is hit by an attack.

After clearing the mimic from the room you return to claim the item in the chest. Inside the chest is the Vile Relic (pg 41). While the contents are unknown, you get the feeling it is surely the key to defeating the wizard.

(5) South room (TRAP! See Cursed Body Pg. 38)

At the beginning of this East hall is a door that opens South. You open the door cautiously before realizing it's too late. A corpse comes rolling out of the room, its limbs are limp and rubbery.

(6) East hallway

The hallway leads on uneventfully until you reach a bend. There are entrances to two rooms here; a room further East, and a room to the North. Following the path would have you continue South East.

(7) North room (TRAP! See Pressure Plate Pg. 38)

The wooden door opens and you hear something trigger.

(8) East room

The wooden door opens slowly to reveal a small closet filled with nothing but cobwebs.

(9) South-East path

This path snakes around the bend and continues East. At the end lies two rooms to the North and South. Next to the Southern room is a hallway that looks like it has been filled with dirt.

If the party investigates the dirt, roll a d20. If the number is odd, trigger the Golem Fight. The Golem is stuck and unable to turn around, leaving his backside vulnerable. (pg. 36)

(10) South Room

Much like many others in this forsaken dungeon, this room is empty save for a few old cots.



Greater Mimic

STRANGE CORPSES

(11) North Western Cell block (TRAP! See Cursed Body Pg. 38)

A large cell block sprawls out in front of you. 4 cells face the west and 4 others face East with a thin hallway between them. The moment you step inside, an awful stench rolls across your nose and a trip wire activates.

(11) FORSAKEN SHELL ENCOUNTER (pg. 34)

The cell doors slam open and 4 Forsaken Shells creep out of the furthest cells.

(12) South path

You walk South from the stairs that brought you up to this floor. After a turn to the West, you find a dead end that forces you to turn back.

(13) East Path

This small, winding, path turns North and then East; leading into a large round room. Many skeletons lie on the ground. Something glitters at the far end.

(14) South path

This medium length hall goes until it reaches a bend; one going East and the other going West.

(15) West bend

The path takes a sharp turn and splits into three rooms facing North, South, and West.

(16) North room

You slowly open the door to reveal a glass case containing an Emerald and a Diamond.

(17) South room (TRAP! See Tripwire Pg. 38)

The door opens and you hear a quick snap as a tripwire is evidently sprung.

(18) West room

The door swings open revealing a small room with two beds.



Forsaken Shell

(19) East path

An uneventful hallway leads to a dead end. There's a small gap on the North side of the path around 5ft wide. You would have to progress through single file. It's too dark to see down.

DOUBLE TROUBLE

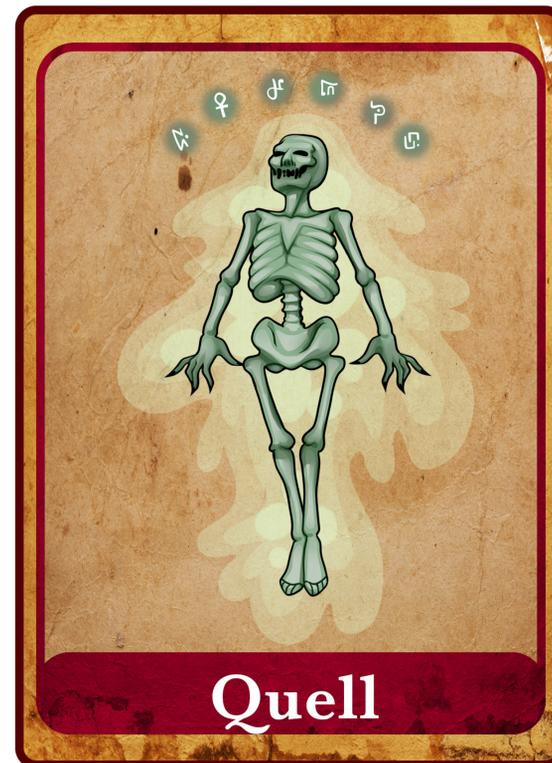
(20) Circle treasure room

When you step into this room a quell and an undead mage rise from the corpses to fight your party.

(20) QUELL AND MAGE ENCOUNTER (pg. 35)



Mage



Quell

With the undead returned to dust you can finally examine the source of the sparkles. Lying next to one of the skeletons in the dust are 2 shining rubies. From this room, a path extends Southward.

FROM THE EARTH

(21) Narrow Northern hall

You and your party progress one by one down the long hall. (If you can even call it that.) When you get about halfway through you hear a deep rumbling coming from the other end.

Use this sound cue to warn players in case they want to turn back before it's too late.

(21) GRAVE GOLEM ENCOUNTER (pg. 36)

At the end of the hallway you come face first with a Grave Dirt Golem. Somehow this hulking golem got stuck down this hallway. If you could kill it you might be able to pass. The golem has taken chunks out of the solid stone walls and looks very enraged to have gotten stuck.

The Golem is immobile but does a lot of damage. If your players choose to fight, they will do best with ranged attacks. It is also possible for the players to find the other side of the Golem and kill him where they are safe from his attacks.

(22) North room

The door opens to reveal beds and the stairs to the next floor.

CONTINUING ON

Lora (Optional Dialogue):

Lora is already sitting on the stairs waiting for your party. "Hello again, were you successful in retrieving the relic?"

[Should the party not have the relic]

"No? I am sure it's on this floor, rest up here but please look around again. I assure you none of us will make it out without this relic."

[If the relic has been retrieved]

"Perfect, onwards and upwards then. I should warn you about one thing-- there is one more issue up ahead. On the next floor is an unbearable creature that wiped out our whole party. You cannot fight it, the only way out is to run from it. You will know its presence by how cold you get, the colder the room feels, the closer it is. Beware the Wraith." With that she walks up to the next floor, leaving your party to their thoughts.

Talking Points for Lora (For Advanced GM's)

During Your Conversation...

Have Lora emphasize the need for the Vile Relic so that the players can defeat the wizard. Make sure they know that the Wraith fight is one that they need to run from, and that temperature is the indicator of how close he is.



Grave Golem

GM TIPS!

- Use NPC's to your advantage to encourage your party to move in the right direction. Instead of telling them they can't progress, use dialogue of your own or like the examples below.

B2F is home to the Wraith. It will begin to chase after the players after they have stepped into Area 10. There are no traps on this floor and few rewards; the players can choose if they want to run or dare to search for treasure on their way to finding the exit.

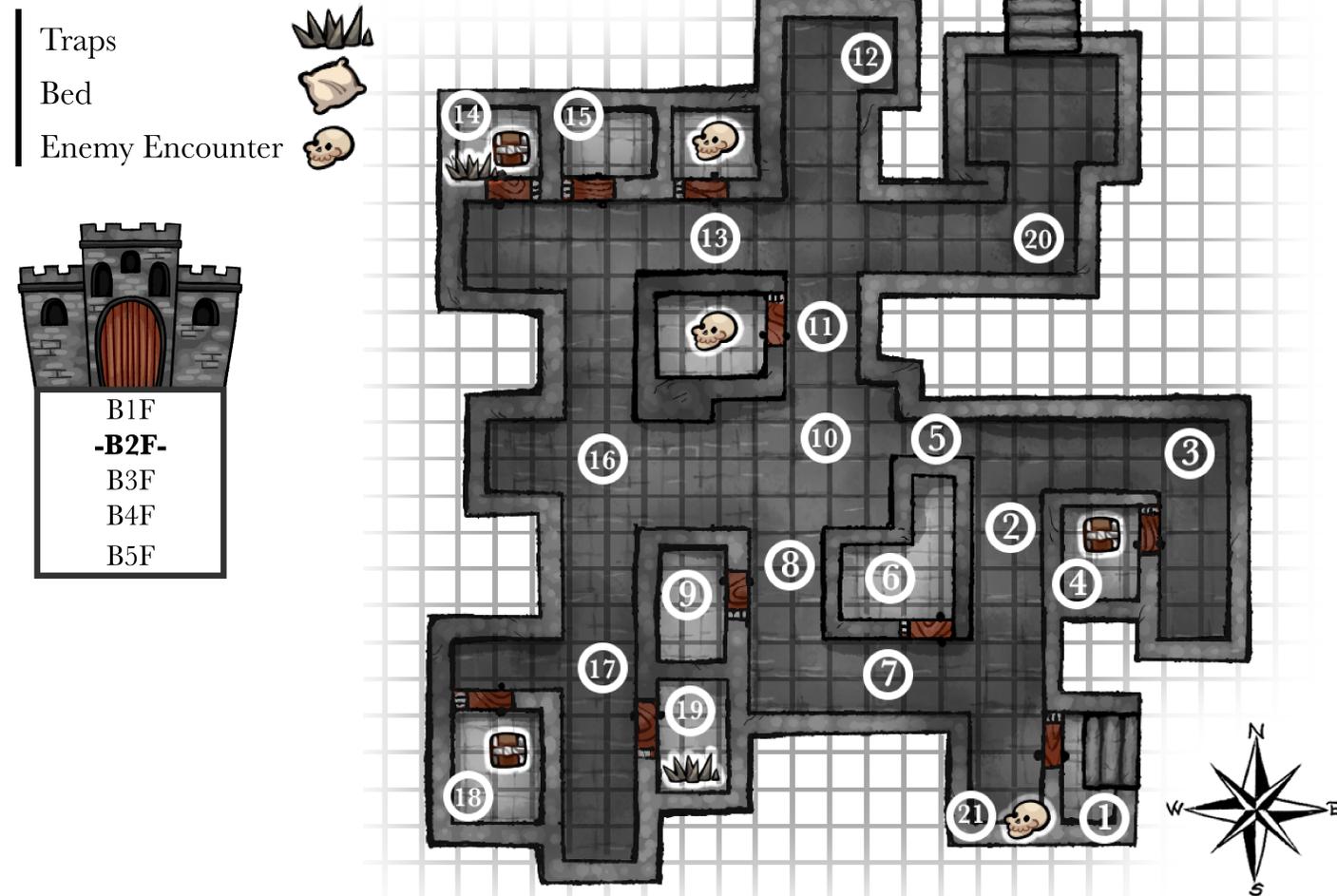
(1) You emerge from the third floor stairs to be greeted with another small room full of nothing. Outside is a hallway leading North. Lora has already run ahead.

The hallway quickly comes to a fork that leads North or West. From where you are standing, you can also see a room facing North at the beginning of the Western hall. While you contemplate, the chill you have been feeling gets much worse.

This floor's temperature reminds you of an icy winters' day. You can almost see your breath in the right light. Perhaps it would be wise to move quickly.

THE KING'S DUNGEON B2F (pg. 47 & 53)

21 Wraith Starting Area



(2) North path

This path ends at two more long hallways going East and West.

(3) East fork

The hall curves down and back South which leads to a single room at the end.

(4) Single room

For what feels like the 20th time you open a door expecting to be jumped but instead find 2 Sapphires and an Onyx Ring of Undead Protection.

(5) West fork

This hall opens into a square room that seems to be a hub of many paths. You are overcome with an uneasy feeling that something is in there.

(6) North room

The door swings open and you brace for the worst... but the closet is empty.

(7) Western Hall

Travelling down the hall takes you to a bend that heads North.

(8) North from the Bend

This hallway is short and opens out into a square chamber that gives off an unsettling vibe. Just before the chamber, there is a room facing West.

(9) West room

Another empty closet. You wonder why there are so many rooms on this floor with nothing inside. It leaves you feeling uneasy.

After players step into this area, the Wraith will wake and begin to come after them.

TIME TO RUN

(10) Main square

You swallow your fear and start to walk into the room. Footsteps echo behind you and you turn to see Lora running up from the way you just came. "It's coming-- go!" Moaning echoes up from one of the Southern halls and the chill surrounding your party closes in. Up ahead, you hear two doors unlock.

(10) WRAITH ENCOUNTER (pg. 36)

This fight works a little differently than the rest. Starting when the party enters area 10, the Wraith moves every other turn-- even through walls. Both groups of enemies from the rooms above also start coming towards the players, however, these enemies can only use their slowing abilities. NPC's can also accompany the party and are controlled by the GM. (See pg. 38 for Lora's stats.) The Wizard's magic keeps the Wraith contained on B2F.

(11) North route

A door on the side of this hallway swings open to reveal three Forsaken Shells who crawl out after the party. Past the door is another crossroads. At the crossroads, another door to the North West swings open, revealing two Slimes. The Western Path has three rooms lined up in a row. North, there is another path that curves out of sight.

(12) North edge

You walk to the end of this hall only to find a dead end.

(13) North West doors

You come to a line of three doors. The door to the far right room is ajar.

(14) Far left door (TRAP! See Icy Water Pg. 38)

Icy water pours down from above as the door opens.

In the room lies a small box that contains an Onyx Ring of Undead Protection.

(15) Middle door

Two health potions sit abandoned in an otherwise empty room.

(16) West route

You can go North towards what appears to be several doors or South down a long hallway.

(17) South hall

You run down the long hall only to see a dead end before you. You may turn west down a hall into a room or run into an Eastern room directly next to you.



(18) West room

A chest sits in the middle of the room. A Short Sword of Banish Undead lies inside.

(19) East room (TRAP! See Echoing Noise Pg. 38)

The door doesn't open on the first attempt, but it doesn't seem locked.

You can give your players the benefit of the doubt and let them decide if they should shove the door open, or leave it up to them.

(20) East hallway

This hallway curves North at the end. You step into a room with stairs leading up to the next floor. Salvation. As you run up the stairs Lora gives you one final gift.

CLOSE TO THE END

Lora (Optional Dialogue):

"You have made it farther than I had ever hoped. I must go back for Tren now. If you are able to defeat the one ahead, he will need help through the passages. His body is not what it used to be, I'm afraid. Take this; I've been saving this scroll for a while."

A white flame engulfs the scroll and the party is bathed in a white light. Your health and magic have returned to you and your friends. [Full health/charges].

"The Wraith is trapped here by the Wizard's magical barrier. Don't worry about me, go end this for all of us!"

Without another word, Lora turns and sprints back down the passageway.

Talking Points for Lora (For Advanced GM's)

During Your Conversation...

Make sure Lora is adamant about going back for Tren. The players should fight the Wizard on their own. If they are low on health and/or magic, have him heal them with a scroll he's been saving. To up the difficulty, don't give your players the healing scroll. It can also be mentioned that the Wraith will stay on B2F, so the players should not worry about it following them up to the final fight. The Wraith will stop moving after the players take the stairs up to B1F.

IV. THE WIZARD

THE FINAL BOSS ?

After Lora leaves, it's a long climb to the next floor where the final showdown is sure to take place. Unexpectedly, your party emerges from the final stairs into a warm, candlelit study. At the desk sits the castles' Wizard who is scribbling into a notebook. His long, greasy nose almost touches the pages. He looks up to see your party and jumps at the sight.

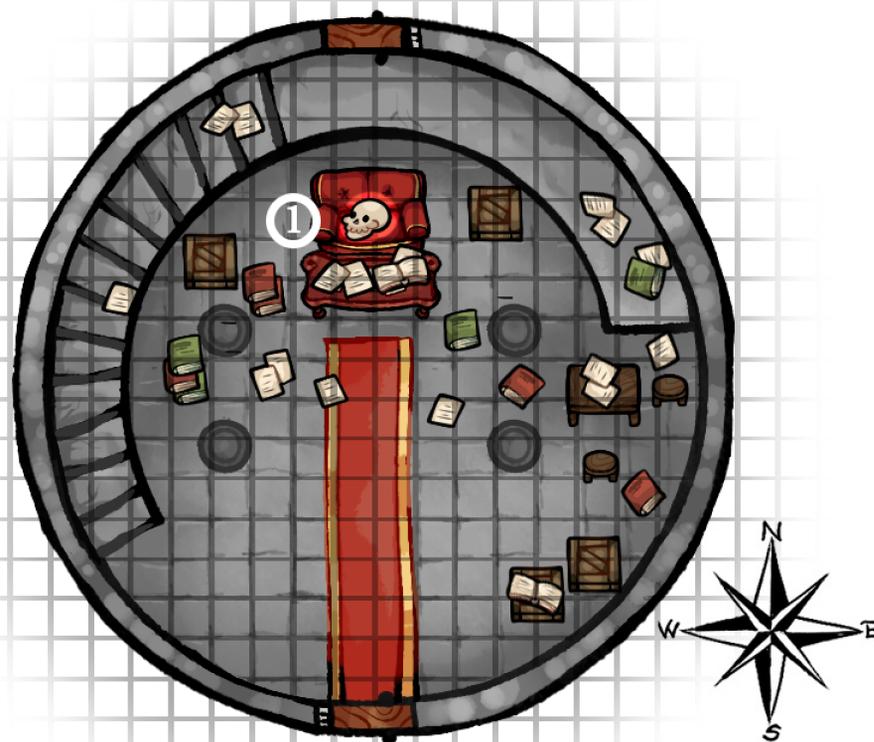
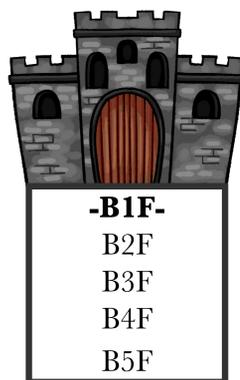
The Wizard (Optional Dialogue):

"You! How did you all escape? How did you make it past the wraith?"
He sniffs, shutting the book with a loud snap.

"No matter. I will deal with you all myself... there is nothing else to say." The wizard rises from the desk dramatically, tossing papers aside. Your party can feel an immense power emanating from him. Lora's words ring in your ears: 'If the relic is not used it is sure to be an utter defeat'."

THE WIZARD'S STUDY B1F (pg. 48 & 54)

- 1 Wizard Encounter



Talking Points for The Wizard (For Advanced GM's)

About The Wizard

The Wizard is a sly and cunning man with a knack for the dark arts. He's also a bit lacking in the hygiene department. His actions reflect the pent-up resentment towards his family for outcasting him, as well as his inability to be popular with the ladies. (Or for that matter, anyone.)

During Your Conversation...

The Wizard should be obviously upset that your players foiled his plans, and you can also use this opportunity to remind your players to use the Vile Relic.

WIZARD ENCOUNTER (pg. 37)

The Wizard starts at the desk and then runs up the stairs once he has been weakened with the Vile Relic. The players must give the wizard the Vile Relic to activate it.

When the Vile Relic is used:

The player holding the letter must cross the room and reach within 5ft of the Wizard in order to hand him the Vile Relic.

You hand the wizard the Vile Relic. He opens the letter and reads it to himself. You can just make out his words.



My dearest son,

I hope that this letter reaches you with haste. So much has happened, and I have so much to apologize for. I will be brief; your sister is to be married soon and wants everyone to be together for her special day. When we first heard that the groom practiced dark magic like you, we were all for throwing him out. However, Alistair was patient and taught us many things we should have learned a long time ago... including acceptance. If you can forgive me, forgive your late father, and all of us for being so cruel, we'd very much like you back. (I also think that you and Alistair would get along swimmingly.)

Much love,

Eleanor (Mummy)



After using the Vile Relic:

The wizard appears to be holding back tears as he finishes the letter, but quickly sobers up. "It's a lie. I know it is! You all are trying to fool me!" He shouts. While clearly shaken, the fight resumes.

When the Wizard is defeated:

The wizard screams in agony and crumples to the floor. "All this time... I thought I was never invited because they thought I was a f-failure. How many years has it been? The king has been lying to be all this time, and now I'll die without ever getting to see them again..."

After players decide between killing or sparing the Wizard, choose one of the options below.

Kill the Wizard:

The wizard lays dead before you; the only way left is up.

--or--

Spare the Wizard:

The wizard turns to his desk and packs up a few of his things into a bag of holding. "That rotten King! In the end, he was even keeping me here against my will. I quit!" He reaches into his robe and pulls out a wooden staff, carved into the likeness of a snake. "Thank you for showing me the truth. I have no need for this now. Please, take it." [Received Serpents' Staff] "I've got to get back now. My family must be worried sick!" With a puff of smoke and a crackle of lightning, the wizard disappears.

SAFE AT LAST

Lora and Tren (Optional Dialogue):

Lora: "I never thought I'd see the day."

Lora appears in the doorway, supporting Tren with one arm.

Tren: "We can't thank you enough for what you have done. If we ever cross paths again I hope it's under better circumstances than this." Without another word they disappear up the stairs and out the door.

Talking Points for Lora and Tren (For Advanced GM's)

During Your Conversation...

Lora should appear after the fight with Tren at his side. They will be eager to return to their families. After thanking the players once again will go up the stairs and leave the castle.

As you leaf through the study, you come to realize you never even knew The Wizard's name. Rightly so, as you find a potions book with "David the Merciless" scrawled inside. How embarrassing-- no wonder he never told you. Once you've sufficiently looked around you proceed up the stairs to face the King.

CONFRONTING THE KING

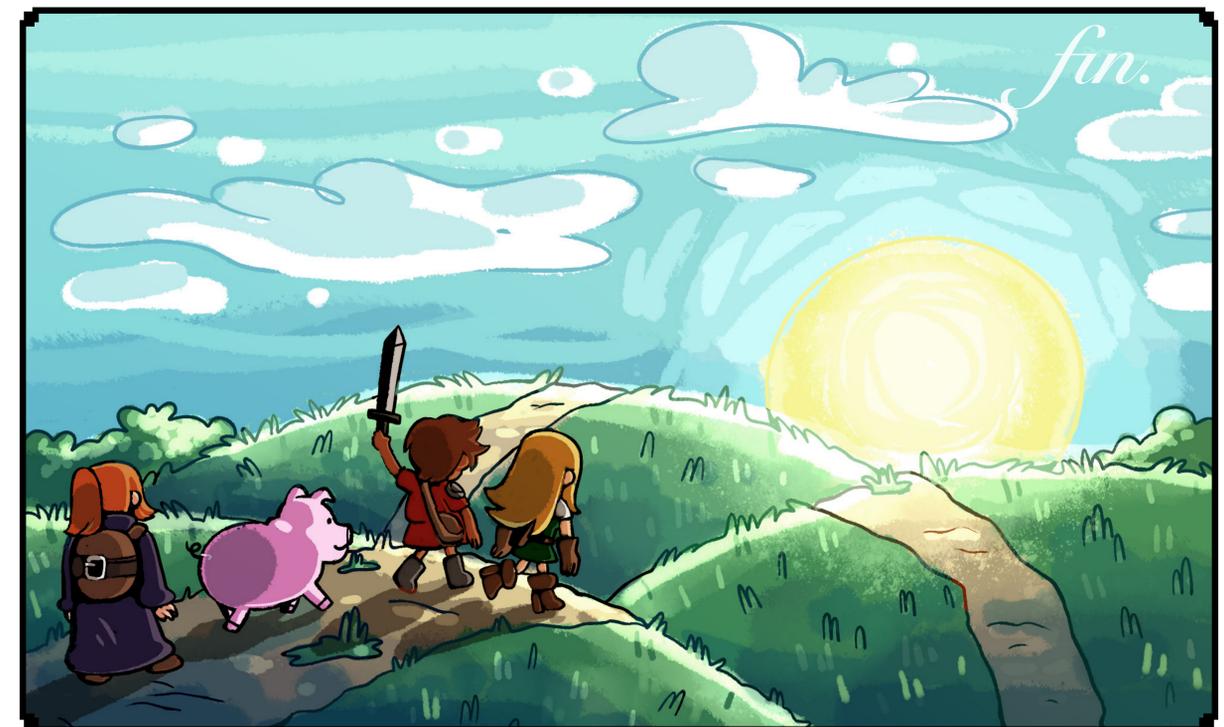
When the King sees you alive he can only tremble at the thought of how strong your party must have been to overcome his dungeon. He offers you gold and his pig if you spare his life and leave the city.

Have players decide between killing or sparing the King. Spared or not, he yields 300 gold and the pet pig as a prize.

You take all the gold you can find [300 gold] and his pet pig, Porker, which was the only successful recipient of the wizard's experiments. [Swine Feast pg. 41.]

The guards have already fled the castle as you exit. With nothing left to keep you in town, you leave the city with Porker in tow.

You have conquered the King of the Swine.



ENCOUNTER LIST

(IN ORDER OF APPEARANCE)

KOBOLD

Hit Dice: 1d6
Armor Class: 13
Range: 5ft
To Hit: +1
Saving throw: 15
Damage: 1d4 (Dagger)
or
Damage: 1d6 (Short Sword)

The lowest of the low. These are essentially toddler size dragons that are just as susceptible to a few punches as a good insult. Tell them their mother is a purse, they'll run crying.

Forest Encounter: 5 Kobolds
Equip 2 of the Kobolds with daggers and 3 with short swords.

SKELETON

Hit Dice: 1d4+4
Armor Class: 12
Reach: 5ft
To Hit: +1
Saving throw: 15
Damage: 1d6 (Short Sword)

B4F Encounter: 6 Skeletons

A staple of every crypt and dungeon; you can't go wrong with these bony boys. Reanimated by foul magic to ruin your day.



SLIMES

Hit Dice: 2d8+2
Armor Class: 14
Range: 5ft
To Hit: +1
Special Attacks:
Constrict
1d4 chance to reduce movement to 0ft for 1 turn
Saving Throw: 5
Damage: 1d6 (Slam)

B4F Encounter: 2 Slimes

These appear at the same time as the Wraith and the Forsaken Shells. They come out of the door next to area **13**. These Slimes can only use their Special Attack to slow the players down.

These fellows may look friendly but don't let their appearance fool you. Each slime can take a good beating but they aren't so hot against magic. Apparently they slimes try and scrunch their faces up to look more intimidating.



LESSER MIMIC

Hit Dice: 2d8+5
Armor Class: 12
Range: 5ft
To Hit: +2
Special Attacks:
Adhesive
1d4 chance to add 'sticky' debuff for 1d4 turns, 'sticky' reduces your movement range to 0ft every other turn.
Saving throw: 10
Damage: 1d8 (Slam)

B4F Encounter: 2 Lesser Mimics

A mischievous fellow, strong like a slime but stealthier. No one knows what these mimics are snickering about but they always seem to be laughing at something.



GREATER MIMIC

Hit Dice: 4d8+5

Armor Class: 16

Range: 10ft

To Hit: +5

Special Attacks:

Adhesive

1d4 chance to add 'sticky' debuff for 1d4 turns, 'sticky' reduces your movement range to 0ft every other turn.

Saving throw: 10

Damage: 1d8 (Slam)

You don't want to upset this mimic, unlike the lesser mimics, this one isn't playing around. Each goopy appendage still has traces of its previous victim in it. These mimics tend to inhabit wine barrels as they need the space but leads to some rowdy behavior.

B3F Encounter: 1 Greater Mimic

FORSAKEN SHELL

Hit Dice: 2d4+5

Armor Class: 10

Range 5ft

To Hit +0

Special Attacks:

Constrict

1d4 chance to reduce movement to 0ft for 1 turn

Saving throw: 10

Damage: 1d6 (Slap)

B3F Encounter: 4 Forsaken Shells

These appear at the same time as the Wraith and the Slimes. They come out of the door next to area 11. These Forsaken Shells can only use their Special Attack to slow the players down.

Oh, so this is where the rest of the skeleton went. Weak by themselves, they make up for it by attacking in packs from the shadows. Secretly very vain, they desperately wish they could apply make-up but their arms are too floppy.



MAGE

Hit Dice: 2d8

Armor Class: 14

Reach: 5ft

To Hit: 1

Special Abilities:

Magic Missile

50ft range, 1d4+1 damage, up to 2 missiles for targets up to 15ft apart

Saving throw: 15

Damage: 1d4 (Bite)

B3F Encounter: 1 Mage

These guys just can't let go. Burned at the stake just once and suddenly you're spending eternity floating around a cave. Great use all that forbidden magic practice will do you now. Should have taken up a less illegal hobby, like baking.



QUELL

Hit Dice: 3d12

Armor class: 15

Range: 5ft

To Hit: +3

Special Attacks:

Intercession

Channels a spell with a 1d4 chance of cutting all clerical healing for 12 hours

Traits:

Incorporeal

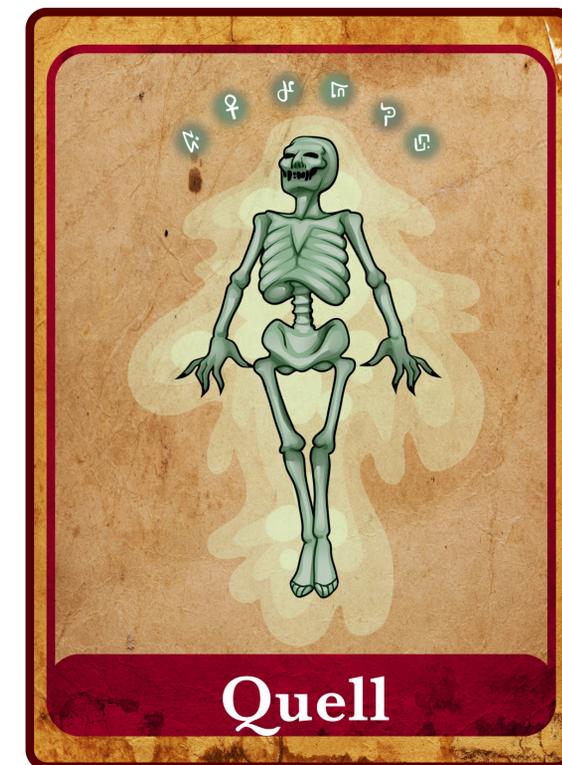
Pass through walls no greater than 10ft.

Saving throw: 10

Damage: 1d4 (Bad Touch)

B3F Encounter: 1 Quell

Really don't like clerics or their gods, beware as they will separate your healers from their abilities. They did not get along with the other kids at Sunday school and have held this



GRAVE GOLEM

Hit Dice: 4d4+10
Armor Class: 17
Range: 5ft (Immobile)
To Hit: 6
Saving throw: 5
Damage: 2d4 (2x Slam)

While intimidating they tend to be very docile unless provoked. But be wary-- one hit is enough to maim any unprepared adventurer. This particular golem has a bit of a weight problem but he's working on it.

B3F Encounter: 1 Grave Golem

VOIDWRAITH

Hit Dice: 6d12
Armor class: 22
Range: 5ft
To Hit: +8
Special Attacks:
Intercession
Channels a spell with a 1d4 chance of cutting all clerical healing for 12 hours
Traits:
Incorporeal
Pass through walls no greater than 10ft.
Chill
Players are notified of the Wraith's presence with a "Chilled" status when the Wraith is within 30ft.
Saving throw: 15
Damage: 1d4 (Incorporeal Touch) + 1d2 (Drain)

B2F Encounter: 1 Voidwraith

Six hands, six swords and an all-black wardrobe. This guy won't give up once he spots you. He can go through walls and is just about intangible; except when he is slicing you to ribbons.



THE WIZARD

Hit Dice: 5d12+20
Armor class: 18
Range: 5ft
To Hit: 4
Special Attacks:
Spirit Drain
Drains 2d4 hp of all targets in a 25ft circle around and heals for half of the total. (1d3 chance per target) (3 charges)
Magic missile
50ft range, 1d4+1 damage, up to 2 missiles for targets up to 15ft apart(5 charges)
Traits:
Vile aura
Drains 3d8 hp of all targets in a 15ft circle around and heals for the total. (1d2 chance per player) (Casts automatically at the start of each turn)
Saving throw: 15
Damage: 1d6 (Claw)

THE WIZARD (Weakened after using the Vile Relic)

Hit Dice: 5d8+10
Armor class: 16
Range: 5ft
To Hit: 4
Special Attacks:
Spirit Drain
Drains 2d4 hp of all targets in a 25ft circle around and heals for half of the total. (1d3 chance per target) (3 charges)
Magic missile
50ft range, 1d4+1 damage, up to 2 missiles for targets up to 15ft apart(5 charges)
Traits: -
Saving throw: 15
Damage: 1d6 (Claw)

B1F Encounter: 1 Wizard



The boss of the castle. He ran away from home at a young age to practice dark magic. It's possible that beneath that gloomy exterior is a sensitive man that just wanted to be loved; but it's a side only his familiar, Sslithers, would know.

If the Wizard is damaged before weakened calculate the new hit points and subtract the damage already taken from the new hit points.

NON-PLAYER CHARACTERS

TREN

Hit Dice: 1d4+3
Armor Class: 8
Range: 5ft
To Hit: +1
Saving throw: 15
Damage: 1d4 (Old Wooden Sword)

Tren is a single father down on his luck. To provide for his young child back at home, he scavenges and takes low level-quests. The king lured him in with promises of wealth, but Tren was easily deceived by the false kindness and found himself locked in the dungeon.



PORKER THE PIG

Hit Dice: 1d8 +1
Armor Class: 10
Large Size
Special Traits:
Swine Feast
A reusable source of food provides up to 3 meals that refresh after 12 hours. It follows around the person that carries its crown.

The Wizard's first and only successful experiment. While from humble beginnings, he's found an appetite for the finer things in life after being brought into the castle. On the bright side, he also doesn't seem to be able to feel any pain.



LORA

Hit Dice: 2d4+1
Armor Class: 10
Range: 5ft
To Hit: +1
Saving throw: 15
Damage: 2d4+2 (Dagger)

Lora was a person of high society and was very used to being treated well. He fell into the king's trap when he was invited for afternoon tea. No one went looking for him because he had more enemies than friends. His sharp tongue had gotten him in trouble many times before.



KING BOARIS

Hit Dice: 2d4+2
Armor Class: 5
Range: 5ft
To Hit: +1
Saving throw: 15
Damage: 1d4 (Fists)

King Boaris is a jolly man with a taste for fine clothing and an even larger taste for fine wine. While pleasant on the surface, he also has an insatiable appetite for power. He's currently trying to create his own immortal army and is in need of test subjects. Wandering adventurers seem like they'd fit the bill...

TRAPS

B4F and B3F

Pressure Plate

A small pressure plate in front of the chest will set off a small explosion if not avoided. Will deal 1-2 damage to anyone in the radius. (10 feet) Players would be wise to make a Notice Check to step around it or detect it.

Corpse Room

The party enters an area and encounters a nauseating smell. A pile of corpses lie inside. Have everyone make a Constitution Save to resist the fumes. If the save fails, the players are nauseous and are unable to consume any items for 6 turns, until they have recovered. (Healing and Sleeping will cure the nausea immediately.)

Cursed Body

The area is full of rotting corpses. Have everyone roll a dexterity check to avoid contact with them. If contact is made, roll a d20. If 16 or higher, this initiates a fight with a forsaken shell.

Tripwire

The area contains a tripwire. Can be identified through a Notice Check. Can be disarmed through a d20+wis modifier roll if detected. If tripped, a dart will shoot at the player and deal 1D6 of damage. (It will not miss if tripped.)

B2F Only

Icy Water

The party opens a door to find an empty room. The movement caused from opening the door pulls a string and a large bucket of water falls from above. (Players make a dexterity roll to avoid the water.) If someone gets wet, they must dry off somehow within 2 turns or they will lose 1hp from the combined chill of the floor and moisture

Echoing Noise

The stuck door gives with a shudder and groans audibly. It gets colder. Hopefully nobody heard that. (Wraith is drawn to a nearby area, encourage players move away.)

TREASURE LIST

Vile Relic

A letter to the Wizard. Single use, the Wizard keeps it.



Gems

	Roll a d20 for value	
2 Rubies	1	Shatters instantly in your hand
2 Sapphires	2-7	10g
	8-12	50g
1 Emerald	13-16	100g
	17-19	200g
2 Diamond	20	500g



Short Sword of Banish Undead

Damage: 1d6
Hit bonus of 1d100 (consult magic weapon hit bonus table)
+Undead bane does an additional (1d20+4) to any undead creature



Serpent's Staff

Damage: 2d4
Casts a 15ft cone of fire in front of the caster.
Can spend an extra charge to change these to a 15ft area around the caster.
3 charges/day.



Onyx Ring of Undead Protection

+4 armor rating against undead attacks



Iron Boots of Tenacity

+1 armor rating
Wearer is unaffected by 'constrict', 'adhesive', and other slowing effects.



Swine Feast (See Porker the Pig: pg. 39)

(It's just a pig)
The Wizard's experiments made this pig immortal. It can provide up to 3 meals that refresh after 12 hours. He follows around the person that carries his crown.

TROUBLESHOOTING

If your players ever try to do something game-breaking, feel free to use this character to turn them around or get them back on track. Use only when absolutely necessary!

Mysterious Old Man (Fighter) lvl 15

Hit Dice: 6 d12+70

Armor class: 19

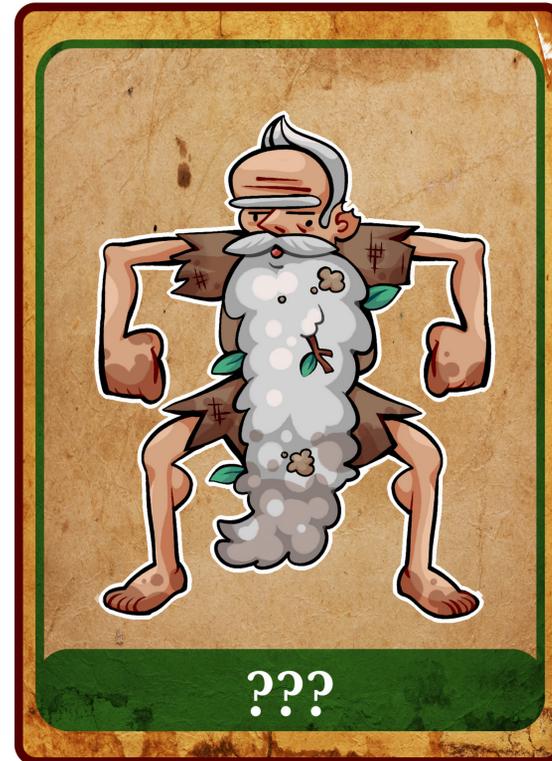
Weapons: Fist

To Hit: +10

Saving throw: 17

Damage: 2 d12

An old man blocks your way. "Are you certain you want to do this?" He asks. He appears to be wearing peasant clothing and has a long scraggly beard filled with twigs.



Modifying enemies for group size:

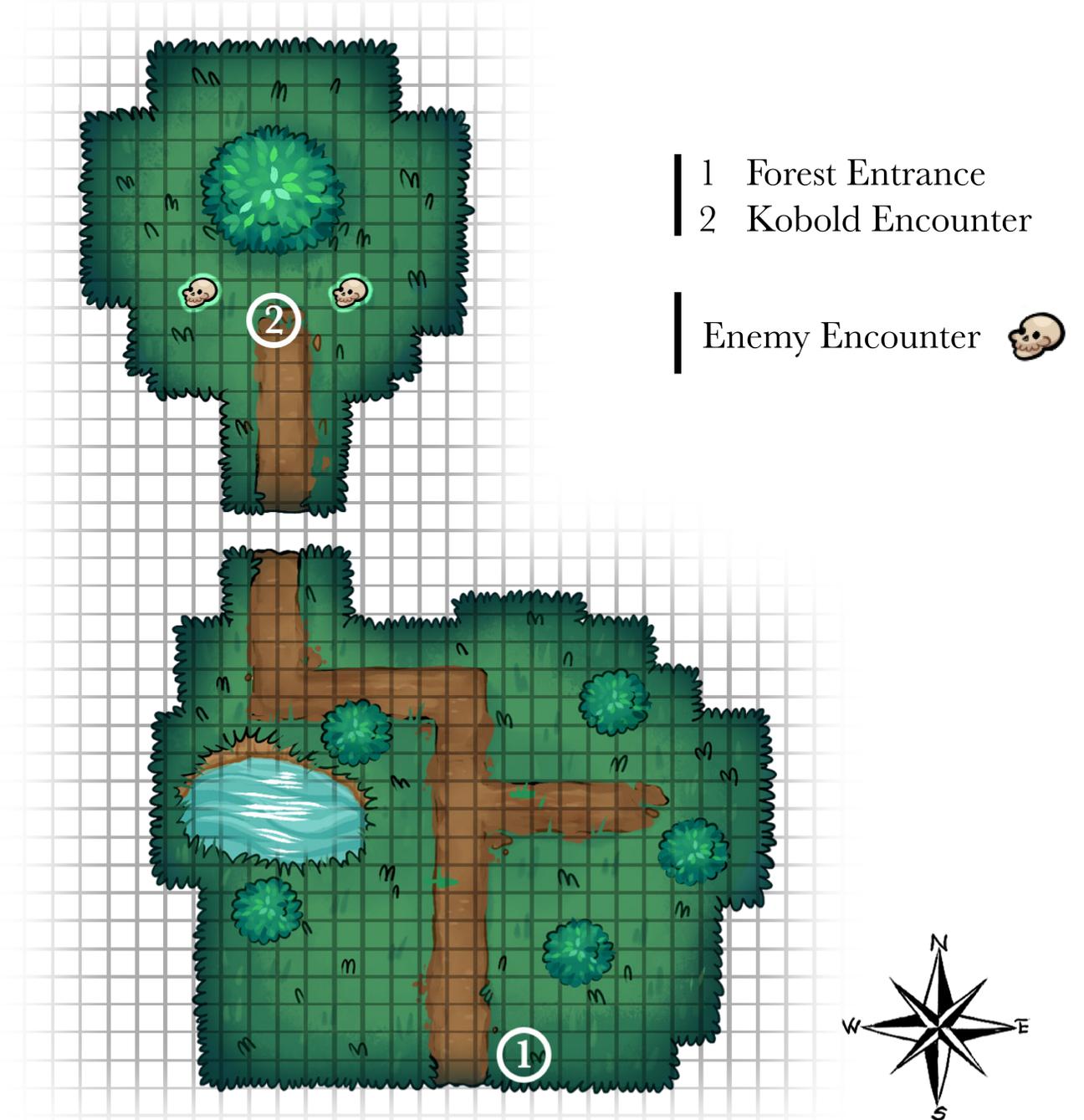
When playing with smaller groups feel free to use this modifier, or create something similar using your best judgment.

If the party is less than or equal to 3 players, and the enemies have 3 or more hit die than the party's total hit dice, remove hit dice using the following formula:

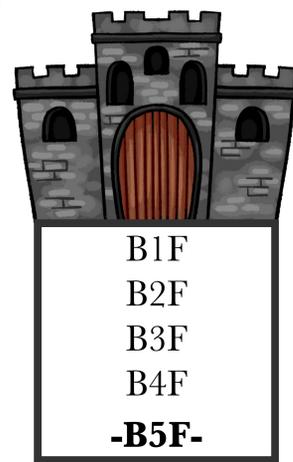
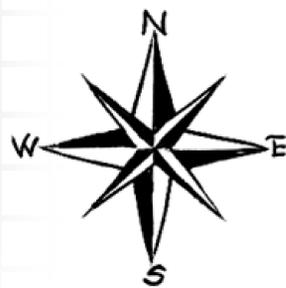
{ 4 - number of players = } Amount of Hit Die to be Subtracted

Ex: [3 players, 1 hit die removed. (4 - 3 = 1)] [2p players, 2 hit die removed (4 - 2 = 2)]

MAPS FOR THE GM ONLY



FOREST OF CALMETTE

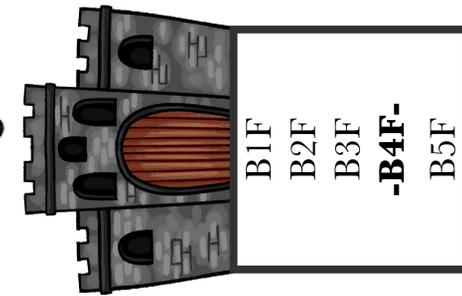
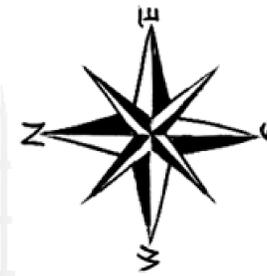
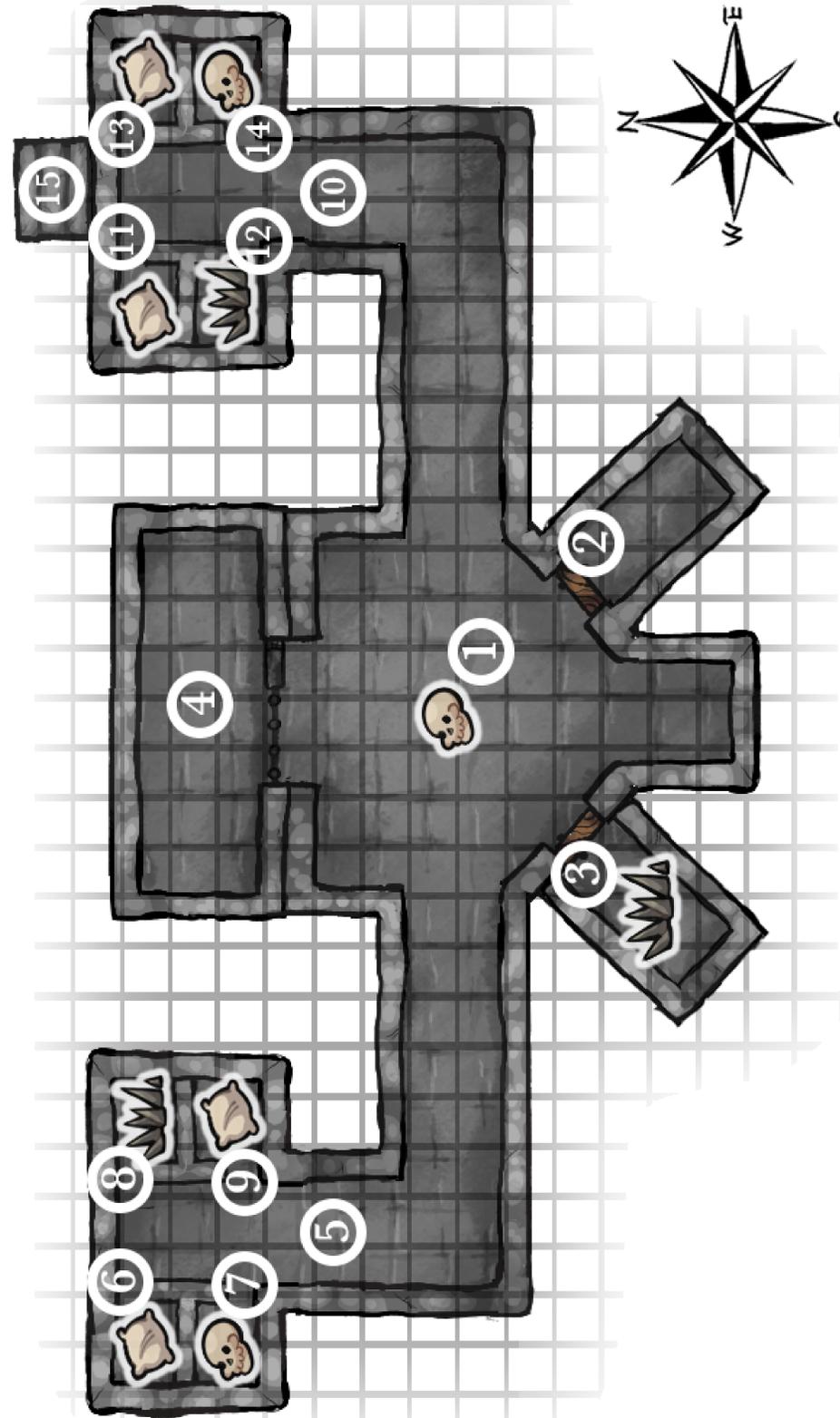


- Wall
- Reinforced Wall
- Jail Bars
- Door
- Reinforced Door



- 1 Haystack
- 2 Soggy Floorboards
- 3 Rope
- 4 Suspicious Crack
- 5 Broken Pottery
- 6 Stolen Items
- 7 Old Crate
- 8 Large Hole/Acid Pit

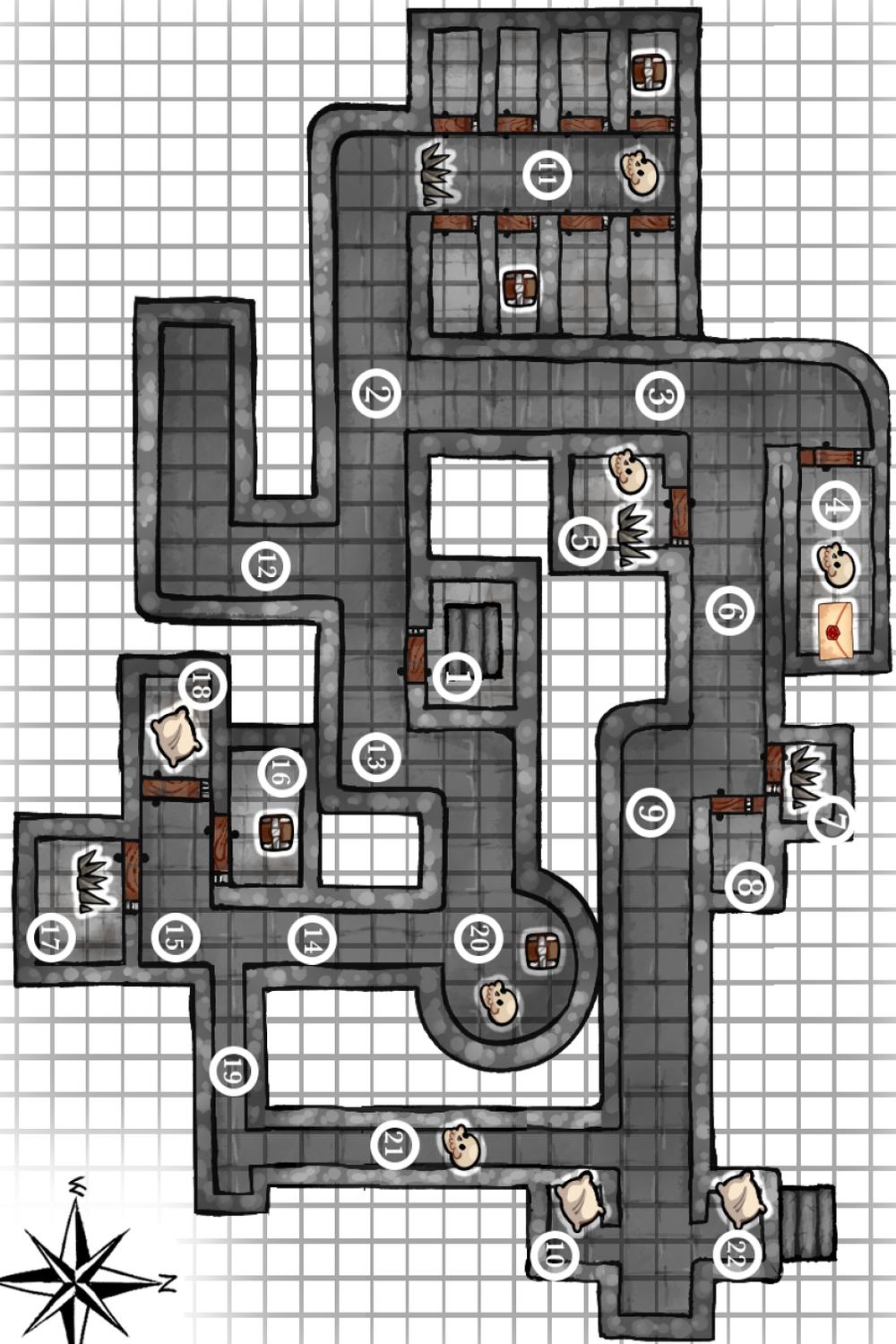
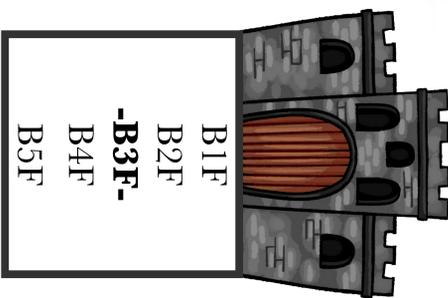
THE KING'S DUNGEON B5F



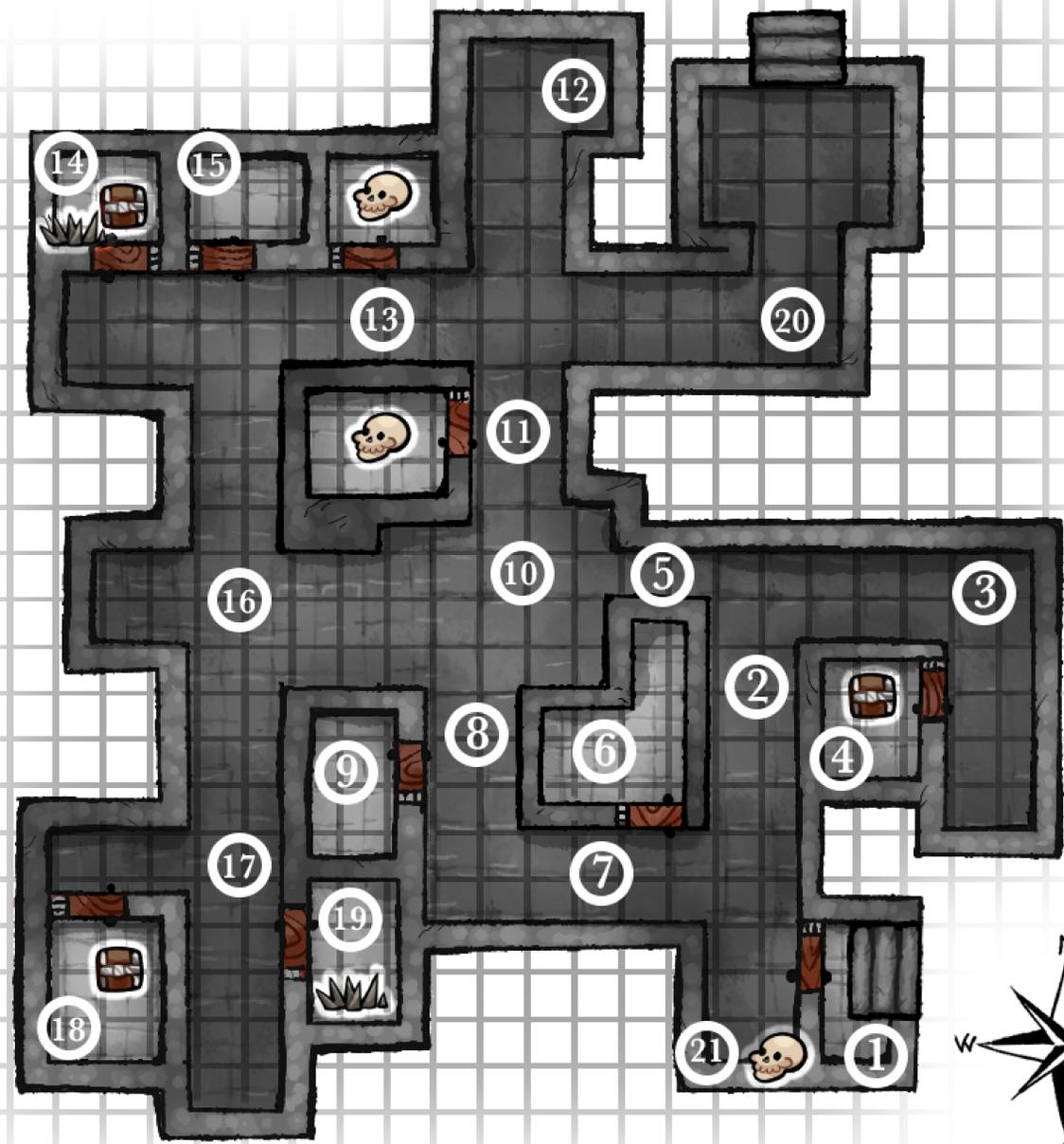
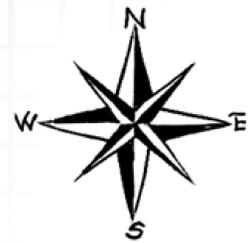
- Traps
- Bed
- Enemy Encounter

THE KING'S DUNGEON B4F

Traps
 Bed
 Enemy Encounter



THE KING'S DUNGEON B3F



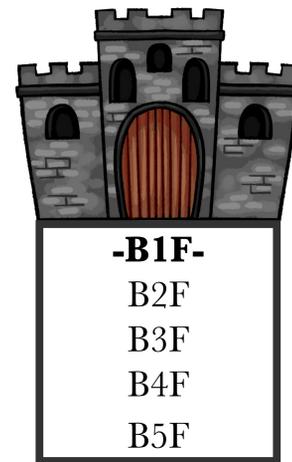
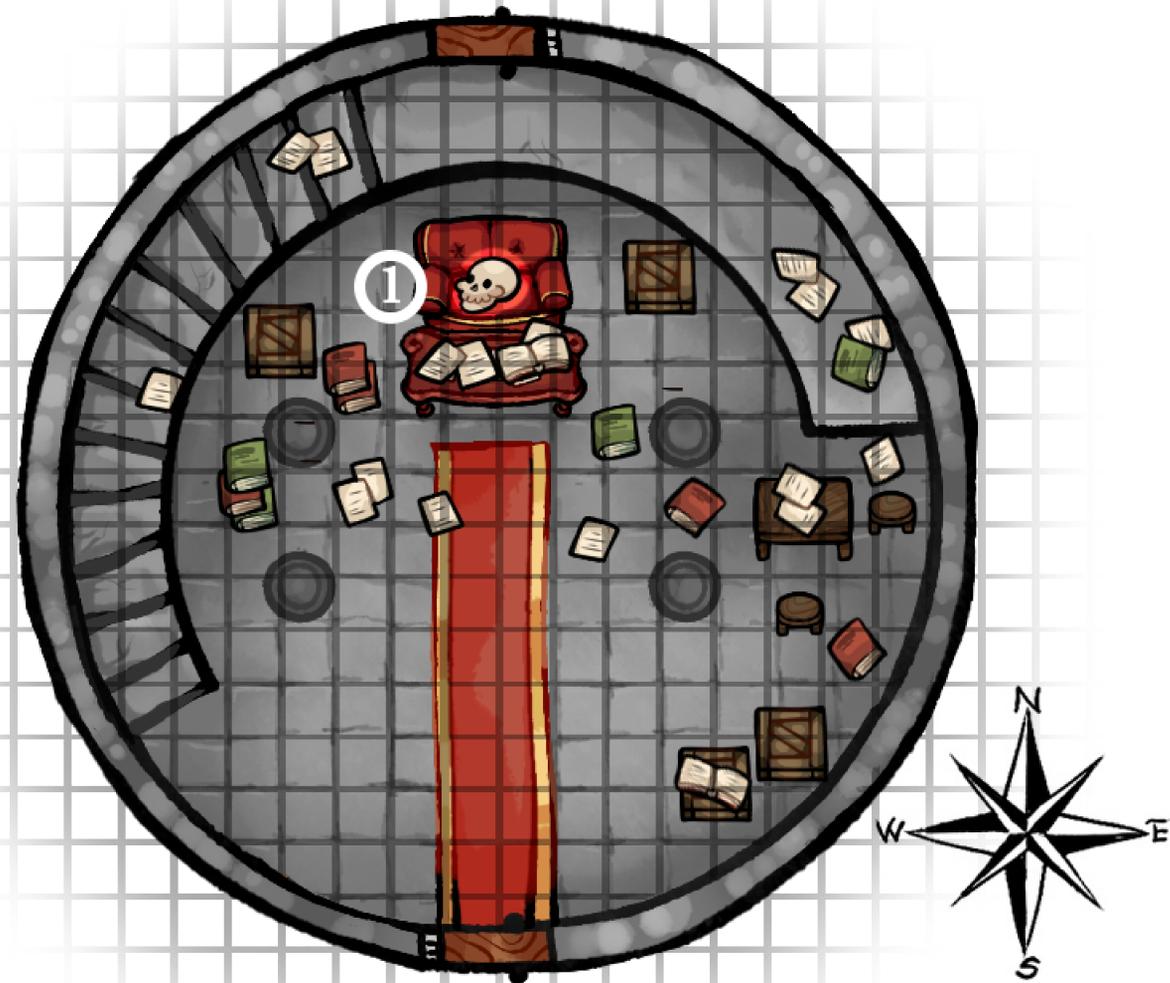
21 Wraith Starting Area
 Traps
 Bed
 Enemy Encounter



THE KING'S DUNGEON B2F

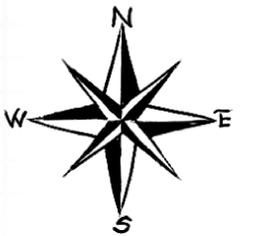
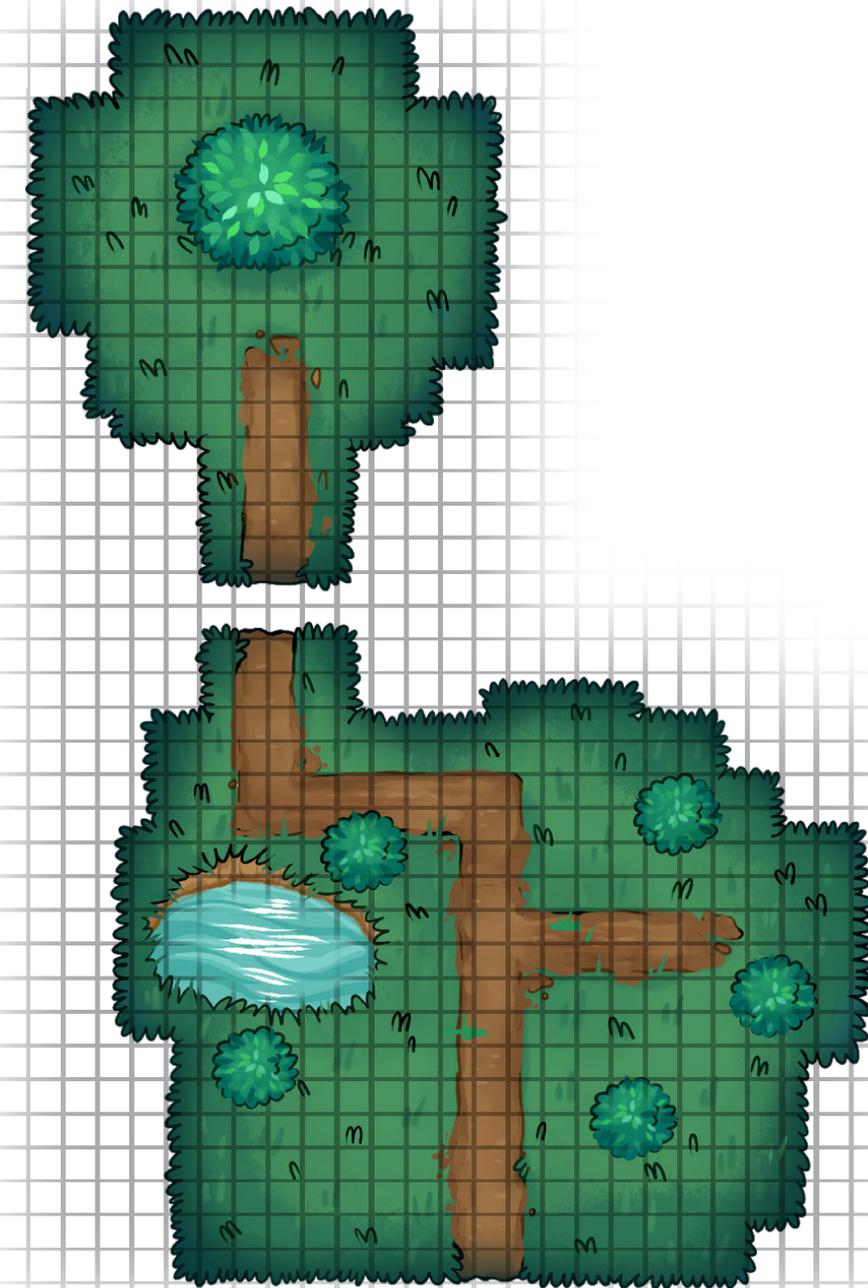
PLAYER HANDOUTS

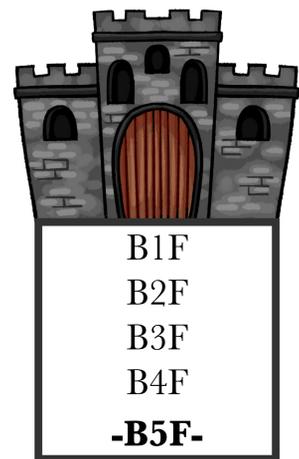
FOREST OF CALMETTE



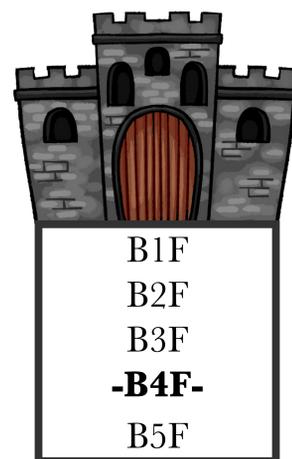
1 Wizard Encounter

THE WIZARD'S STUDY B1F

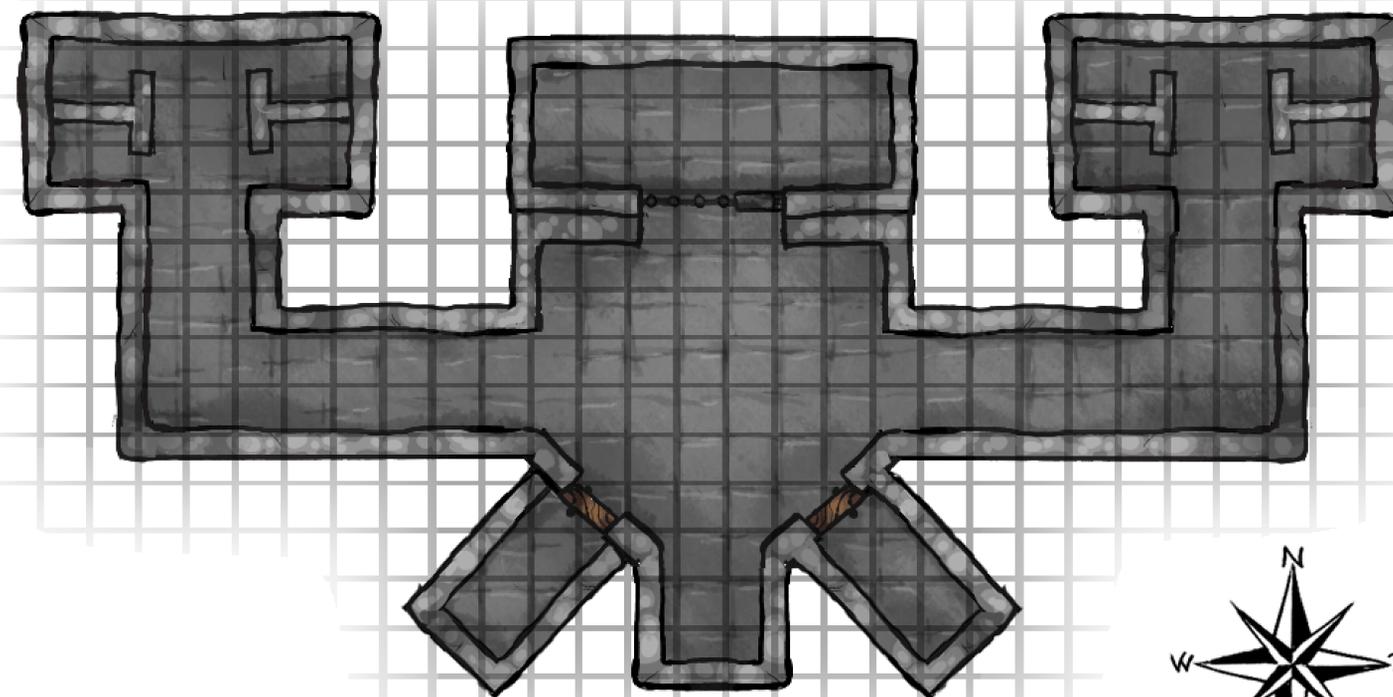




THE KING'S DUNGEON: B5F

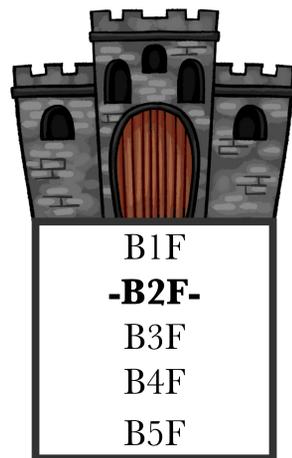
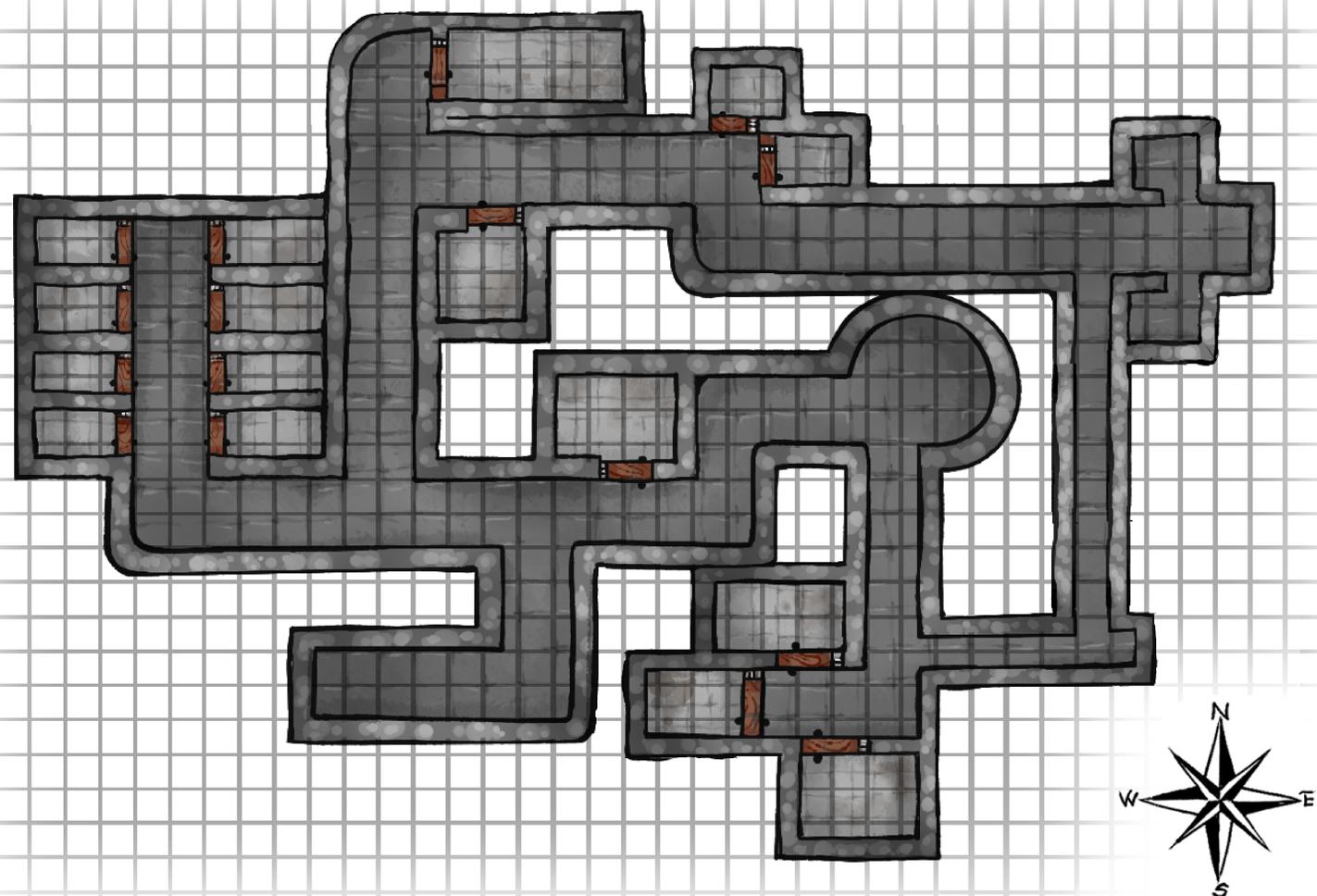


THE KING'S DUNGEON: B4F

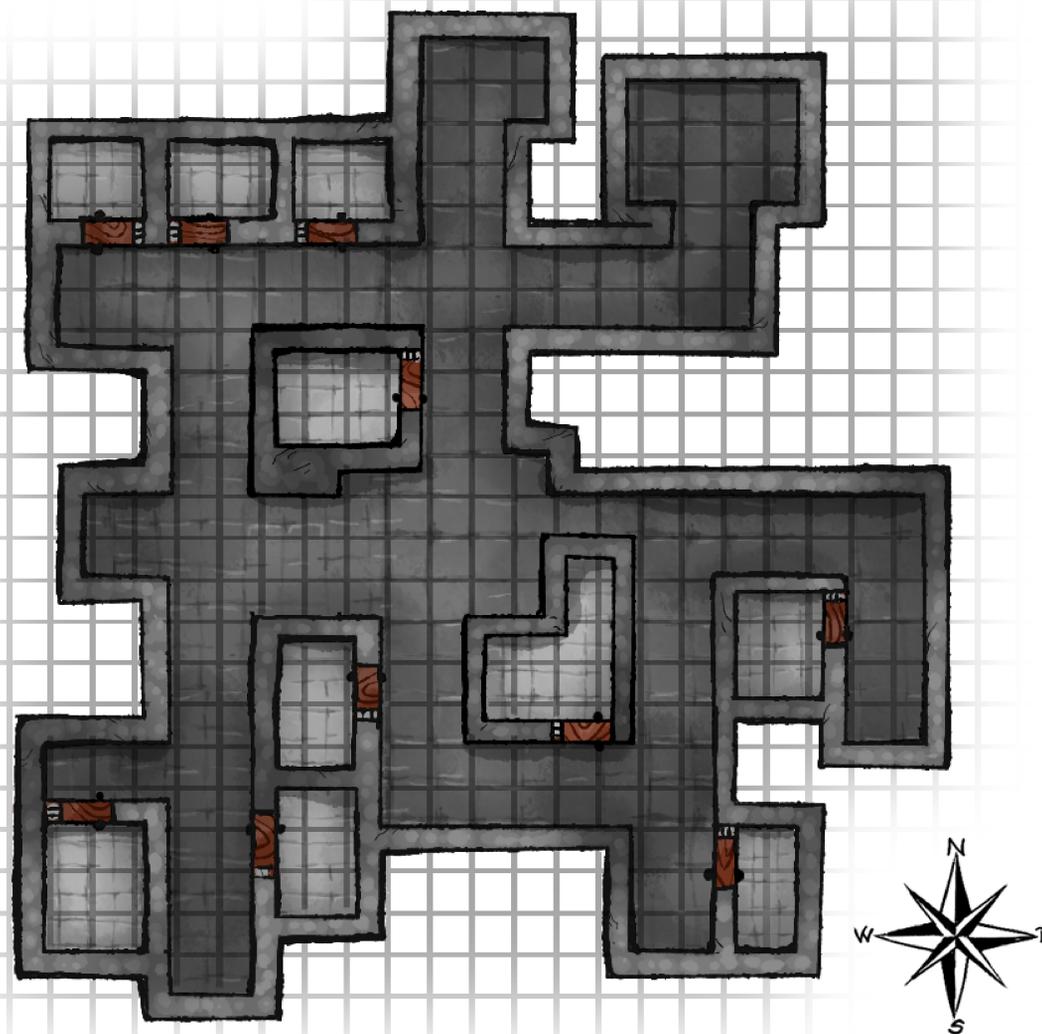


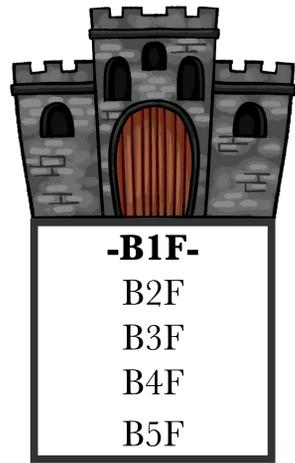


THE KING'S DUNGEON: B3F



THE KING'S DUNGEON: B2F





THE KING'S DUNGEON: B1F





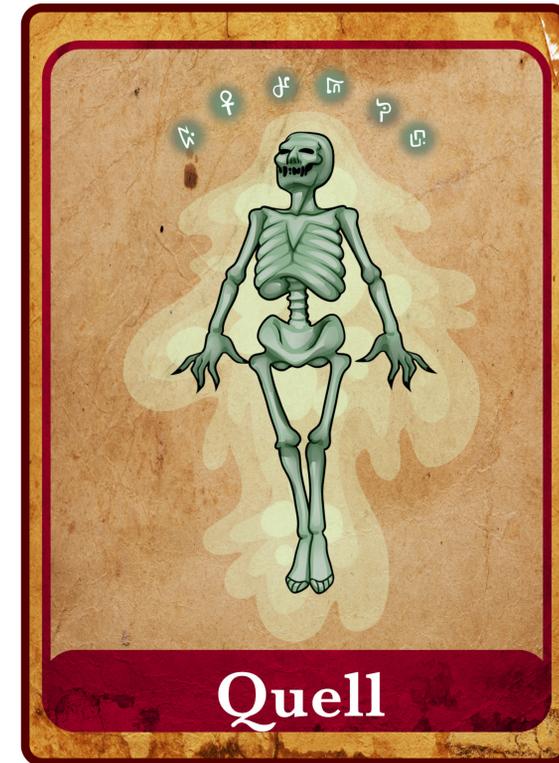
Kobold



Mimics



Forsaken Shell



Quell



Skeleton



Greater Mimic



Slimes



Mage



Adventure Awaits in King of the Swine!

For use with the *Glory of Yore: Fantasy Role Playing in the World of King Arthur* handbook

This module contains information on the town and castle of Hogden, as well as the nearby forest. Included are encounter tables with images of all enemies, background information, and maps of all the areas. This module may be incorporated into an existing campaign or played as a standalone adventure. It is suitable for new players and new game masters.

The recommended party size is 3-5.

CREDITS

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Special Thanks: To Professor Johnson for his invaluable help.

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