

SCENARIOS & VARIANTS

CITADEL OF BLOOD

and an Interface to Swords & Sorcery

by Justin Leites

Through this and recent *MOVES* articles, we've been enhancing and moving forward a brand of fantasy adventure gaming that I believe will have a strong position in coming years. For lack of a better term, I'll call the category Non-mastered Character Gaming. It strikes me that fantasy gaming started out from a much less structured base than military gaming and is just now beginning to gather to itself the "gridwork" that allows for controlled development and growth, as is illustrated by this article.

—RAS

The *DeathMaze* system is one of the most innovative FRP systems to appear in some years. Rather than forcing reliance on a gamesmaster to construct a dungeon and guide the party through adventures, *DeathMaze* allows players to participate without any advance preparation and without a guide. The system operates by placing chits that represent rooms and corridors as the party penetrates deeper into the dungeon. The original *DeathMaze*, although its rules may have posed some problems for beginners, was essentially very simple. *Citadel of Blood*, drawing from *DeathMaze* as well as *Swords and Sorcery*, is much more nearly state of the art than its simpler predecessor, and it is capable of challenging even the most advanced FRP gamers.

Swords and Sorcery, upon its publication a few years ago, met with mixed reactions. Some gamers thought it too campy, citing such cute terrain features as the Natilly Woods and the Hill of Avalon and the bad jokes that burden every other paragraph of the rules. This levity is doubly unfortunate, because beneath it all, both the Quest and Army games are exceptionally enjoyable.

One of the major omissions from *Swords and Sorcery* was a body of rules linking the Army and Quest games. A shortage of interesting scenarios further hurt the game. *Citadel of Blood* is similarly deficient in certain areas, namely in providing campaign scenarios and the wherewithal for introducing interparty conflict. As a result of such deficiencies, *Citadel* lacks variety. If a character is successful in his quest for the Hellgate, the player must — in order to continue using that character — quest again for the same object or ignore mirrors, the Hellgate, etc. There is no "campaign" game, no way of travelling in the wilderness. It is the purpose of this article to provide rules for

playing *Swords and Sorcery* and *Citadel of Blood* in one extended campaign game.

The System

The game should be set up as described in Scenario 14 of *Swords and Sorcery*, with one player taking the Free Peoples and the other the Empire. All *Swords and Sorcery* rules should be used, with the exception of reincarnation. Note that both the Army and Quest games should be used, with the following modifications.

The Free Peoples should use quest G, and the Empire should use quest H. X the Unknown will automatically enter the game on the side of the Empire on Game-Turn 18. The Spiders will automatically enter on the side of the Free Peoples on Game-Turn 19. If the Hellgate is taken out of the Citadel, all of X the Unknown's troops are immediately destroyed.

In addition, on every fourth Game-Turn following the removal of the Hellgate, a refugee *replacement* is created for the Free Peoples on hex 0606. In this scenario, the Free Peoples, upon reaching hex 0904, must go through the Citadel using the *Citadel of Blood* rules. The player not questing should perform all die rolls for X and the monsters.

The characters should go immediately to 0606 and transfer their ratings to the *Citadel of Blood* system using Case 4.3 of *Citadel*

and Chart 1 (following). Since Endurance in *Swords and Sorcery* is the same as Wound Points in *Citadel*, all damage taken in either system can be translated to the other (if Gonzo has taken three Endurance Points in *S&S*, he has taken three WP's in *Citadel*).

Note that as many characters as desired may enter the Citadel (eliminate Case 4.1A of *Citadel*). If the Free Peoples player wishes, he may have three "rolled-up" characters (as per Section 46 of *S&S*) appear in any free capital hex on Game-Turn 3. These characters are exactly like *Citadel* Initiates when entering the Citadel. If the characters make their way out of the Citadel, they appear on hex 0606 again, with the Hellgate. Note that Section 17 of *Citadel* is ignored for this scenario. The only way characters may regain Wound Points is to regain them by Case 40.53 of *S&S*.

The Empire player must also enter a "Citadel" of sorts. In order to complete his quest, he must get to hex 3808 and enter Mellanthia's maze. Using *Citadel of Blood* counters, the Empire's characters must quest for Mellanthia's herbs. The following changes from *Citadel* apply.

The mirror counters still lead to the quest object, but instead of X the Unknown and his Demons, Mellanthia and her Spiders are guarding it. See Chart 1 for Mellanthia's ratings. She is with 1D3+2 Spiders, each

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CHART 1: Character Ratings
(for characters not rated in *Citadel*)

Name	WP	MP	RV	CB	Weapons	Weapons Skill	Skill
Coron	7	None	3	6	Sword, Dagger	+2 Sword	+2 HG
Ganab	9	4/3/2	1	3	Dagger	+2 Dagger	+1 DT
J.B. Ruben	9	2/2/2	3	4	Sword, Bow	+1 Bow	+1 HG
Krawn	10	1/1/1	2	4	Sword, Dagger	+1 Sword	+1 DT
Mellanthia	12	4/3/2	3	6	Sword, Dagger	+1 Sword	+1 HG
Glade	10	None	2	4	Sword, Bow	+2 Sword	+2 HG
Gonzo	6	1/2/3	2	2	Axe, Dagger	+1 Axe	+1 HG
Gundarchsn	7	None	2	4	Sword, Bow	+2 Sword	+1 HG
Tarnkap	7	2/2/2	2	4	Dagger	+1 Dagger	+2 NG
Tallerren	9	None	2	5	Sword, Dagger	+1 Sword	+2 NG
Tim	6	5/4/3	3	0	Dagger	None	+2 NG
Ahazredit	7	3/4/5	3	3	Hammer	None	+1 DT
Zarko	7	None	1	3	Hammer	+1 Hammer	+1 DT

NG: Negotiation; HG: Hellgate; DT: Detrap. Note that all characters carry 100 Gold Marks with them into the Citadel.

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Citadel of Blood [continued from page 25]

CHART 2: Wandering Monster Table

FIRST DIE	Second Die		
	1-2	3-4	5-6
1	Evil Hero	1D3 Mages	Chimera
2	1 x Spider*	Gargoyle	Medusa
3	Troll	Vampire	1D3 + 2 Harpies
4	Wight	Hydra	1D3 Spiders*
5-6	Mold*	Slime*	Wraith

NEW RATINGS

***Spider:** 1 + 3 Wound Points; 3 Combat Bonus; 7 Negotiation.

***Mold:** 1 Wound Point; Special attack; no Negotiation.

***Slime:** 4 Wound Points; Special attack; no Negotiation.

SUMMARY 1:

Talisman of Orb Effects in Citadel

Lightning Lord: +2 Combat Bonus; may cast one lightning spell per visit to the Citadel at no cost.

Kravensbane: +1 Combat Bonus; +3 Wound Points; one spell cast at no cost inside the Citadel.

Silver: +1 Dagger; first spell cast inside Citadel has cost reduced by 1 Wound Point.

Retaliator: +1 Magic Resistance (+3 if held by Paladin); +3 Combat Bonus; +3 Wound Points.

Staff of Sandoval: Allows four Blast spells to be cast at no cost in Citadel.

Black Hand of Death: +2 Combat Bonus; +2 Wound Points.

having 4 Wound Points (add for the level, though) and a Combat Bonus of 5. Also, replace Citadel Chart 8.3 with Chart 2 (left).

Slimes and Molds do not attack; however, they block all doorways and, every time they are hit, a weapons check is made. If a 1, 2, or 3 is rolled on a six-sided die, the weapon striking the creature is destroyed.

If Mellanthia's herbs are taken out of the castle, all her troops are destroyed. Victory is evaluated for both Quests and for the Army game.

My thanks to Matthew Ruff for teaching me to play S&S, and to Scott Laiken for coming up with the ideas for the Spiders. ■ ■

Origins '80 TimeTripper Winners

Congratulations to Team Bravo: Tibor Vari, Alan Chiras, George Valaitis, Scott Weininger, Jim Wallington... winners of SPI's *TimeTripper* Tournament at Origins '80.