

# OUR EPIC ORIGIN



a BLAST from the PAST

Here there be...

# DUNGEONS & DRAGONS®

## CHARACTER RECORD

NUMBER \_\_\_\_\_

(SKETCH OF CHARACTER HERE)

PLAYER NAME: British

CHARACTER NAME: \_\_\_\_\_

ALIGNMENT Law-Good

CLASS M.U. LEVEL 1

STRENGTH 12 INTELLIGENCE 15

WISDOM 15 DEXTERITY 17

CONSTITUTION 14 CHARISMA 15

PSIONIC STRENGTH NONE

ATTACK-DEFENSE MODES NONE (SIGN OR BLAZON)

LOYALTY 18 to British MORALE 13

HIT DIE ADJ. \_\_\_\_\_

HIT DICE \_\_\_\_\_

HIT POINTS \_\_\_\_\_

MOVEMENT BASE \_\_\_\_\_

OPEN DOORS 1-2

WISDOM ADJ.: +1

DEXTERITY REACTION +2

CHARISMA REACTION +15%

ARMOR TYPE Leather

MAGICAL BONUSES \_\_\_\_\_ ARMOR CLASS \_\_\_\_\_

WEAPON IN HAND \_\_\_\_\_

SPACE REQUIRED \_\_\_\_\_ SPEED FACTOR \_\_\_\_\_

WEAPON DAMAGE BASE: S-M \_\_\_\_\_

L BONUSES --TO HIT: 0

DAMAGE: 0

DEFENSE: 3

### ADJ. SCORES FOR WEAPON TO HIT ARMOR CLASSES:

W \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_ 6 \_\_\_\_\_ 7 \_\_\_\_\_ 8 \_\_\_\_\_ 9 \_\_\_\_\_ 10 \_\_\_\_\_

E \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_ 6 \_\_\_\_\_ 7 \_\_\_\_\_ 8 \_\_\_\_\_ 9 \_\_\_\_\_ 10 \_\_\_\_\_

A \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_ 6 \_\_\_\_\_ 7 \_\_\_\_\_ 8 \_\_\_\_\_ 9 \_\_\_\_\_ 10 \_\_\_\_\_

P \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_ 6 \_\_\_\_\_ 7 \_\_\_\_\_ 8 \_\_\_\_\_ 9 \_\_\_\_\_ 10 \_\_\_\_\_

O \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_ 6 \_\_\_\_\_ 7 \_\_\_\_\_ 8 \_\_\_\_\_ 9 \_\_\_\_\_ 10 \_\_\_\_\_

N \_\_\_\_\_ 2 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_ 6 \_\_\_\_\_ 7 \_\_\_\_\_ 8 \_\_\_\_\_ 9 \_\_\_\_\_ 10 \_\_\_\_\_

#### MAGIC WEAPON DESCRIPTIONS:

Life sceptor - pg 7 G.D. & H.W.P.

#### SPELLS-THIEF ABILITY%-MONK ABILITIES:

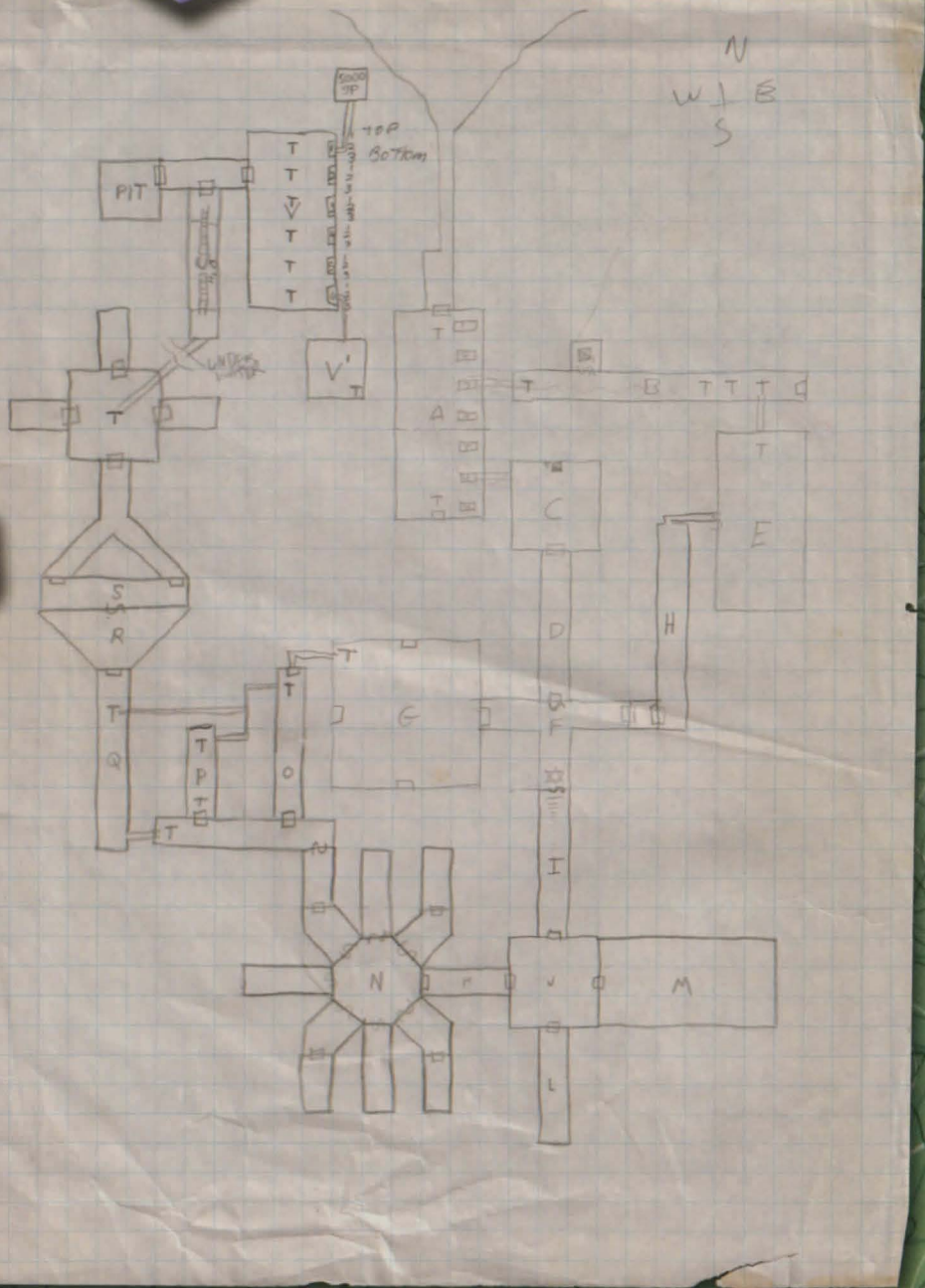
#### OTHER MAGIC ITEMS:

Add to that the inspiration for a home-cooked dungeon module and we luckily end up with...

# AKALLABETH!

I challenge you to find a page (other than the map and later the scroll) without a spelling error on it. ^ ^

Let's get this  
adventure started!



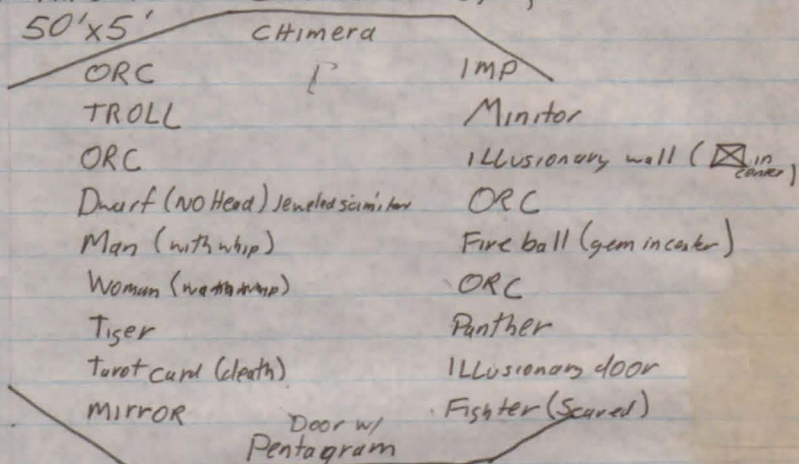
The Mortuary  
3 foot crawl passage leading into 10' corridor  
with a door "welcome to the mortuary" (in fresh blood)  
if door damaged it cries in agony parts of roof  
fall causing 2-8pts damage (DOOR IS LOCKED)

A. 2 doors 7 coffins with lit candles  
coffin:

- 5 1. map of
- 1 2. Corpse (Plague)
- 4 3. Stairs down
- 2 4. Pressurized gas Str-(10-5)
- 3 5. "Where there is 4 there is 5"
- 7 6. Stairs down
- 6 7. Blade, lid movement, slices SR. 2-12pts, 100gp gem

Heh! Just a few rooms in,  
and everything's a puzzle...

B. Hall of Horror Carved creatures, etc, in wall



Orc - if any orc touched Adl attack

Dwarf - chases other dwarfs removes head

Man - sex change

Woman - Succubus

Mirror - Places soul in mirror body in far wall

Fire ball - gem of fire actually a +2 sword in wall

☒ - teleport to ☒<sub>2</sub>

Door - vacuum mouth of Purple worm

TAROT CARD - sepher touched gives sepher (200gp)

speaks "Some doors are red some doors are blue, some doors are green some doors brown when you find these the fifth ones a frown"

C. Money room: 15x15, secret passage in corner,  
Door on south wall

gold coin in center ~~Light~~ on coin (2-8 ps/dam)

if coin touched voice cries "Thrice is too many"

- coin:
1. "Round tent"
  2. "4<sup>th</sup> from the top"
  3. "Take the middle door in the Round room"
  4. "Death symbol"
  5. "gas  $\frac{1}{2}$  con fills room"

Door requires a "Round tent"

Contact poison on door & all walls

D. Hall of Howling

Statues of wolves bearing teeth w/ blood (fresh)

10 wolves: 2 gold if touched CHR - (0-1)

3 Silver if touched by wand, staff, spear (Nulls)

2 bronze eyes are glowing red gems (200gp)

2 copper - heads turn toward Party, MV > F > 6+

2 brown & grey - growl as party passes, if attack

all come to life & attack

Finally!  
Some real treasure!



E Skeletal Room 15x30

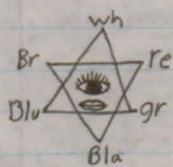
small crawl passage in north end to trap  
secret door behind middle skeleton (Plague)

- 4 chests:
1. Old cloths <sup>keys, necklace, whip, 10sp, 5sp, Belt</sup> → Gives +30% Thiel abilities
  2. chain mail (constriction) needs Remove curse <sup>contact poison</sup>
  3. 3 <sup>50sp each</sup> gems, Gout's horn, <sup>5</sup> Dragonsfeath, tincans -AC-
  4. spiked collar of seeing & protection +1

F. 'T' intersectin 2-Doors at each end of top  
Secret door center top 6-pt star bottom of 'T'

6-pt -star - Eye & MOUTH

6 gems glow when touched worth (1000sp) <sup>Removal</sup> 1-10pts Dam



1. red - gives holder red glowing eyes (see in dark)
2. green - mouth opens and green fog rolls out (Dtm - (1-10))
3. blue - Eye changes to blue and mouth speaks
4. Brown - 2-20pts dam
5. white - "Very Good now try 3 more"
6. Black - mouth speaks + Blackfog (1-6pts dam)

Blue → "Bubbles Bubbles everywhere, break a few but then beware"

Black → "30 white horses will not be There, but look again thier might be stair"

Door speaks "Private do not Enter"

G Room of bubbles 1/3 chance of accidentle pop

- " 7-Gold - "7 keys for 7 lids, magic treasure in hid"
- 1 7-Silver - Gives Silver Keys
- 1 7-Bronz - Gives Ring
- " 7-Copper - Gives 1 G.P.
- 7-Black - "Never more" (trap under bubble opens) <sup>Save vs. Death ray or poison</sup>
- 7-Green - Soul Put in little green gem now on floor
- 7-red - Fire ball (3-18pts dam)
- 7-orange - "Ha Ha Ha Fools" (opens random trap)

TRAPS = 60ft = ACID

Rings

- 1- Etheriel 10ch
- 2- Diminsion door 10ch
- 3- time stop 5ch
- 4- INV 5ch
- 5- Weakness
- 6- wolf (perm Polymorph)
- 7- Electric touch 15ch 1-10pts Dam

Also Removes all gold, mith, silver, copper etc from player who touches RINGS

Yikes!  
1-5 is viciously visceral!

### H. Hangman Hall 5'x25'

Hangmans noose every 5' empty (steel cable)  
when approached they stretch in your direction  
when passed under corpse appears in noose (play) <sup>Broken by</sup>  
corpses N 1. M.V. w/ WAND fireballs 3die 10ch

- ↑ 2 Thief w/ INV cloak  
5 Fighter w/ +2 sword  
↓ 4 Jailor w/ 3 keys (gold)  
S3 Player character 1f (D-6)

### I Stairway of doom 5'x25'

Ceilings 15' at top → 3' at bottom  
Every 5th step is different color

1. Red - pool of blood, top Coagulated
2. Green - Green slime
3. Blue - electrical field (3-30pts Dam)
4. Brown - Str = Str + 1 if → Str < 17  
2-12
5. white - cold rip skin off foot unless wearing plate

### Door of Death

Door cannot be broken glowing septer <sup>Eliminated</sup>  
Tarot card death (if touched by hand, septer, staff)  
then door opens

### J Night of the Jackal -

Dim room growls heard from shadows,  
magic of real lights do not work, no intervention,  
if black pearls or other high power ~~is~~ used the  
glance of jackal causes fear to those under 5<sup>th</sup>  
charm to Non-Clerics under 10<sup>th</sup>, 2-20pts dam M.V. under 7<sup>th</sup>

Growls heard from shadows along with red glowings  
10 jackals will attack if attacked or touched

Cannot find way out of room without grasping or  
black pearls, etc

### K. Hall of Brightness 15'x5'

Bright gem on far wall (10,000gp)  
causes 1-4pts of Dam/mile sight  
4-40pts/mile touched 10melee to remove

### L Hall of spiders (contact Acid on walls)

Hall is a mass of webs almost impenetrable  
Lust 5' is solid gold sign on far wall  
says "YOU HAVE JUST DESTROYED A FORTUNE  
IN GOLD"

Never accept "gifts" from random old men in dungeons...

M "Welcome to Friar Tut's Advanced Weaponry & Tactical Supply"

Friar Tut:

Fat, Bald, cheerful little man, Brown tunic, Bible in hand, cross around neck, slight aura of good around him (due to the cross), Always helpful type. (BALROG)

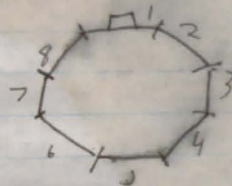
Store 15' x 30' Room, counters and shelves all around circumference of room

6 sections 1-Rings, 2-Swords, 3-Scrolls, 4-Wands, 5-Staff, 6-dust.

1. a Regis (when noted constructs -5000000) 4 a fire balls 6 die (backfires)
  - b INV (kills on 3rd use)
  - c Protection +3 (1st/2nd use)
2. a +5 W.B. (Dead Snake) 5 a wizardry Och (1/1000)
  - b +4 sword (wooden)
  - c +1 silver (Aluminum)
3. a CURSE (self) 6 a death (str)
  - b mid INV (PARTY GAINS)
  - c POW kill (kills self)

"ONLY useful in this Dungeon"

N Tarot Room (Octagonal)



1. 3 of Diamonds → CORridor
2. Greed 9 of hearts → 9 paintings of skeletons "Laughs" if touched = attack with scultures
3. 7 of Swords → 7 slots in far wall if 2 swords placed in them. (destroyed if magic or +5 sword sharp) Slow if no adds
4. Love Gem in far wall gives Red if touched (female CH+1, male STR+1 if <17)
5. Greed trap in floor 160+spikes 10,000gp Block of gold contact person + Acid
6. Death - when door opened - fools go back (drunk fog in room) SAVE roll +10 < CON
7. Future - INFINITY LIGHT For Far Wall (far → near) if one steps within 5' Lights reverse (now to far) sucks higher str
8. 11 of forks "LOOK to death to find the way"

DEX  
INT  
IN  
OCT  
Room

Mid-adventure, out-of-control  
"soda moments" are the best!

O. Hall of Hell fire

1. sower of fire gems +5 to hit players - (2-12 dm)  
melt and cool on floor 50gp each 10-all together
2. oil on players +5 att
3. "fools," "Go back"
4. -fire-
5. TRAP

Far wall:

Large silver Dabble doors, green hinges, 2 ~~4~~<sup>4</sup> Gold ring knockers, if touched they begin to cry, and speak "Take these rings as cuffs for kings"



P Room of great gain

Large gem 1,000gp  
Removable by hand only

when touched 30<sup>(1-10 spikes)</sup> +5 into room & corridor  
magically directed to target

Q Hot foot Hall (1-4 pts dam/turn touched)

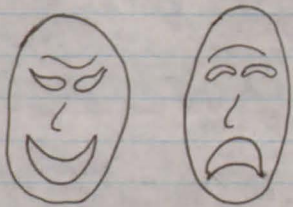
R Rotting Room - far wall covered with rot grubs if fire balls, or other explosives used room collapses (Room is dark)



"Hey kids! The pizza's here!"

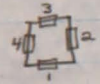
### S. Hall of the play

drama faces facing door



eyes-glowing green if touched attacks with tongs as Roper and laughs	eyes-glowing dark blue "The sorrow of man shall fall greatly upon you" count to 5 on 5 fire fills corridor 1-10pts dam.
---	--

### T The "4" doors of death



1. CORODOOR
2. Door of the Dragon  
Red Dragon painted on far wall  
pot in front of ~~the~~ it (ACID)
3. Door of Nothingsness  
Black Behind door  
50' fall to Acid
4. Nothings behind door Butshort room

U. Waters Warf 15' base over water (Not lying  
or Leeching in  
room)  
5 planks 1 every 3'



Observe the unholy aftermath!

ARGH

V. "DEATH'S DOOR" - <sup>MORGUE</sup>(MORTUARY) in fresh blood

clean white room with 3 rows of 6

TRIPSAECROSS CENTER OF ROOM

- 1 1 - PASSAGE
- 1 2 - CORPSE (plague) Fighter 1<sup>st</sup> lev
- 1 3 - CORPSE MU. 2<sup>nd</sup> lev
- 2 1 - Corpse cleric 1<sup>st</sup>
- 2 2 - Deep frozen evil M.U.
- 2 3 - empty
- 3 1 - "
- 3 2 - "
- 3 3 - coils of rope (strangulation)
- 4 1 - 1/2 gas
- 4 2 - corpse cleric 4<sup>th</sup> (evil)
- 4 3 - wand ultra-cold - 10ch 10dlc
- 5 1 - CRYSTAL BALL - contact poison
- 5 2 - CORPSE (plague)
- 5 3 - empty
- 6 1 - "
- 6 2 - corpse (plague)
- 6 3 - PASSAGE

VI. stakelines with sad tubes TRAP PASSAGE LEV. 2.

Those early games and hand-made modules ended up inspiring some of the initial "pre-Ultima" fiction, such as...



PM  
PIRHT-4TERRA MP

A F t X M t



T F M M  
MP  
M F F t  
F t X  
4 R 4 R I F

BA  
R I X P A R X  
F M M t  
X F R R I M t

Behold! Book I of the  
Tales of Mondain...

Book I

Richard  
Garnott

PRB

Here is  
the story of the village of Moon  
and the creation of the world Sosaria. ~~This~~  
~~these~~ <sup>is</sup> are the only written history remaining  
from the first year of ~~Lord~~ British,  
immortal twenty sixth level wizard,  
ruler of Sosaria.

Before men ~~and~~ <sup>elves</sup> ~~and~~ <sup>dwarves</sup> ~~and~~ <sup>creatures</sup>  
the many other ~~animals~~ of Sosaria  
the ~~history~~ fate of all the races was  
decreed in the heavens and shall remain  
so until the end of time.

Thus begins the story of Moon,  
first area inhabited by ~~all~~ the old  
children and men alike, <sup>(name)</sup>, first  
~~king~~ <sup>leader</sup> of the province of the  
stars, as it is known now, first proud  
~~himself~~ by recovering the  
great <sup>power of</sup> ~~the~~ <sup>king</sup> from Mondain first known  
dark lord of all the earth Sosaria.

Zone

Book I - ch I

The stories tell that Mondain  
was originally a major influence  
in the building of <sup>the</sup> village of moon.

And thus caused many dungeons,  
~~and~~ pits and torture devices to be set  
deep under the earth throughout  
the province of the stars. But when  
the good and truly wise peoples  
of Moon found out the plans that  
~~mondain~~ had of war and  
hatred they banished him from  
Moon and the Province of the Stars.  
But Mondain's wrath ~~was~~ was not  
so easily daunted ~~for he~~ <sup>he</sup> ~~tried~~  
and he swore to return someday  
and reclaim his dungeons and devices.  
From moon he and 4 followers  
departed for the island of <sup>Deagan</sup>  
spreading chaos <sup>where</sup> ~~the~~ <sup>throughout</sup> ~~the~~ <sup>land</sup> causing  
mutations in ~~beasts~~ <sup>beasts</sup> and ~~flora~~ <sup>flora</sup> alike.  
until he came into the province of  
~~the~~ where he met a foe to strong  
for his early powers ~~to~~

st 17  
may 15  
jun 14  
jul 12  
aug 16  
sep 15

flora  
fauna

CH-II

One day early in the morning he & his company  
~~with~~ of followers, which had expanded  
to 9, was attempting to ~~over~~

Hats off to H. Beam Piper!  
A credit for Fuzzies where credit is due...

a small ~~plunder~~ were ~~stealing~~ preparing to ~~attack~~ a small town of creatures they could not ~~not~~ recognize. these small creatures <sup>were</sup> covered with <sup>armor</sup> <sup>carrying</sup> halberds <sup>with</sup> seemed an easy foe for the growing power of Mondain. Little did he know that these were creatures <sup>of</sup> <sup>tales</sup> <sup>the</sup> more those spoken of in tales, the kind hearted Fuzzies, whom the heavens have named <sup>as</sup> the <sup>angel</sup> <sup>rule</sup> <sup>rule</sup> creatures divine race to <sup>with</sup> men and elves <sup>chosen</sup> not for their intelligence but for <sup>or</sup> <sup>vision</sup> <sup>their</sup> kindness and wisdom. <sup>that</sup> <sup>which</sup> is usage <sup>to</sup> <sup>ord</sup> <sup>the</sup> <sup>men</sup> <sup>of</sup> <sup>the</sup> <sup>north</sup> <sup>and</sup> <sup>the</sup> <sup>wrath</sup> <sup>of</sup> <sup>the</sup> <sup>Heavens</sup> <sup>will</sup> <sup>fall</sup> <sup>on</sup> <sup>the</sup> <sup>who</sup> <sup>attempts</sup> <sup>to</sup> <sup>harm</sup> <sup>these</sup> <sup>creatures</sup>. <sup>For</sup> <sup>the</sup> <sup>first</sup> <sup>time</sup> <sup>Mondain</sup> <sup>Mondain's</sup> <sup>plot</sup> <sup>was</sup> <sup>to</sup> <sup>first</sup> <sup>toy</sup> <sup>with</sup> <sup>these</sup> <sup>little</sup> <sup>creatures</sup> and then, with a song of power, to charm and take over these

apparently unintelligent creatures. He ~~the~~ first cast a spell of concealment upon himself and his followers ~~that~~ that they could then ~~see~~ travel <sup>un</sup> <sup>undetected</sup> <sup>when</sup> they <sup>moved</sup> down the slope of the hill, unseen, into the center of town ~~at~~ He chose the ~~best~~ time to start his song when a large group ~~of~~ <sup>of</sup> <sup>more</sup> <sup>important</sup> <sup>traders</sup> <sup>and</sup> <sup>burghers</sup> were in the square. He <sup>his</sup> song, a song of gold and wealth, of power and cunning, and all treasures hoarded <sup>and</sup> the fuzzies stopped in bewilderment <sup>at</sup> <sup>the</sup> <sup>enchanting</sup> <sup>song</sup> <sup>coming</sup> <sup>from</sup> <sup>nowhere</sup> <sup>stopped</sup> <sup>by</sup> <sup>no</sup> <sup>walls</sup> <sup>piercing</sup> <sup>all</sup> <sup>walls</sup> <sup>and</sup> <sup>carried</sup> <sup>wafting</sup> <sup>to</sup> <sup>all</sup> <sup>parts</sup> <sup>of</sup> <sup>the</sup> <sup>burghes</sup> <sup>in</sup> <sup>town</sup> <sup>the</sup> <sup>village</sup> <sup>and</sup> <sup>at</sup> <sup>first</sup> <sup>they</sup> <sup>all</sup> <sup>were</sup> <sup>taken</sup> <sup>so</sup> <sup>Mondain</sup> <sup>changed</sup> <sup>his</sup> <sup>song</sup> <sup>to</sup> <sup>one</sup> <sup>of</sup> <sup>denigration</sup> <sup>and</sup> <sup>deceit</sup> <sup>concealment</sup> <sup>and</sup> <sup>falsehoods</sup> <sup>treachery</sup> <sup>and</sup> <sup>torture</sup>. With this change of song there became a change in the heart of the fuzzies. Being

Luckily the sadness wasn't "everlasting"  
after all... Thanks Shamino!

-CA-3-

lowly good creatures  
the kind hearted creatures that  
they were, most could not  
~~stand~~ <sup>hear</sup> the song though it  
enchanted them. Most fell down  
in a deep slumber, finally  
escaping the ~~awful~~ <sup>horrible</sup> song.  
But a few of the younger less  
hardened fuzzies could not  
resist but were taken completely  
by the songs of Mondain.  
Then Mondain changed his song  
for a third and final time.  
~~and~~ ~~he~~ changed it to a song of  
~~servitude~~ and hopelessness and  
servitude, control and ~~loss~~ submission  
his victory and <sup>their</sup> death. With this  
most of the remaining fuzzies  
were stricken down with ~~everlasting~~ sadness  
but the remaining few were tied  
up and taken to become slaves  
forever to the ~~will~~ <sup>power</sup> of Mondain.

The next morning at day break  
there was a light shower which awoke  
the sleeping fuzzies and eased  
their pains ~~and~~ they noticed someone  
~~going~~ <sup>moving</sup> ~~from~~ <sup>among</sup> ~~the~~ <sup>their</sup>  
fuzzies helping them to awake and ~~to~~ take on  
the burdens of the real world.  
Eventually as they all came to  
their <sup>own</sup> senses they wondered who  
this person could be.

King of all fuzzies questioned  
him he found he was Shamino  
Lord of the outer reaches / leader  
of the ~~most~~ of British

This strong person introduced himself  
as Shamino, Lord of the outer  
reaches, and offered all his powers  
to help them to heal their ~~stricken~~ hearts.  
After the fuzzies related the story  
of their downfall Shamino offered  
all his help to avenge this foe. Then  
the fuzzies realized that about  
10 of their people were missing,  
~~and~~ sorrow entered all of their  
hearts again. Shamino held  
council with <sup>BREMIR</sup> Leader  
with (Suni Pt - Jent) leader

I just loved the change to green ink for  
Chapter 3... But, oops! Pen ran dry...

Bar Thor  
(Great Eagle)

of all good Fuzzies ~~and~~ <sup>for</sup> the  
council, ~~they~~ <sup>it</sup> was decreed  
that they should follow the  
trail of Mondain and hope  
to defeat him before his power  
~~grows~~ <sup>grew</sup> stronger and the return  
of their people ~~became~~ <sup>became</sup> hopeless.  
Shamina, ~~exema~~, and 5 others set  
out that evening on the trail of  
the dark lord. They traveled hard and fast  
into the night, Shamina ~~led~~ <sup>led</sup> on  
~~ORECH~~ <sup>ORECH (Swift Usit)</sup> and each of the fuzzies  
rode upon ~~their~~ <sup>their</sup> hounds that ~~graciously~~  
~~concentrated~~ <sup>concentrated</sup> to bear them on the trail  
~~of Mondain~~. For they too hated the  
dark lord and chose to give their  
lives to the defeat of his power.  
That night they slept out on  
an open field, and in the ~~morning~~ <sup>under</sup>  
they swore an oath to each <sup>The</sup>  
other; ~~to~~ <sup>stars</sup> each to battle the  
wrath of Mondain for the rest  
of their mortal lives, ~~and to~~  
~~help~~ <sup>help</sup> ~~against~~ <sup>against</sup> the ~~cause~~ <sup>cause</sup> hauling  
only when the rest of the earth  
was in dire need of leadership.

~~Further~~ <sup>Further</sup> ~~more~~ <sup>more</sup> battle other ~~common~~ <sup>common</sup> foes  
of men and beast when they  
again, their descendants shall join  
together and once again shall take  
this oath and forever shall this be.

-CH-4-

With the next days riding,  
they found no difficulty in  
trailing the dark lord for his  
corruption could be seen  
in plants and beasts as they  
went. And Mondain suspecting  
to be followed set many traps  
most of which were easily  
~~avoided~~ <sup>avoided</sup>, then intentionally tripped  
and removed to prevent further  
~~harm~~ <sup>harm</sup> to other creatures of Esaria.  
By the end of the second ~~day~~ <sup>day</sup>  
they could tell that they ~~could~~ <sup>they</sup>  
not be too far behind ~~on~~  
the ~~trail~~ <sup>trail</sup> his trail. That night  
they slept on the edge of a small  
forest with a cool breeze and  
they all had a peaceful <sup>the</sup> best  
sleep they were likely to ~~find~~ <sup>find</sup> on the near future.

Just pretend this page is a "Mad Libs" product,  
and fill in the blanks with creative gems!

When dawn broke the next morning  
they were shocked to find that  
one of the hounds was gone, so  
Shomin ~~and~~, ~~an~~ ~~two~~  
of the younger hounds, went out  
in search of ~~it~~ ~~and~~ ~~they~~  
them returning with a large assortment  
of berries and herbs to help season the  
breakfast. After they had a good,  
although a bit rushed breakfast,  
they started out ~~again~~ ~~on~~ ~~the~~ ~~same~~ trail  
of the dark lord Mondain.

They traveled quickly in the  
cool morning breeze and their  
hearts were lifted as they prepared  
for battle discarding all extra  
weight they felt would not  
be necessary. Each of them  
felt that this could be their  
final battle and would pass  
on into the next world. But this  
~~they~~ also did not daunt them for  
none feared death and would  
rather ride to their death in battle  
than sit and die of old age.

De 26/6

After an hour riding they  
~~so~~ came to the top of a hill and  
as they looked down into  
the valley they saw many  
dark figures moving under  
a dark mist. Although none  
could truly see the figures  
dread fell <sup>suddenly</sup> on some  
of the lesser mills. Mondain  
sensing their presence halted  
stopped his company for a moment  
turned and let out a piercing  
yell which echoed for hours  
and caused all small animals in  
the forest to run and hide  
for nearly three days. Still  
the majority of Shomin's company  
remained stern, and after  
communication a hasty battle plan  
they flew down the hill into  
open battle.

ERE TUR  
Lonely LORD

OUR DAIN  
Hunted men  
Party



As they approached their dark  
lord they could feel his power  
about him. Although Shomiro's  
leadership was strong  
some of the hounds fell  
back from the line. Eretur,  
leader of hounds, held fast  
by the side of Shomiro, bearing  
BREMIR, lord of buggies, and  
they were the only ones in the  
party to actually do battle with  
Mondain himself. The rest  
of the party upon entering  
the grey mist were  
taken to battle Mondain's  
engaged in battle with Mondain's  
emissaries. Mondain's forces,  
consisting mainly of evil  
clerics of only little true  
power, were strong by the arts  
of their dark lord. Each of  
the Dardain, as the 9 evil men  
are now known engaged in  
battle with a strength and

"The Languages of Tolkien's  
Middle-Earth"; name creator supreme!

Persivering matched by ~~no~~  
~~no~~ ~~not~~ ~~man~~ none that had  
then lived. For the will of Mondain  
ate at their hearts and minds.

CH-5-

Although the 5 fuggies  
were strong and powerful  
Mondain's emissaries were  
still as strong or better.  
With the aid of the hounds  
the fuggies managed to to  
hold their position but  
never advancing or gaining.  
One by one the fuggies grew  
tired and fell from the line  
leaving fewer to do the  
work of more.

Shomiro, Bremire, Eretur, and  
Celemir (silver Jewl), Shomiro's stead  
approached the dark lord  
with power and vengeance  
in their hearts.

Hiv Lord

Pind  
ring

BLstar

Jurel

Plome

mir

Jewl

eye

Snuff

Celal

Rumis

Cele

glow



I love how the black pen seems to fail mid-sentence, but did you catch the paper change a few pages back?

✓  
Although the dark lord was not truly daunted he had not planned on any to penetrate his wall of emissaries. Thus taken by surprise Mordain's power was limited and he could not withdraw power from his front line fast enough.

ELDVRL  
5 for flame

While Mordain withdrew power from his emissaries the fuzzies had a new hope. With this new hope in their hearts the fuzzies flew back into flight with a new life and power. Mordain's emissaries were daunted and their fear and ~~inconsistency~~ <sup>this consciousness</sup> ~~from~~ <sup>caused by</sup> the lack of leadership by their lord caused each to be stretched down with fear and each turned and fled from the wrath of the fuzzies.

✓  
Shomiro in his wrath came down hard onto Mordain and when the magical powers of good and evil became intertwined together both were ~~negated~~ virtually negated. As each strove to out power the ~~best~~ other the spells and powers that were unleashed upon the world were ~~so~~ great and many. Under the best. Within a matter of seconds the ground began to shake and crumble, shift and mutate. Realizing the fate that he may be doomed Mordain collected his powers ~~to try~~ for one last valiant attack effort. All at once to the dismay of Shomiro had his company Mordain managed to speak a spell of self removal

I just imagine the teacher breaking down and weeping at all this red ink...

and disappeared from the sight and touch of ~~Mondain~~ Shamina and company.

CH-6-

After the shock of Mondain's disappearance <sup>disappeared</sup> Shamina fell to rest upon the earth and the rest of his companions retired also to rest. When they awoke they noticed the damage that the battle had done to the earth's surface. ~~The~~ Whole mountain range had been formed in that brief moment of power. A range of mountains days or days in length had all been formed in less than ~~ten~~ twelve minutes.

Shamina and his company spent the next few days ~~tracing~~ Mondain's followers and trying

Wow! Truly epic indeed! And to think there are two more books to eventually discover...

~~to~~ to heal the landscape. Although he could not return the hills to their original form he could help smooth their slopes and plant life in the barren soil. Thus the lands ~~was~~ in the province of The Stars on the inner side of the hills became most acclaimed of all of the areas of Solaria in the subject of flora.

CH-7

This ends the story in book I of the history of Solaria with Mondain's whereabouts unknown, each of his 9 followers unaccounted for but with peace continuing in the Province of The Stars for many ~~and~~ undisturbed ages.

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“From my earliest days of high school, the friends I’ve made and the games I’ve played have helped shape my creative endeavors. Even the persona of Lord British himself evolved from a nickname given to me when I met fellow students who were members of the first Dungeons and Dragons group I had the pleasure of gaming with. Inside the pages of this booklet you can get a glimpse of how it all began. That nickname “British” became the basis for my own D&D character. The role-playing experiences I enjoyed with that group of friends fed the urge for me to begin writing my own adventure modules like the one you’ll find inside, and the creative genius of authors such as J. R. R. Tolkien, L. Frank Baum, and C. S. Lewis inspired me to begin telling tales of my own, such as the Story of Mondain. With the wonderful world of computing newly-available at my fingertips, creating games was the next logical step! Aided by my business-savvy brother and artistic mom (who’s excellent painting adorns the cover of this very book), I started an amazing, creative journey that continues to this day. And with the help of a host of incredibly talented people along the way, some of the earliest ideas you’re about to read were transformed into a legacy of games that I hope will continue well into the future. May you enjoy this humorous, nostalgic glimpse into my gloriously-geeky beginnings as a fellow gamer.”

Sincerely yours,  
Richard Garriott  
aka... Lord British

  
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