

Notes on AD&D Modules at Various Win Games

This is all based on notes from Michael Hopper who decided to collect this material 30 years ago and tried to understand it. I have done minimal editing to this material. (Oliver Bernuetz)

Chronology

Win3 (1982) Castle Ston by Jeff - I have all 3 parts

Win4 (1983) Lair of the Black Titan by Jeff - parts 1 and 2. There were only the 2 rounds. I won that year and there was no 3rd round.

Win5 (1984), all by Michael

- R1 - P'Orc Cheops Hill
- R2 - The Ogre Sanction
- R3 - Ragnarok (I likely threw this one out)

Win6 (1985)

- ~~-R1- by Oliver, a Cthulhu module~~
- ~~-R2 (R1) - by Jeff, the Famous Five + 1~~
- ~~-R3 (R2) - by Jeff, The Return of the Black Hand~~

I believe I have Jeff's 5 modules.

Win7 (1986)

- R1 - by Darryl - something to do with a sphinx in a desert
- R2 - by Darryl - an underwater vampire Ixicatl or whatever the spelling is as I recall my friends and I winning the team in Win 4, 6 and 7. Jeff or Darryl told me to quit playing and help after that.
- R3 - by Oliver - I cannot recall details but something to do with being in Limbo I think.

I did not attend for work/family reasons. The notes I passed to you previously were based on a conversation I had with Darryl Adam back in 1991-1992. Darryl was speculating that you wrote a Cthulhu module (in 1991 he speculated) but since I did not play that year the likelihood is if you wrote one, you wrote it for Call of Cthulhu and there were only 2 rounds for Win-games VI - those provided by Jeff. My recommendation is to list Jeff's as R1 and R2 and remove any reference to stuff you neither have or even remember writing that year.

Win8 (1987) by Michael

- R1 - Marsh or Die
- R2 - Rien Bien Feu, Rien Bien Fou
- R3 - The Magnificent Seven (Dwarves)

Win9 (1999) by Michael

- R1 - Little Big Horn
- R2 - Apocalypse Drow
- R3 - Lair of the Black Titan II

I don't have any of yours or Darryl's but I do have Jeff's and most of mine.

I have been spending my downtime over the last couple of days reading AD&D modules, nostalgia... It appears I may have copies of 18 different modules. I vaguely recalling asking Jeff one night (by phone) if I could read his, may have wanted to run some for a group in Transcona, but Darryl picked them up and dropped them off with me. Jeff started a world tour right after that and these things have been languishing in a box since about 1990. 32 years later I do NOT dare tell my wife I am reviewing stuff not seen for 32 years or she will insist on purging more.

- Wingames III (rounds 1-2-3 entitled Castle Ston) all three by Jeff Neufeld
- Wingames IV (rounds 1-2 entitled Lair of the Black Titan) both by Jeff Neufeld
- Wingames V (round 1 entitled P'Orc Cheops Hill; round 2 entitled The Ogre Sanction) both by Michael Hopper (I threw out my round 3 Ragnarok long ago)
- Wingames VI (round 1 = I do not have but a conversation with Darryl 35+ years ago wherein he stated he thought Oliver wrote it and it had a main Cthulhu baddie; round 2 = The Famous Five + 1; round 3 = The Return of the Black Hand) - round 2 and 3 by Jeff Neufeld
- Wingames VII (I do not have but I had notes from Darryl and myself, as follows:)
 - - - R1 - by Darryl - something to do with a sphinx in a desert. NOTE: I vaguely recall a riddle contest of some sort and my Chinese friend Wayne eventually stumped Darryll with "what is yellow and lives off of dead beetles?" The answer was Yoko Ono.
 - - R2 - by Darryl - an underwater vampire Ixixachitl or whatever the spelling is as I recall my friends and I winning the team event in 7. Darryll told me to quit playing and help after that. He also said the one difference between our group and other groups is when we entered the underwater cavern the other 5 groups rushed into a combat and I stopped and looked up to see the bugger hovering over the soon-to-be-arena of melee so we were not surprised like the other groups.
 - - R3 - by Oliver - I cannot recall details but something to do with being in Limbo I think. I do not even know if Oliver wrote such or it was speculation by Darryll
- Wingames VIII (round 1 entitled Marsh or Die; round 2 entitled Rien Bien Feu, Rien Bien Fou; round 3 entitled The Magnificent Seven) all by Michael Hopper. NOTE: Henry ran the 3rd round with Snow White and the Seven Dwarves at first level. (1987)
- Wingames IX (round 1 entitled Little Big Horn; round 2 entitled Apocalypse Drow; round 3 entitled Lair of the Black Titan II) all by Michael Hopper (1988)

As well, I found a couple of Monty Haul Dungeons. While the last couple of years (Wingames VIII and IX) had dates on the scenario writeups, I am not certain on the Monty Haul Dungeons. I have skim read:

1. **Kalgre Wraithlord** by Jeff Neufeld - super lich on the negative plane
2. **Cthulhu Dawn** by Michael Hopper
3. **The House of the Rising Sun** by Michael Hopper (Jeff wrote an introductory piece for it - 3 differently aligned parties of 20th level characters attacking / invading Demogorgon's fortress on the astral plane - reality is most of the 27 players just wanted to kill each other.

I may have other stuff yet, but am pretty confident I do not have anything written by Darryll, Neil or others. I will be passing Jeff's stuff to Oliver in the near future and will sort my own crap before sending such to Oliver as well.

Castle Ston Part 1

NOTES:

1. The paper copy I have is not an original handwritten copy by Jeff. I have no doubt that it is Jeff's handwriting but it appears I have a photocopy that was used by one of the DMs at Wingames III. I.e. when you look at the character sheets there are hits on various characters so the DM collected the sheets and this is the copy lent to me.
2. I did a quick scan of the map and various rooms.
3.
 - o There does not appear to be a room 9 on the map or in the writeup.
 - o Page 11 of the pdfs is labelled as page 12. This makes me think Jeff threw a page out that had notes for "#9" or it was omitted from my copy. However, since #9 is not on the map either I do not think the DM lost a page.

It is also possible that the first map is likely page 2, and precedes the writeups pertaining to all of the rooms on the first map, which would mean page 11 of the pdf would be renumbered as page 12 and match the "12" noted on the top right of the page.

- o Room 15, in the writeup, is not labelled on the map but there is a big chamber on the map that would be the obvious room 15. Whether Jeff chooses to update his map to match the writeup or not is his prerogative. I have purposely avoided any updates or notations to his material out of respect for copyright and ownership.
4. I noted that there appears to be a 1995 date on the two map pages, but this would be some 10ish years after the modules were run. Whether the maps were re-drawn before I received a copy (not likely) is only something that Jeff would likely recall. I do not recall

gaming with Darryl in the late 90s and am quite confident that he lent stuff to me back in 1990-1991 at the latest.

5. I am curious if the character sheets from Castle Ston's R1-R2-R3 were re-used for "The Lair of the Black Titan" R1-R2 but will await Oliver's discovery at some future time.

Castle Ston Variant

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Castle Ston Round 2

Wingames III - round 2 - getting to the dwarves to make the plea for rescue/reinforcements, is attached for your consideration.

NOTES:

1. Unlike the one-off modules that stand (or die) on their own, this particular module is dependent on familiarity with the round 1 module. It was not clear to me as a skim read, that the party starts at the lake, with a raft, and must cross the lake before either circling back through mountains, sveltd, jungle, marsh etc. to head north toward the dwarven caves/colony.
2. Another thought I had, which primarily pertains to Wingames III - Castle Ston round 2, as well as Lair of the Black Titan round 2, is whether all characters start at full strength with a full set of spells, potions etc. that were previously listed on their character sheets. Please keep in mind that 144 players each year, 6 groups of 6 players each on Friday evening, 6 groups of 6 players each on Saturday morning, 6 groups of 6 players each on Saturday afternoon, and 6 groups of 6 players each on Saturday evening) resulted in 4 groups advancing to round 2 on Sunday morning. In addition, from my recollection, the DMs had opportunities to create one or two new ad hoc groups of 6 players each, to also play on Sunday morning in round 2.

The point is that questions will come up from any person reading the archival material, and then wishing to try running the module(s), as to whether any player characters start round 2 with damage, loss of spells or loss of potions/scrolls etc. For clarification and sustainability my thought and recommendation is that Jeff take this into consideration and possibly add an introductory guide page to running round 2 of each module he wrote.

i.e. While it is not a critique or intended in any disrespectful way, Jeff may want to add an introductory page (post mortem) for any future reference as a stand alone module. At the time the modules were run by the U. of Manitoba Gaming Club, a number of additional DMs were available and conferred on how they would treat round 2, with the original author (never duplicated - the one and only Jeff!) available to offer guidance on his designs!).

3. Whew - I think I am done (with Jeff's stuff). I will sign off now and leave the e-versions of everything I had for Jeff's (and Oliver's) consideration. It is time to either take a nap or do my mother-in-law's stuff.

The Lair of the Black Titan Round 2

NOTE:

1. The first 5 scanned pages are from Round 1, but are referred to throughout Round 2 so I duplicated them for continuity and clarity.
2. I am not sure I have or ever had copies of the player's character sheets for either Round 1 or Round 2. If the character sheets from Wingames III were reused then I do have a copy of those and can send such.

I would ask that Oliver check his paper copy he previously indicated he thought he had, to see if the character sheets are included. I would love to see such too please.

3. I will get to the Wingames III modules and scan such in the near future. After 32-35 years absence I am hoping a couple more days or weeks will not be any additional imposition. Honestly I did not realise I have Wingames III (perhaps the only surviving copy), Wingames VI or Kalgre Wraithlord.

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The Famous Five and One

Notes/Thoughts

1. It appears from having 2.5 copies of this module in paper format in a folder, that the party has 3 Locathah clerics and 3 Locathah magic users of identical statistics.

2. I had previous notes from a conversation with Darryl regarding Wingames VII. I have deciphered them incorrectly. It appears I did not attend Wingames VII, and my recollection of one of the modules is completely wrong as it is this module from Wingames VI.
3. I have not copied Jeff on this. You might consider, as a joke, running this or a variant of it on one of your Saturday nights to see if Jeff, Darryl or others remember it at all as you play through it. I might even eavesdrop for giggles.

Wingames VI - Round 2 = The Famous Five And One

Wingames VI - Round 3 - The Return of the Black Hand

I will deal with scans and distribution one Wingames at a time. I plan to actually try these two modules on a group of old friends to see how they play after 30+ years.

Notes/Thoughts:

1. I have dated notes that Jeff wrote two modules for Wingames VI, those being:
 2.
 1. Round 2 = The Famous Five And One (underwater module with Locathah) - this is validated by my memory that Darryl ran my group of friends through round 2 and indicated we won the team event that year because we "looked up" before taking on the vampiric spell casting Ixi and minions in the final grotto, whereas no other team did.
 2. Round 3 = The Return of the Black Hand
3. Because of my confidence that Jeff's two modules ("The Famous Five And One" and "The Return of the Black Hand") were run Sunday morning and Sunday afternoon in 1985, Jeff likely did not have someone else running "Kalgre Wraithlord" at Wingames VI.
4. I did not play in Kalgre Wraithlord, but speculate Jeff (and others?) came up with the idea of running a Monty Haul dungeon and introduced such at Wingames VII. In hindsight, I do not recall playing in Wingames VII as I subsequently asked Darryl what the modules were, were like etc. and made some cryptic (nowadays) brief note on the theme for each module before writing the six (6) modules for Wingames VIII and Wingames IX, including dating such as 1987 and 1988 respectively.
5. Please consult Jeff's memory on this as to whether he ran this module or had someone else run such. He may have only done writing for Wingames VI and therefore my speculation would be wrong if someone else ran it concurrently with the finals on Sunday afternoon.
6. Darryl and I did some gaming together, albeit briefly, in 1990-1991 using The Sword and the Flame and colonial figures. It was most likely at that time (I got married in 89) that I asked him about the modules for the year I missed, and also asked if he could lend me his copy or borrow Jeff's copy of the modules he ran. I asked for anything and everything else as I was writing modules for Wingames that never happened (I still have these too with some bloody awful puns and spoofs).

7. Jeff apparently agreed and lent me some stuff as I found 8 of his modules, and forgot about everything with my wife Yvonne and I building a house in 1994 after starting a family in 1993.
8. Other than the uncertainty as to whether Jeff provided "Kalgre Wraithlord" for Wingames VI or Wingames VII, there are no character sheets included in my copy of the scenario/module. This makes me speculate that players were given an allowance to have a 20th level character, spend 300,000 gold pieces on anything in any certified AD&D book as long as acquisitions did not include artifacts (Machine of Lum the Mad, Eye of Vecna etc.)
9. I provided scanned copies of the following to Oliver to consolidate pages into a single document. As to whether he posts such, accredits Jeff online, and shares with the rest of the Saturday night crew, that is between you (Oliver) and Jeff to discuss.
10. Jeff's inspiration to try something different with "Kalgre Wraithlord" motivated me to write "Cthulhu Dawn" for Wingames VIII and "The House of the Rising Sun" for Wingames IX (forthcoming if Oliver continues to want to see everything from our past that I have access to).

From a quick scan review of this module, which I mentioned I have played in a previous missive, it is not clear to me whether the party requires 3 Locathah clerics and 3 Locathah magic users or 5 of one and 1 of the other.

Respectfully since these modules were run in 1986, over thirty-five (35) years ago, do you have any recollection on how you wanted players to choose their specific Locathah? A couple of my friends whom I gamed with are no longer among the living and I have not freely distributed your stuff to anyone to even dare ask who remembers what they had for breakfast this week let alone played 35-36 years ago.

If you have any clue, let me know please.

The House of the Rising Sun

NOTES:

1. This was my first attempt at a Monty Haul dungeon, the sequel so to speak to Jeff's Kalgre Wraithlord from Wingames VII. This was run in 1987.
2. I had a number of players show up looking to bully others with their "superior experience and knowledge of AD&D" - one even had the audacity to tell a group that he would let the other 8 20th level characters live if they listened to and obeyed his direction during the module. One of the evil party (I ran the evil party through it) did a Time Stop spell on another (my youngest brother) and the rest of the party. While they were all frozen and helpless he pontificated about how many different ways he would and could kill my brother. The only player not impacted by the Time Stop spell was a 20th level antipaladin with an anti magic shell (or two) due to his unholy vorpal sword

etc. Anyway, instead of just slitting my brother's throat and then pulverizing the carcass he declared he would use some 9th level spell so there was no chance of anyone bringing my brother back during the module. I sat impassively, not knowing the details of any character's sheet. Once the spell was cast, the Time Stop spell wore off. The character asked for my brother to hand over his character sheet so he could pick through the loot. I said okay, but first I wanted to see the sheet and did not permit my brother (Patrick) to say anything. BTW, Patrick's friend Ron was role playing in character and did nothing to aid Patrick.

As it turned out Patrick had some gross magic item that absorbed spells cast in range of him and magical attacks and absorbed the 9th level spell directed at him. Realising that the Time Stop had worn off because the (idiot) player had tried to be too intimidating and fancy, it was initiative time. Patrick had +19 (I am making this up) on initiative due to speed factors and other variables, assassin blade and more and by the time the first 136 points of damage had been inflicted on the asshole, and most had saves needing a 20 due to all of the pluses Patrick had as an assassin, the guy was finished. He (the idiot) then spent 5 minutes haranguing all of the other remaining survivors to resurrect him so he could take Patrick on a second time. Instead the other 7 players (including Ron but not including Patrick) decided to ignore him. He left frustrated and the module had not even started. Apparently he spent an entire year designing the perfect character to come back and take Patrick out in Wingames IX. Patrick did not bother showing up, telling me Monty Haul is boring and his assassin had "retired". Ron did not come back for Wingames IX either.

The only other thing I recall is the evil party mostly ignored the dungeon in its entirety and tried to find either of the other parties to engage them in personal combat. Go figure...

3. Oliver - if you are listing credited authorship for each module and Jeff is not part of a witness protection program, then I recommend putting both of our names on this one as a collaboration.
4. The text is somewhat blurred as it was ink on pages that seems to have transposed itself at one time or another so it bleeds through on other pages. I can retype any/all pages at some point if you want a copy with clarity / legibility.
5. I do not know who ran the good or neutral parties through this module at the end of Wingames VIII but suspect Darryl volunteered to run one group. Whether the other was run by yourselves, Doug S, Henry etc. - who bloody knows.