

# By Order of the Invincible Overlord

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## Valley of the Rood of Parth

### pt.1 DEMONS OF DUNDURN

An eerie silence greeted the dawn at Riverside House the morning after the wedding feast of Arnulf and Gunda. As the day wore on, no signs of life were apparent from the House. Concerned villagers appealed to Oskine at the Feathered Serpent Inn, who gathered some of his guests and set out to investigate. Arriving at the silent portals of Riverside House, Oskine instructed the group of guests to proceed ahead and said he would join them after he had scouted the outside of the House and the surrounding area. The guests crossed the empty threshold to discover . . . . .

This 48 page Universal Fantasy Play Aid is the first in a series detailing the Valley of Rood, the Riverside House, and the Mysterious Rood of Parth. Also included is a 22"x 34" map sheet containing the 4 levels of the Riverside House in 15mm scale.

JG 1140

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IMPERIAL

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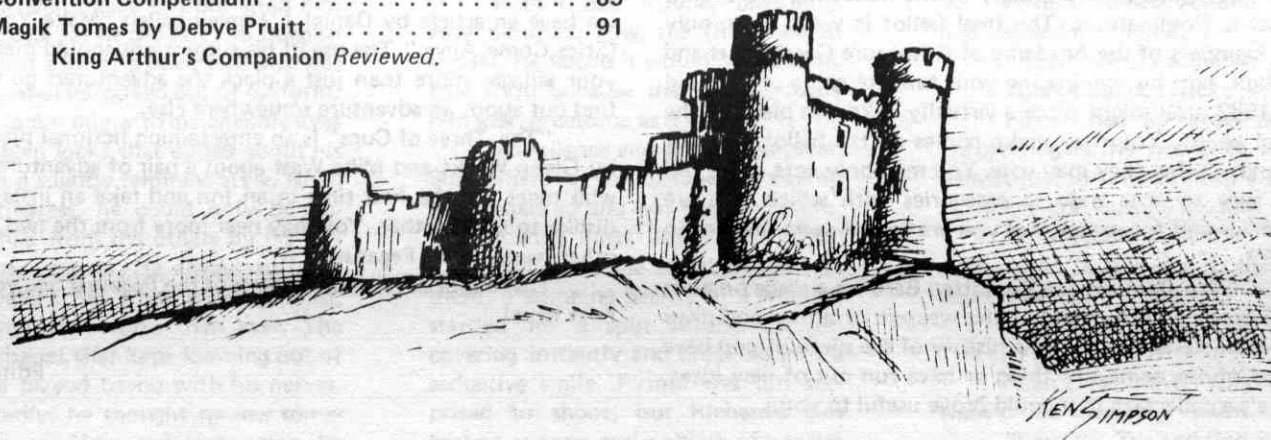
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# HORSE FEATHERS

## Editorial

Hello, Faithful Readers! By the time you are reading this, two new products, **Kelandor's Gold** and **Jungle of Lost Souls** will have been released from Judges Guild, and several more are in the composing department, most notably **City State of Tarantis**, which we hope will be well received by you gamers.

I apologize for the delay in getting out issue 10 of the **Pegasus**. With the cutbacks in our production staff, Bob and I just can't get everything done and out as we once did. We look forward to an improvement in the economy so things can get back to normal, but, in the meantime, we will do our best to get the **Pegasus** to you on time. I hope you will be patient. To anybody who has sent in fiction, general articles, or reviews, we have a new editor for that material. His name is Mike Madden, and he will be the managing editor. I will still continue my position as Editor in Chief, but I won't have to write as many letters as I once did, giving me time for other mischief, such as writing **City States**.

Despite the delays, we have a varied **Pegasus** for you which I think you will find enjoyable. First, we have an excellent fictional piece by Jan Bee Landman of the **Netterlands** entitled "This Realm of Savagery." This gripping tale is in two parts (and we have the other part) and will be continued in issue 12.

In issue 6 of the **Pegasus**, we had an article by Paul Elkmann about rules for the game, **Kaissa** from the **Gor** series by John Norman. After its publication, I received a phone call from Jeffrey J. Shaffer, who had developed the game many years ago and had it copyrighted. He asked if he could write a cover letter and send us a copy of the rules to be published in the **Pegasus**. Of course, I said that would be great, so, on page 10, we have the complete rules to **Kaissa, the Game**.

Also included is a copy of the ballot for the Origins Awards Nominations. The final ballot is voted upon only by members of the Academy of Adventure Gaming Art and Design, but, by nominating your favorite game or play aid of 1982, you might place a virtually unknown piece on the final ballot. You may make copies of the ballot for your friends so that they may vote. You may only vote once, and be sure to vote only in categories with which you are familiar and for games that you are certain were released in 1982.

"The Book of the Forgotten Bard" is a piece on arms and armor which describes the weapon or armor and gives its characteristics and some history of the piece. If you have tired of the same old thing or have run out of new ideas, here's a collection that could prove useful to you.

"Hanging Out in the City State" is the second part of a six-part history of the Lands of the City States, the City State of the Invincible Overlord, and the City State of the World Emperor. We may have to include the history of the City State of Tarantis at a later date after the product has been released to make this history truly comprehensive.

"Crypt of the Living Dead" is a **Melee/Wizard** adventure. The evil Wizard, Anarchia, has stolen the fabled Crystal Skull from the King's castle. As Anarchia flees to the Dark Mountains, a stout group of adventurers assembles to return the artifact to its owner. Treasure and magic go to those brave enough to dare the wrath of Anarchia and return the Skull to the King.

Some of you may be old enough to recognize the title of Kim Kanitz's article, "As the World Turns," from an old television soap opera. Don't let the title fool you! The article is an alternate calendar to add to your fantasy campaign.

The installment for this issue, "Rumors at the Wayfarer's Inn" could be three or four adventures in one. It is designed by the staff of Judges Guild to provide several avenues of adventure, as well as a complete description of one of the Inns in the City State of the Invincible Overlord!

"Rolling Against Attributes in AD&D", an article by one of our regular contributors, "Mad" Roy Cram, is a system for using the attribute rolls in **AD&D** to allow greater flexibility and more realistic variety in game situations. We think you will find it very useful.

We also have a very informative article by Paul Deniowski, another of our regular contributors, titled "The Dark Ages." It describes some of the differences between some role-playing games and real life during the Dark Ages, a time in which many role-playing games are set.

"Kag's Joy" is a mini-dungeon designed for **Tunnels and Trolls** by Richard L. Staff. Baron Kag's castle was overrun by a large band of Orcs, and, during the battle, the Baron's daughter was captured and carried away. The Baron could really use a hand in getting his daughter back from the clutches of these evil creatures.

"An Alternative to Services in Traveller" provides another choice to joining the military or becoming a poor, unskilled wanderer on some planet. This **Traveller** article was written by Gerry Matson.

To spice up and enlarge upon the cities and villages encountered by your players during the course of a campaign, we have an article by Daniel J. Henley called "Make Your Cities Come Alive." The use of his suggestions should make your villages more than just a place the adventurers go to find out about an adventure somewhere else.

"The Three of Cups" is an entertaining fictional piece by Glenn Weeks and Mike West about a pair of adventurers who meet for the first time in an Inn and take an instant dislike to one another. You may hear more from the two in other issues of the **Pegasus**.

That about covers the contents of the **Pegasus**! See you next issue!

Editor