



*Kingmaker* created by Eric Jones

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Published by Ludibrium Games  
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## Introduction

A small caravan lumbers down a quiet road; from the outside they appear like any other, traders, or religious pilgrims perhaps. But appearances deceive, for a great secret travels with the humble procession, one that will determine the fate of an entire kingdom. If you intend to face the challenge of Kingmaker *stop reading here!* The following material is intended for the game master's eyes only.

**Preparation for the use of this module:** To play this module requires that you own an original edition or retro-clone fantasy role-playing game such as *Labyrinth Lord*<sup>™</sup> or *OSRIC*<sup>™</sup>. Appendix A offers several pre-generated characters for quick play, potential hirelings, and/or replacements for lost PCs. For your convenience, NPC and monster statistics are noted as follows: **Name** (AC, HD, hp, #AT, D, MV, Save, ML) representing Name (armor

class, hit dice, hit points, attacks per round, damage, movement, save class and level, and morale). Descriptions of the monsters referenced in this module can be found in the above mentioned games and most other popular class and level fantasy role playing games. The appendices provide a group of pre-generated characters for quick-play. Descriptions of a new monster, a new magic item, and a new spell are found there as well, along with optional cut-out tokens for your convenience.

## Background

The faraway *Kingdom of Ambarge* has lost its king. The nobility quakes as foreign armies stir along the borders. The king has but one heir, the crown prince, *Ostalric III*, begotten of the king's fifth consort, the *Queen Aspatia d'Arumbès*. But even as