

1. Antemeta - The Copper Key

A chatroom transcript that first appeared in the Hunt Almanac is believed by almost all Gunters to provide the clue to the location of the Copper Key.

DM : It's getting late, is everyone here? Sorry I seem to have misplaced the dice set, but fortunately, I've got these other platonic solids lying around the house which we could use as substitutes.



Piers : Yeah we will need them for the different die rolls we make, I guess these will do for today. Let's get started. We have given you our marching orders.

DM : Okay, so when we last left off, the party was in the middle of the wilderness searching for the location of the key to the first gate... Tough luck this morning, looks like you just stumbled right into a wandering monster whose lair was nearby — and it's a hill giant. Get ready for combat, no surprise by either side, so roll for initiative for your whole group.

Piers : Trent rolls a 6! That's the maximum, guess we get to act first then.

Douglas : Slartibartfast tries to attack the giant first... erm, but a 3 on its to-hit roll is probably a miss right?

DM : That's embarrassing, you almost hurt yourself.

Terry : Allanon the Druid casts a Produce Fire spell directly at the giant.

DM : The giant catches fire. Roll for burn damage.

Terry : It's a 2.

Chris : Well that's kinda lame... Aragorn slashes the giant with his longsword! The giant counts as a large-sized enemy I suppose?

DM : Yes of course, so you can roll using a higher damage potential under the 1st Edition Advanced version of rules we are using.

Chris : Oops, only rolled a 3. But it's still better than the druid fire...

Stephen : Watch and learn from Roland. He swings and slices the giant with his scimitar... for 8 damage!

DM : Okay great job, the giant is shocked by your barrage of fire and melee attacks and retreats from the party. And it seems like you might have found the location of the first key as well.