

DRAGON'S HALL

BY JIM SIMON

Judges Guild



THIS 16 PAGE BOOKLET FEATURES RULES, GUIDELINES, MONSTERS AND MUCH MORE FOR PLAYING EASE. IT CAN BE USED AS A SOLITAIRE DUNGEON OR CAN BE MADE PART OF AN EXISTING CAMPAIGN. A SOLO DUNGEONEER'S DELIGHT!

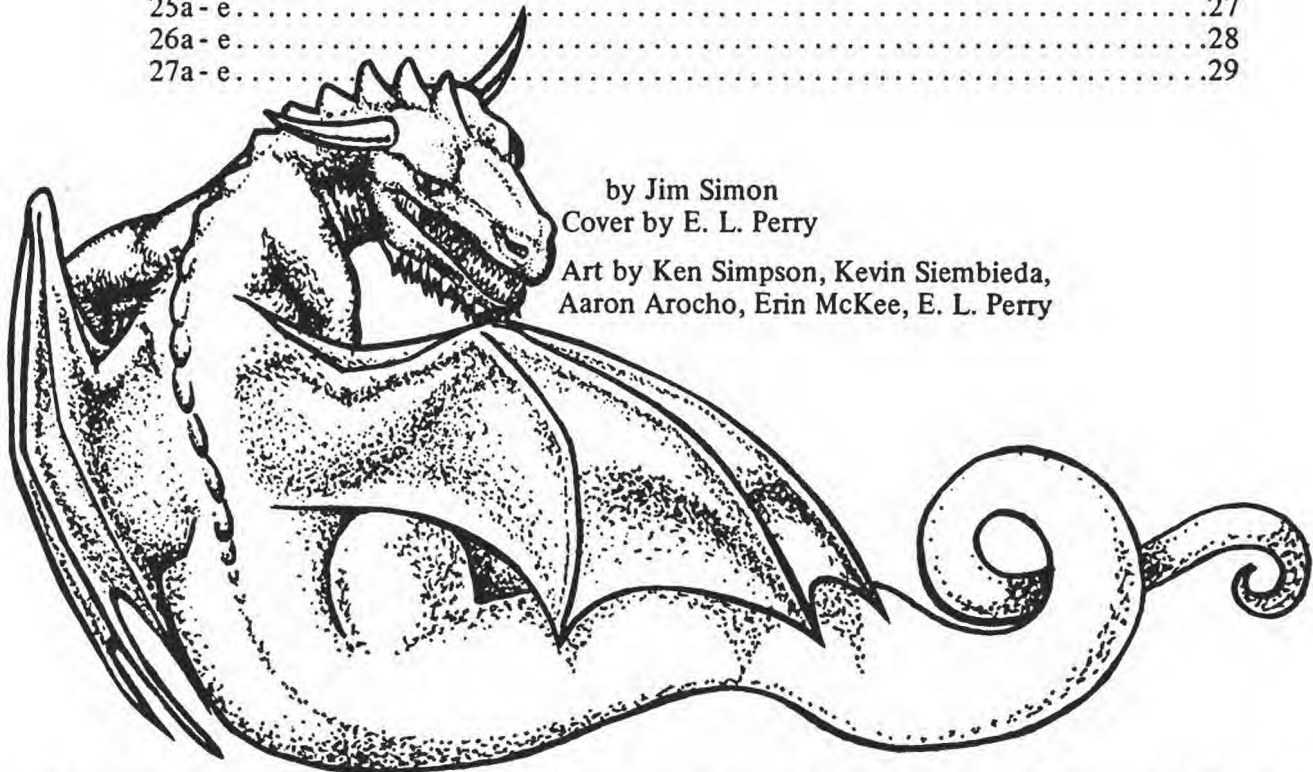
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ADVANCED
DUNGEONS & DRAGONS™

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by Jim Simon
Cover by E. L. Perry

Art by Ken Simpson, Kevin Siembieda,
Aaron Arocho, Erin McKee, E. L. Perry

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DRAGON'S HALL

This dungeon follows in the footsteps of Survival of the Fittest. Like it, it is designed for first and second level characters of all classes. I have made an effort to provide more incentive for players to take Thieves, Clerics, and Magic Users into this dungeon. Of course, to offset this, the monsters are probably deadlier. Dragon's Hall is a solitaire dungeon, but one wherein a party is more likely of success than a single character. Therefore, the dungeon's instructions refer to the party, rather than to a character.

There are places in this dungeon where the player should exercise caution. An important point that many new players miss is that first and second level characters are often overmatched. In Dragon's Hall, excessive bravado will get you killed.

The most important thing to remember is to keep note of where you are. In an effort to discourage looking ahead, and to make recall more difficult, you will usually be told to return to origin. Of course, you need to know where that is. So, make a map, but beware, there are a number of one-way passages.



INSTRUCTIONS FOR RUNNING THE DUNGEON

This module is for 1-4 characters. When parties of more than one are going through, you should multiply all monsters with a number after their titles by the number of Fighters, Theives, and Clerics in your party. Even though there is an increase in the number of monsters faced, and thereby the number of experience points to be earned, there is no increase in the amount of treasure obtained. Groups must decide all actions as groups unless specifically noted otherwise.

Because of the nature of magic and its use, only certain Magic User and Clerical spells are permitted. However, as an exception to normal D&D rules, Magic Users and Clerics can take three spells in with them, even though three may exceed the amount usually permitted, and the spells may not be on the Magic User's Scroll. But, the Magic User has use of these spells only for this dungeon. They are as follows:

Magic User: *Burning Hands, Charm, Sleep, Shield, Shocking Grasp, Magic Missile.*

Illusionist: *Change Self, Color Spray, Wall of Fog, Darkness.*

Cleric: *Bless, Command, Sanctuary, Cure Wounds.*

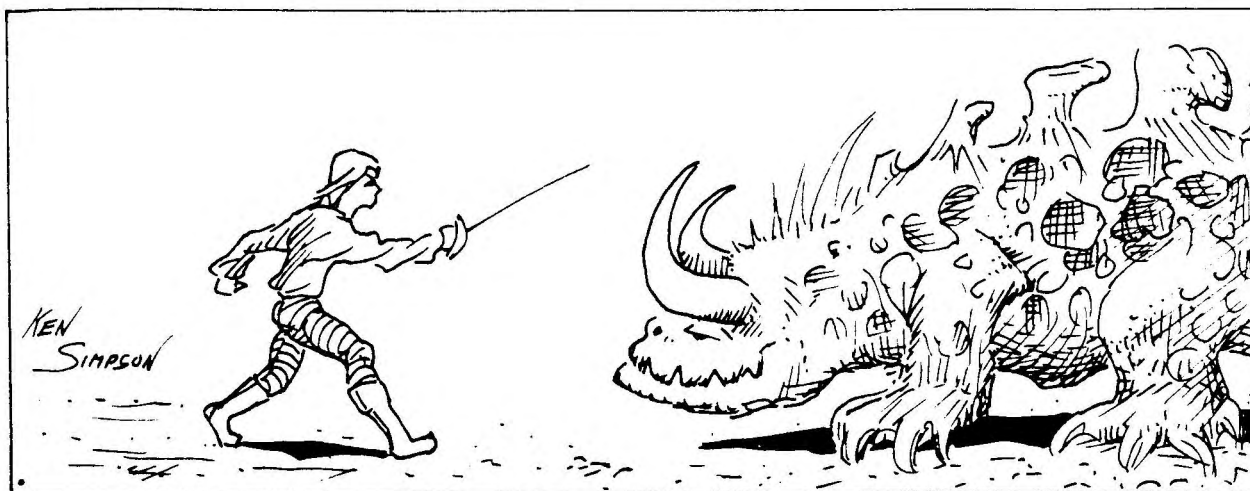
Druid: *Animal Friendship, Invisibility to Animals, Faerie Fire, Shillelagh.*

You must pre-select the spells that you are going to take into the Dragon's Hall. You may only select from the above list of spells; regardless of you level, even though these are all first level spells.

You may cast a *Cure Light Wounds* (if you have one) anytime that you are not engaged in combat. There are places where spells can be relearned, these places will specify that, but may be used only once. Monsters incapacitated by spells are assumed dead, eg. charmed creatures cannot join your party.

Initiative for the first round will always be stated in the instructions. For all subsequent rounds, roll a six-sided die for the party, and one for the monsters. The higher number has the initiative.

You may use missile weapons in this dungeon, but only to a limited extent. If you have the initiative in the first round, you may fire a single missile; receive your opponent's attack, and then counterattack with your usual weapon -- all in the same round. If your opponent has the initiative, you may fire a single missile, and receive his attack at -1 as you are in the act of drawing your usual weapon. Unless you are not engaged, missile weapons may only be used the first round, and then



only one shot is allowed (eg. Magic Users can throw darts each round, if not engaged). Magic takes effect before other combat when you have the initiative. If you do not have the initiative, and the Magic User or Cleric is hit, the spell being prepared is lost. Magic Users and Clerics cannot cast spells while fleeing.

NO MAGIC ITEMS MAY BE BROUGHT INTO THIS DUNGEON.

Flaming oil and Holy Water will work in this dungeon. You must have the necessary items and roll a hit. Oil does 1-3 HP if splashed on a creature, and will burn for 1-3 segments, causing 1 HP per segment. A direct hit does 2-12 HP on the first segment, and burns for one more segment, inflicting a further 1-6 HP damage. Holy Water does 2 HP for a splash, and 2-7 HP if a direct hit is made. Flaming oil does not work against skeletons, ghosts, or other such creatures. Holy Water only works against the Undead. Remember, these items must be ready to be used.

Wandering Monsters always arrive the round that they are rolled.

For parties, determine the order of march, and who will open things found, (secret doors, containers, etc), before you enter.

If you return to a room that you have already visited, you do not refight the monster there. Roll a six-sided die: if a 1 or a 2 results, roll on the Wandering Monster Table to see what has occupied the room. You must defeat the new occupant(s) before you can continue on your way. If a 3-6 results, nothing is there, and you may leave without hinderance.

You receive experience points for all monsters slain, for the performance of certain tasks, and for treasure at a rate of 1 experience point for each Gold Piece of value. You do not receive any experience points for Magic items.

No critical hits, or fumbles are used in this dungeon.

The dungeon is lit, so you will not need torches or lanterns.

No character should be allowed to go through this dungeon again.





Wandering Monster Table

Whenever you are directed to come here and see what Wandering Monster you have encountered, roll two (2) 6-sided dice, and refer to the table below. Multiply Monsters found by all members of your party -- including Magic Users. If you slay the Monsters, then roll to see what treasure they may be carrying, if any. The table below says what type of Monster includes a chance for treasure.

DIE ROLL	MONSTER
2	Warg, AC:=6, 3+3 HD, 20 HP, 2-8 damage. Hits AC:2 on a 14 or higher. No treasure, but player gets 190 experience points. Warg has initiative. No Magic.
3	2 Giant Centipedes, AC:=9, $\frac{1}{4}$ HD, 2 HP, no damage, but Save vs. Poison (8 or higher on a 20-sided die). No treasure, 32 experience points. Centipedes have initiative. No Magic.
4	Large Spider, AC: = 8, 1+1 HD, 7 HP, Hits AC:2 on a 17 or higher. You are poisoned to death if you take 3 hits. Spider has initiative. No treasure. No Magic. 42 experience points.
5	2 Skeletons, AC:=7, 1 HD, 6 HP each, 1-6 damage. No treasure. Player has the initiative. 20 experience points each. To use magic, select spell and go to 15c. To turn, go to 17d.
6	Lizard Man, AC:=5, 2+1 HD, 9 HP, 2-8 damage with Club. Carries 2-12 Platinum Pieces (roll 2 six-sided dice). Player has the initiative. 57 experience points. Hit AC:2 on 14 or higher. To use magic, select spell, and go to 26a.
7	3 Larva, AC:=7, 1 HD, 3 HP each, 2-5 damage. No treasure. Hit AC:2 on a 17 or higher. Player has the initiative. 39 experience points. To use magic, select spell and go to 6b.
8	Berserker, AC:=7, 1 HD, 5 HP, 2-8 damage. Hit AC:2 on 15 or higher. Player has the initiative. No treasure. 50 experience points. To use magic, select spell, and go to 6e.
9	Stirge, AC:=8, 1+1 HD, 5 HP, 1-3 damage, then a 1-4 blood drain each turn after a successful hit (automatic). Hits AC:2 on a 15 or higher. No treasure. The Stirge has the initiative. 46 experience points. No Magic.

- 10 2 Giant Rats, AC:=7, $\frac{1}{2}$ HD, 3 HP each, 1-3 damage. No treasure. Hits AC:2 on 19 or higher. Rats have initiative. No Magic. 20 experience points (10 each).
- 11 Zombie, AC:=8, 2 HD, 10 HP, 1-8 damage. Hits AC:2 on a 14 or higher. treasure. 40 experience points. Player always has initiative. To use Magic, select spell, and go to 15c. Can be turned with rolls of 13/10 by 1st/2nd Level Clerics.
- 12 Jaguar, AC:=6, 4+1 HD, 22 HP, 1-3/1-3/1-8/2-5/2-5 damage. Hits AC:2 on a 13 or higher. No treasure. 215 experience points. Player has the initiative. To use Magic, select spell and go to 20d.

For multiple players attacking a single Monster, players divide total experience points by the hits inflicted by each player, up to the Monster's total HP.

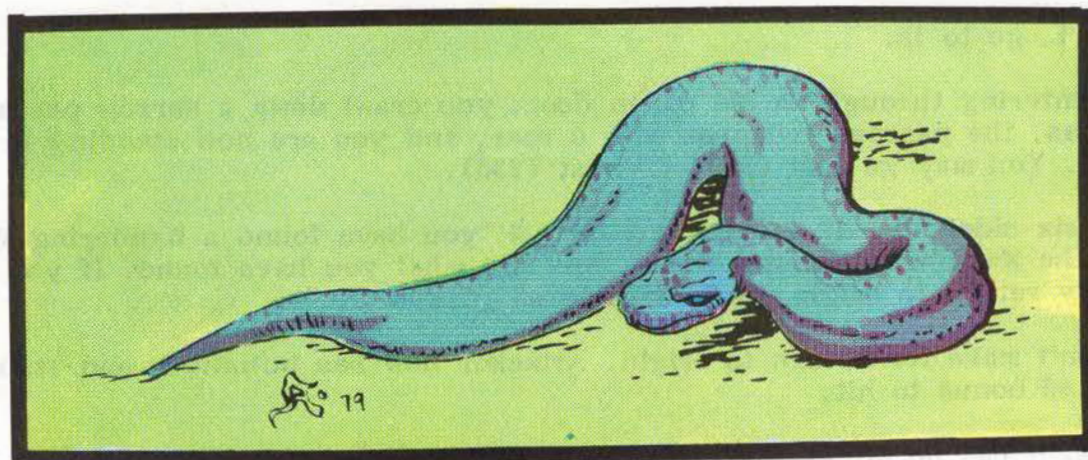
No Wandering Monsters will ever enter a room, but any room that you have been in once may have a Wandering Monster in it any following time that you enter it.



To start, go to 1a.

- 1a After entering through an old oaken door, you crawl down a narrow passage. After you pass, the passage collapses with a roar, and you are now standing in an intersection. You may go east (5b), or west (23d).
- 1b Roll a six-sided die. If you get a 1 or a 2, you have found a Wandering Monster. Go to the Wandering Monster Table, and see what you have found. If you survive, you may return to origin, and continue on your way.
- 1c You don't make it. Return to origin. Attacker now has initiative, and strikes first with a +2 bonus to hit.
- 1d Your spell has no effect. Return to origin.
- 1e As you grab the box, the dragon stirs, but does not seem to awake. Trying to leave nothing to chance, you scramble back the way you came. Roll a six-sided die (subtract 1 if your party includes a Thief). On a roll on 1-2, go to 3e. On a roll of 3-6, go to 22a.

- 2a Roll a six-sided die. If you get a 1 or a 2, you have found a Wandering Monster. Go to the Wandering Monster Table, and see what you have found. If you survive, you may return to origin, and continue on your way.
- 2b You have entered an artificial cave with smooth, polished walls. It is the lair of an evil-tempered Giant Bugbear. You may fight -- go to 4a -- or you may try to flee the way you came -- go to 27b.
- 2c The spell works normally, return to origin.
- 2d Find the spell you selected below, and turn to the indicated section. *Bless* -- go to 24e; *Commmand* -- go to 19a; *Sanctuary* -- go to 19a; *Burning Hands* -- go to 24e; *Charm* -- go to 19a; *Magic Missile* -- go to 24e; *Sleep* -- go to 19a; *Shield* -- go to 1d; *Shocking Grasp* -- go to 24e; *Animal Friendship* -- go to 1d; *Faerie Fire* -- go to 24e; *Invisibility to Animals* -- go to 1d; *Shillelagh* -- go to 24e; *Change Self* -- go to 1d; *Color Spray* -- go to 19a; *Darkness* -- go to 24e; *Wall of Fog* -- go to 24e.
- 2e -1 The Troglodyte # is AC=5, 2HD, 7HP, and hits AC:2 on a 14 or higher. The dart does 1-6 damage, and is +3 to hit. If you survive, you have the next blow. The Troglodyte is also armed with a Battleaxe that does 1-8 damage.
- 2 If you wish to use magic, select your spell, and go to 26a.
- 3 Roll for initiative each round until one side kills the other. If you slay him, you get 86 experience points, and find 53 Gold Pieces, and a Cure Light Wounds Potion (1d4+1) on the body. You may exit north (14c), south (17c), or east (20a).



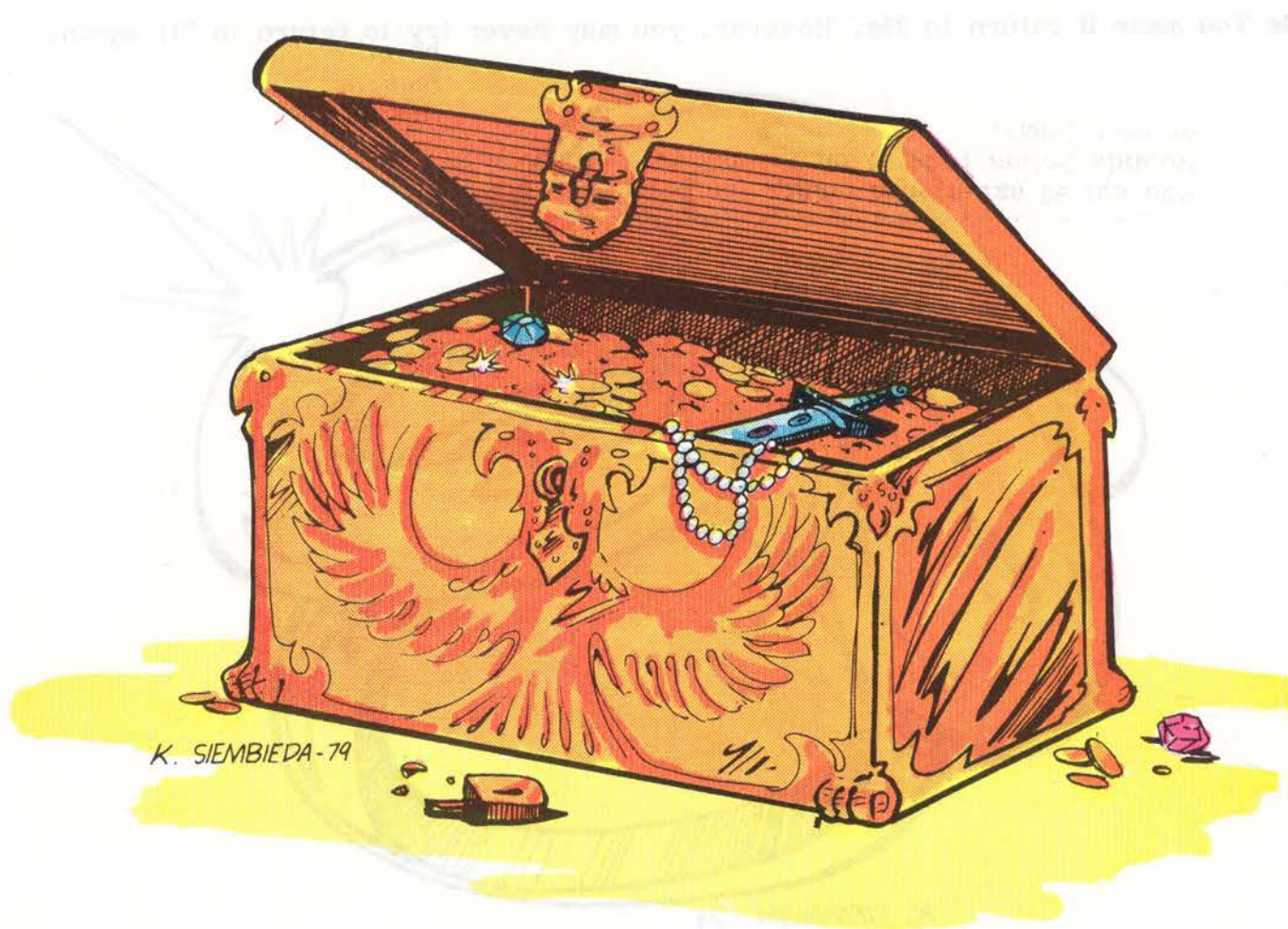
3a You locate nothing. Return to origin.

3b The spell works normally, return to origin.

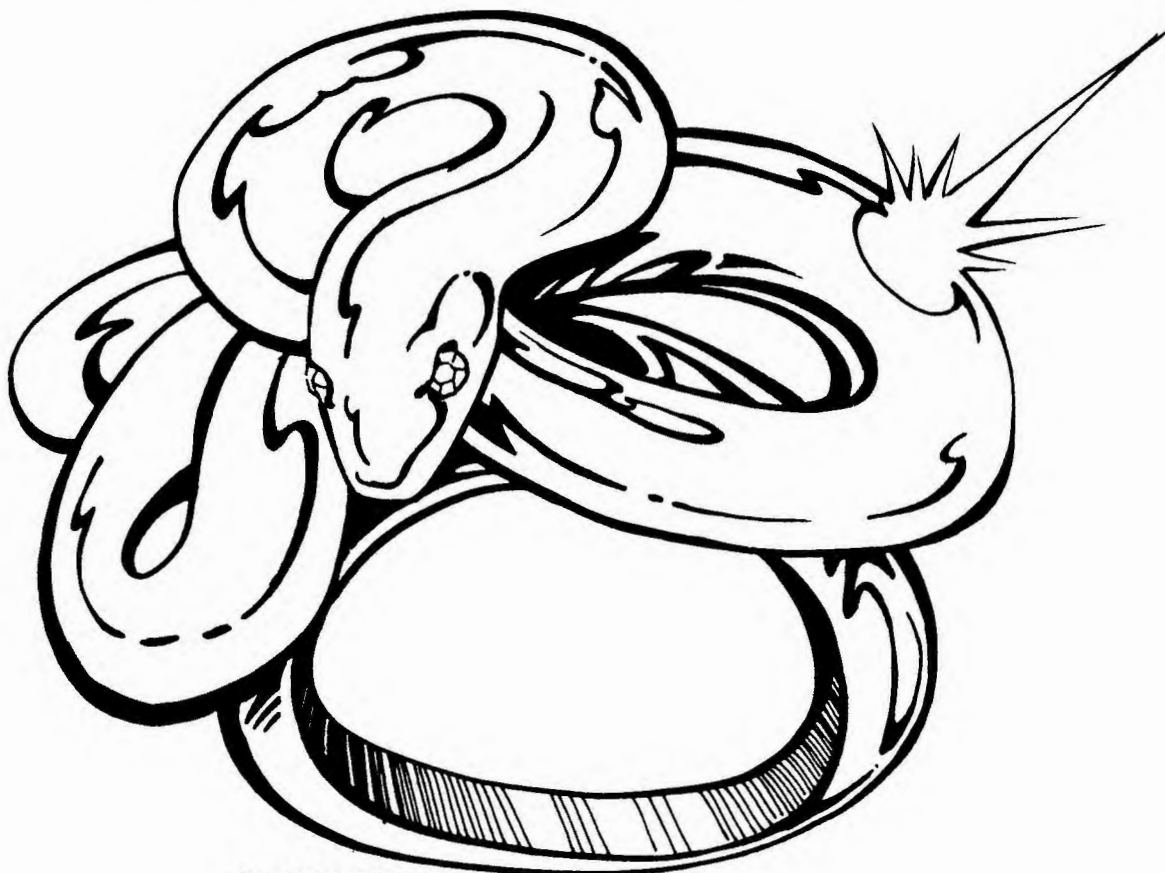
3c Find the spell you selected below, and turn to the indicated section. *Bless* -- go to 5a; *Command* -- go to 12a; *Sanctuary* -- go to 12a; *Burning Hands* -- go to 5a; *Charm* go to 12a; *Magic Missile* -- go to 5a; *Sleep* -- go to 12a; *Shield* -- go to 8e; *Shocking Grasp* -- go to 5a; *Animal Friendship* -- go to 8e; *Faerie Fire* -- go to 5a; *Invisibility to Animals* -- go to 8e; *Shillelagh* -- go to 5a; *Change Self* -- go to 8e; *Color Spray* -- go to 12a; *Darkness* -- go to 5a; *Wall of Fog* -- go to 5a.

3d You come to a place where the walls are covered with a foul-smelling green fungus. There is a Gold Piece lying on the floor -- it is yours. There is nothing else here. You may exit to the north (16d), west (11b), south (15d), or you may search for secret doors (1b).

3e You make it out without mishap. Inside the box, you find a +1 Ring of Protection, and a purse with 100 Platinum Pieces. If there is a Thief in your party, he receives a bonus of 250 experience points. You may leave -- return to 20a, or you may try for another box -- go to 12c.



- 4a -1 You have the initiative, you may attack with weapons, and/or you can use magic. Select your spell, and go to 2d. The Bugbear # is AC=5, 3+1HD, 10HP, hits AC:2 on a 14 or higher, and does 2-8 damage with his Morningstar.
- 2 If the Bugbear is still alive, he will attack. If you are still alive, roll each round for initiative until one side is victorious. If you manage to slay the Bugbear, you get 175 experience points, and find 6-36 Platinum Pieces (1D6) on his body.
- 3 Now that he is dead, you may exit (73). But you do notice an inscription on the wall which you may try to read -- go to 5c if you wish to read the inscription or exit.
- 4b You enter a large cavern. There is a large waterfall in one corner, and droplets of water drip from the roof. From a nearby ledge, a rather large, and seemingly Hungry Wolf # jumps down and begins to stalk you. You may fight -- go to 19c or try to flee -- go to 15b.
- 4c You don't make it. Return to origin. Attacker now has initiative, and strikes first with a +2 bonus to hit.
- 4d Nothing happens. You may exit west to 15d, north to 11b, or south to 25e. You may never come back to 21b again.
- 4e You made it return to 25e. However, you may never try to return to 21b again.



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5a The spell works normally, return to origin.

5b You enter a small natural cave. There is fire in the corner across from you. Sitting at it is an Orc, who is finishing his dinner...He sees you...You may try to exit the way you came in, go to 14a, or you may attack; go to 17a.

5c It is a magic word -- KREESA -- and as you read it, roll a six-sided die and immediately apply to indicated result:

- 1 - go to 10b
2 - go to 14d
3 - go to 12d
4 - go to 21d
5 - go to 19b
6 - go to 7b

NOTE: ONLY ONE ROLL PER PARTY....

5d You get out successfully with the box. Inside, you find a Gem worth 350 Gold Pieces, and a Raise Dead Ring with one charge. The ring will work only for those now in your party. There must be at least one survivor to make the ring function. If you are all dead, the ring will restore life to your character, but will also teleport the body outside of the dungeon -- but only the body -- nothing else. You may now exit (20a) or you may try to procure another box. (12c).

5e Find the spell you selected below, and turn to the indicated section. *Bless* -- go to 19d; *Command* -- go to 26d; *Sanctuary* -- go to 26d; *Burning Hands* -- go to 19d; *Charm* -- go to 26d; *Magic Missile* -- go to 19d; *Sleep* -- go to 26d; *Shield* -- go to 22c; *Shocking Grasp* -- go to 19d; *Animal Friendship* -- go to 22c; *Faerie Fire* -- go to 19d; *Change Self* -- go to 22c; *Color Spray* -- go to 26d; *Darkness* -- go to 19d; *Wall of Fog* -- go to 19d.

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- 6a You listen to your sixth sense, and turn and run. Unfortunately, you also drop the box, but fear gives you great speed, and you make it around a corner just in time. Go back to origin. You may not return to the Dragon's Hall.
- 6b Find the spell you selected below, and turn to the indicated section. *Bless* -- go to 24b; *Command* -- go to 9d; *Sanctuary* -- go to 11e; *Burning Hands* -- go to 24b; *Charm* -- go to 9d; *Magic Missile* -- go to 24b; *Sleep* -- go to 9d; *Shield* -- go to 9d; *Shocking Grasp* -- go to 24b; *Animal Friendship* -- go to 9d; *Faerie Fire* -- go to 24b; *Invisibility to Animals* -- go to 9d; *Shillelagh* -- go to 24b; *Change Self* -- go to 9d; *Color Spray* -- go to 8d; *Darkness* -- go to 24b; *Wall of Fog* -- go to 24b.
- 6c Your spell has no effect. Return to origin.
- 6d As you enter what is really only a wide spot in the corridor, a troglodyte charges from the other end, and hurls a dart at you -- go to 2e.
- 6e Find the spell you selected below, and turn to the indicated section. *Bless* -- go to 23c; *Command* -- go to 22b; *Sanctuary* -- go to 22b; *Burning Hands* -- go to 23c; *Charm* -- go to 22b; *Magic Missile* -- go to 23c; *Sleep* -- go to 22b; *Shield* -- go to 11a; *Shocking Grasp* -- go to 23c; *Animal Friendship* -- go to 11a; *Faerie Fire* -- go to 23c; *Change Self* -- go to 11a; *Color Spray* -- go to 22b; *Darkness* -- go to 23c; *Wall of Fog* -- go to 23c.



- 7a The spell works normally, return to origin.
- 7b When you finish, you hear a rustling noise, and nine Giant Rats rush into the room and attack you. They have the initiative, and there is no chance for you to use Magic. The Rates are AC:7, 1HD, 1HP each, and 1-3 HP damage with their bites. They hit AC:2 on a 19 or higher. If you kill them, you get 45 experience points (5 experience points each). When they are all dead, return to origin and exit the room.
- 7c You find nothing. Return to origin.
- 7d Inside, a *Magic Missile* trap is sprung. Unless you can roll a 1 on a six-sided die (four-sided for Thieves), you take 1D4+1 damage. Also, inside is an Opal necklace worth 145 Gold Pieces. You may rest here if you wish, and relearn spells. When you are ready to leave, return to origin.
- 7e At this junction, you detect an odor akin to jasmine. You may exit to the west (2b), east (16d), or search for secret doors (16e).

- 8a The Undead do not see in the normal sense, thus, your spell has no effect. You do lose the initiative, and the Undead strikes first. Return to origin.
- 8b You are in a large room. The walls are of carved, monolithic stone. It appears empty. You may exit to the east (10a), south (4b), or search for secret doors (9e).
- 8c Roll a six-sided die and apply the indicated result:
- 1 - You get 200 Gold Pieces
 - 2 - You get 75 Platinum Pieces
 - 3 - You get a Gold ring worth 250 Gold Pieces
 - 4 - You lose all your treasure (only your share)
 - 5 - You get 150 Gold Pieces
 - 6 - You get a Ruby worth 350 Gold Pieces
- Award yourself 90 experience points. You may now rest here, and relearn your spells. When you are ready, you may exit to west (15d), north (11b), or south (25e). You may not return to this room again.
- 8d The Larva get a saving throw. Roll a twenty-sided die. If a roll of 12 or higher results, the Larva save, and the spell has no effect. Any roll less, and the spell has a normal effect. If the spell failed, you lose the initiative, and the Larva strike first. Return to origin.
- 8e Your spell has no effect. Return to origin.



- 9a -1 You have the initiative, you may attack with weapons, and/or you can use Magic. Select your spell, and go to 3c. The Hobgoblin # is AC=5, 1+1 HD, 6 HP, hits AC:2 on a 16 or higher, and does 1-6 damage with his Spear.
- 2 If the Hobgoblin is still alive, he will attack. If you are still alive, roll for initiative. If you slay him, you get 32 experience points, and find 3-18 Gold Pieces (1D6) on his body.
- 3 Now that he is dead, you may exit north (25d), south (22e), west (8b), or search for secret doors (25b).
- 9b The spell works normally, return to origin.
- 9c You are in a room that seems to be the bottom of a deep pit. Sulfurous smoke seeps from the floor clouding your vision. The pit rim is far above you, and can only be dimly made out. You can see no way up. You may exit to the north (22e), west (16d), south (11b), or search for secret doors (18a).
- 9d Your spell has no effect. Return to origin.
- 9e Roll a six-sided die. If you get a 1 or a 2, you have found a Wandering Monster. Go to the Wandering Monster Table, and see what you have found. If you survive, you may return to origin, and continue on your way.



10a This room is filled with a thick, greasy mist that limits your vision. However, you do discern a Hobgoblin moving toward you. You may fight -- go to 9a, or you may try to flee -- go to 1c.

10b You are teleported to 1a.

10c You made it. You may go west to 15d, or north to 11b, but you may never try to return to 21b again.

10d You turn around just in time to see a Thief # miss hitting you from behind. You turn and fight.

- 1 You have the initiative, you may attack with weapons, and/or you can use Magic. Select your spell, and go to 5e. The Thief is AC:=8, 1HD, 3HP, hits AC:2 on a 16 or higher, and does 3-6 damage with his Dagger.
- 2 If the Thief is still alive, he will attack. If you are still alive, roll for initiative. If you slay him, you get 30 experience points, and find 6 Gold Pieces, 54 Silver Pieces, 135 Copper Pieces, and a +1 Magic Dagger (one per party) on his body.
- 3 Now that he is dead, you may exit north (4b), east (9c), or look for secret doors (26b).

10e The statue is that of a Lawful Good Guardian Naga, and as you have favor with the Gods, roll a six-sided die, and immediately apply the indicated result:

- 1 - Raise Strength 1 point
- 2 - Raise Intelligence 1 point
- 3 - Raise Wisdom 1 point
- 4 - Raise Dexterity 1 point
- 5 - Raise Constitution 1 point
- 6 - Raise Charisma 1 point

NOTE: If you are already at the highest level obtainable for your character, roll again.

Receive 300 experience points. You may exit west to 15d, north to 11b, or south to 25e. You may never come back to 21b again. You may rest here and relearn your spells. When you leave, you feel much better, and any wounds that you may have are cured.

11a Your spell has no effect. Return to origin.

11b You enter an extremely large and spacious cavern. but, as you do, you are attacked by a Stirge #. It surprises you, so there is no chance to use Magic. The Stirge strikes first. It is AC:=8, 1+1 HD, 3 HP, does 1-3 damage when it hits and each turn thereafter by Sucking Blood, and hits AC:2 on a 13 or higher.

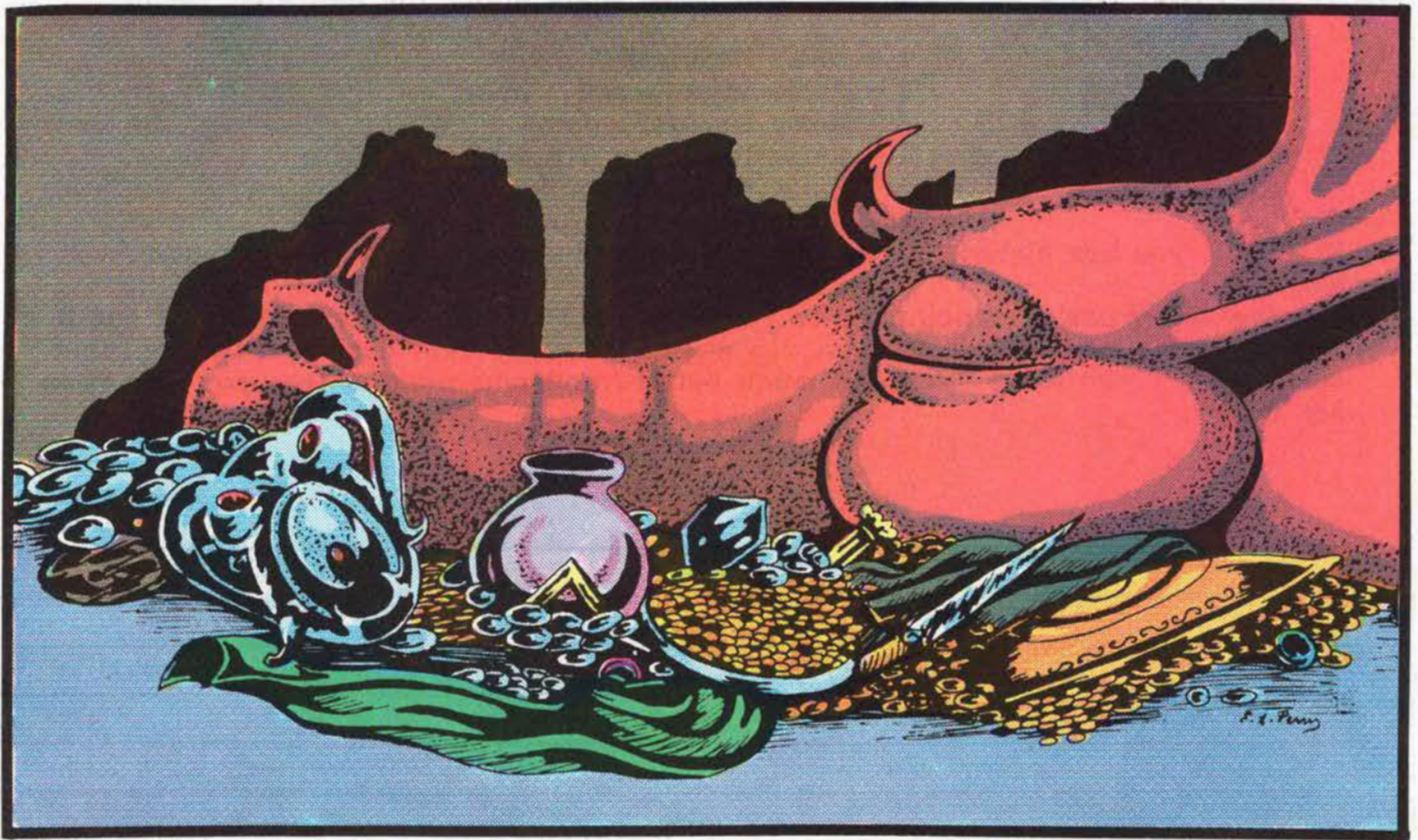
-1 After you strike, roll for initiative. If you kill it, you get 42 experience points.

-2 If you survive, you may exit east (3d).

11c You find a magic torch, which acts just like a normal torch, except it never burns out. The magic word that makes it turn on/turn off is "Svyet." You also find a small potion bottle containing a Healing Potion (1D4+1). Return to origin, and exit.

11d The Dagger has a finely carved wooden handle, and a blade of obsidian (perfect for Rust Monsters). It is worth 50 Gold Pieces. Return to origin, and exit.

11e The Larva are creatures of Hell, the spell does not work against them. You have lost the initiative, and the Larva strike first. Return to origin.



- 12a The Hobgoblin gets a saving throw. Roll a twenty-sided die. If a roll of 17 or higher results, he saves, and the spell has no effect. Any roll less, and the spell has normal effect. If the spell failed, you lose the initiative, and the Hobgoblin strikes first. Return to origin.
- 12b After you enter, the floor gives away to reveal a 10 foot deep, staked pit. Roll a six-sided die -- unless you are a Dwarf, in which case you may roll a four-sided die. On any roll but a 1-2, you fall in, and take 1-6 hit points of damage. At the bottom of the pit is a skeleton holding a valuable-looking Dagger in his hand. You may take the Dagger, go to 11d, or you may exit north to 15d, east to 25e, south to 1a, or west to 20a.
- 12c A poor move, the Dragon burps in his sleep, and kills you with his breath. You are burned to ashes. If you had a Raise Dead Ring, it is destroyed.
- 12d You are teleported to 11b; treat the room as if you had never been here before.
- 12e You did not find any. Return to origin.



13a You find yourself in a cave, go to 22d.

13b The spell works normally, return to origin.

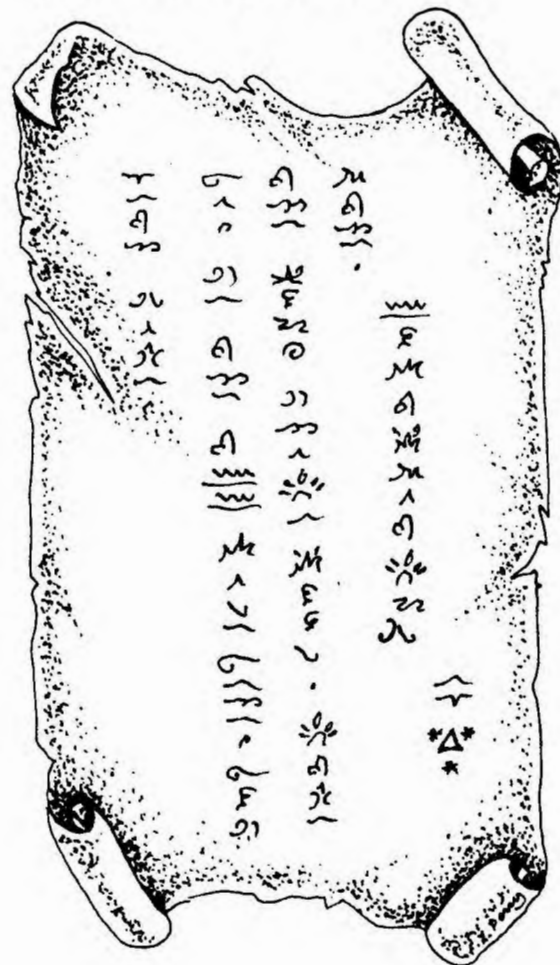
13c When you enter, you see a leather chest in the middle of the room. You may open the chest (7d) or you may exit to the north (25d), south (24a), or search for secret doors (3a).

13d Those amulets that the Undead are wearing provide protection from Good, so your spell does not work. You have lost the initiative, and the Undead strike first. Return to origin.

13e Roll a six-sided die, and apply the indicated result:

- 1 - You get a +1 large Shield of Protection (or, only if you are a Magic User, you get a +1 Cloak of Protection)
- 2 - You get a +1 Ring of Protection
- 3 - Your Armor becomes +1 Protective Armor (or, if Magic User, you get +1 Ring).
- 4 - You get a Detect Magic Wand (7 charges)
- 5 - You get 2 scrolls: Protection from the Undead, and one with a 3rd Level Magic Missile spell; and a Find Familiar; and Tenser's Floating Disk.
- 6 - You may make any weapon on your person a +1 hit/+1 damage Magic Weapon.

You may rest here and relearn your spells, and, as you leave, you feel a lot better and notice that all your wounds are healed. You may now exit west (15d), north (11b), south (25e). You may never return here again. Award yourself 200 experience points.



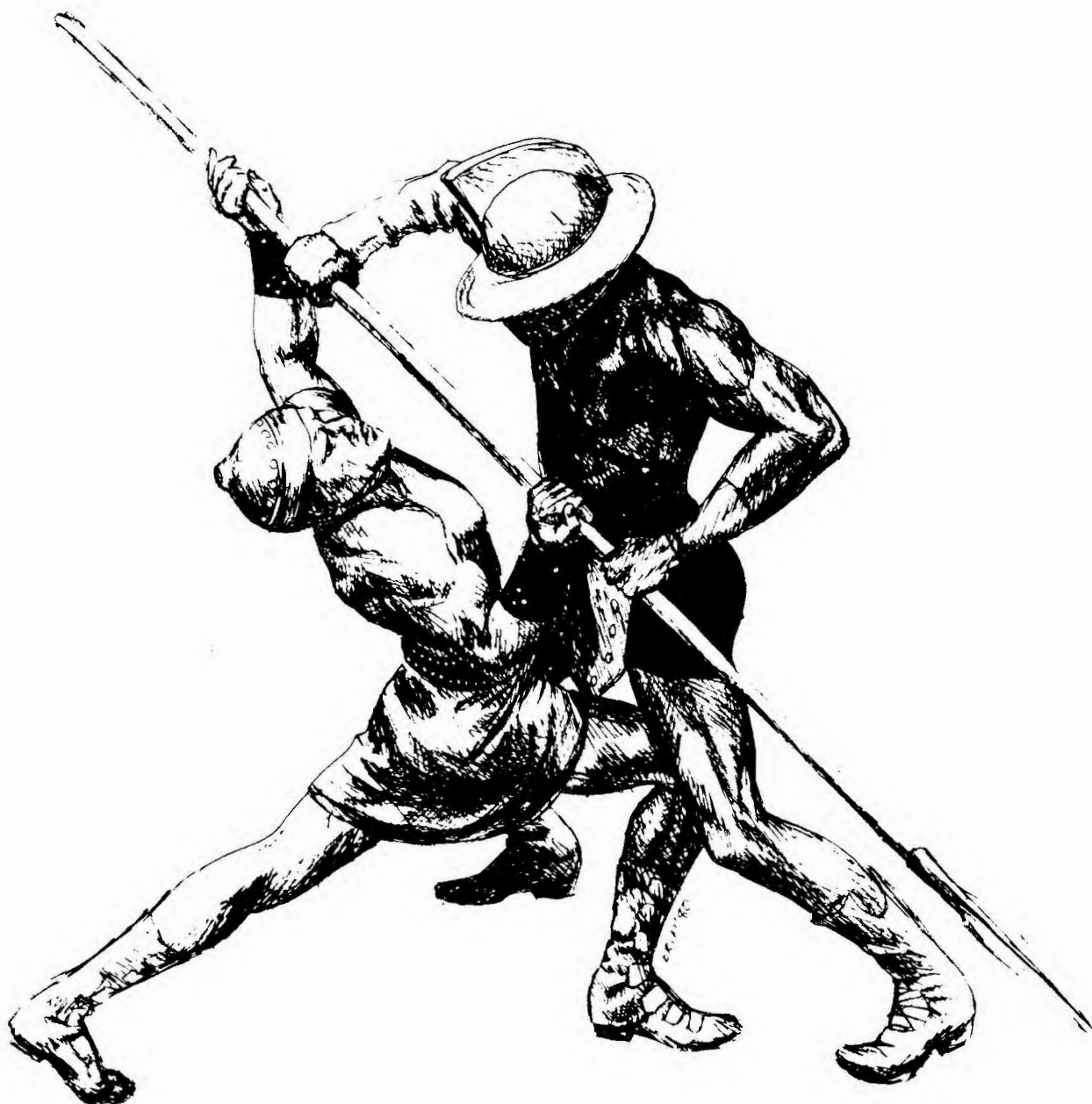
14a You made it -- go to 1a.

14b Roll on the Wandering Monster Table. If you survive this last encounter, award yourself 500 experience points in addition to what you have already accrued.

14c When you are all in this room, a panel slides back, revealing a Crossbow trap #. Roll a 1 or 2 on a six-sided die, or it hits and does 1D4+1 damage. If you survive, you may exit north (27a), south (6d), east (15d), or search for secret doors (20b).

14d You hear the tintinnabulation of bells, and realize that you have been cursed. All precious metals carried by your party are transmuted to baser metal (i.e. Platinum becomes Gold; Gold becomes Electrum; Electrum becomes Silver; Silver becomes Copper; and Copper becomes worthless Lead). Return to origin and exit.

14e Your spell has no effect. Return to origin.



- 15a The Dragon stirs, but does not seem to awake. Roll a six-sided die (subtract 1 if a Thief is in your party). On a roll of 1-5, go to 5d, and if a 6 is rolled, go to 22a.
- 15b You don't make it. Return to origin. Attacker now has initiative, and strikes first with a +2 bonus to hit.
- 15c Find the spell you selected below, and turn to the indicated section. *Bless* -- go to 7a; *Command* -- go to 13d; *Sanctuary* -- go to 13d; *Burning Hands* -- go to 27c; *Charm* -- go to 25a; *Magic Missile* -- go to 7a; *Sleep* -- go to 25a; *Shield* -- go to 27c; *Shocking Grasp* -- go to 15e; *Animal Friendship* -- go to 27c; *Faerie Fire* -- go to 7a; *Invisibility to Animals* -- go to 27c; *Shillelagh* -- go to 7a; *Change Self* -- go to 27c; *Color Spray* -- go to 8a; *Darkness* -- go to 8a; *Wall of Fog* -- go to 8a.
- 15d You enter what appears to be a ruined bedchamber. But, from behind a pile of rubble appears a large Gnom. You may fight -- go to 20c, or try to flee -- go to 4c.
- 15e The Undead take $\frac{1}{2}$ damage from electricity. If the skeletons are still animated, they will attack. Afterwards, roll for initiative.



16a Your spell has no effect. Return to origin.

16b As you might have guessed, this is a magic statue. Roll a six-sided die, and follow the directions below. If your alignment is Lawful Good, add 1 to your die roll. If your alignment is Lawful or Chaotic Evil, subtract 1 from your roll. No roll can be greater than 6 or less than 1:

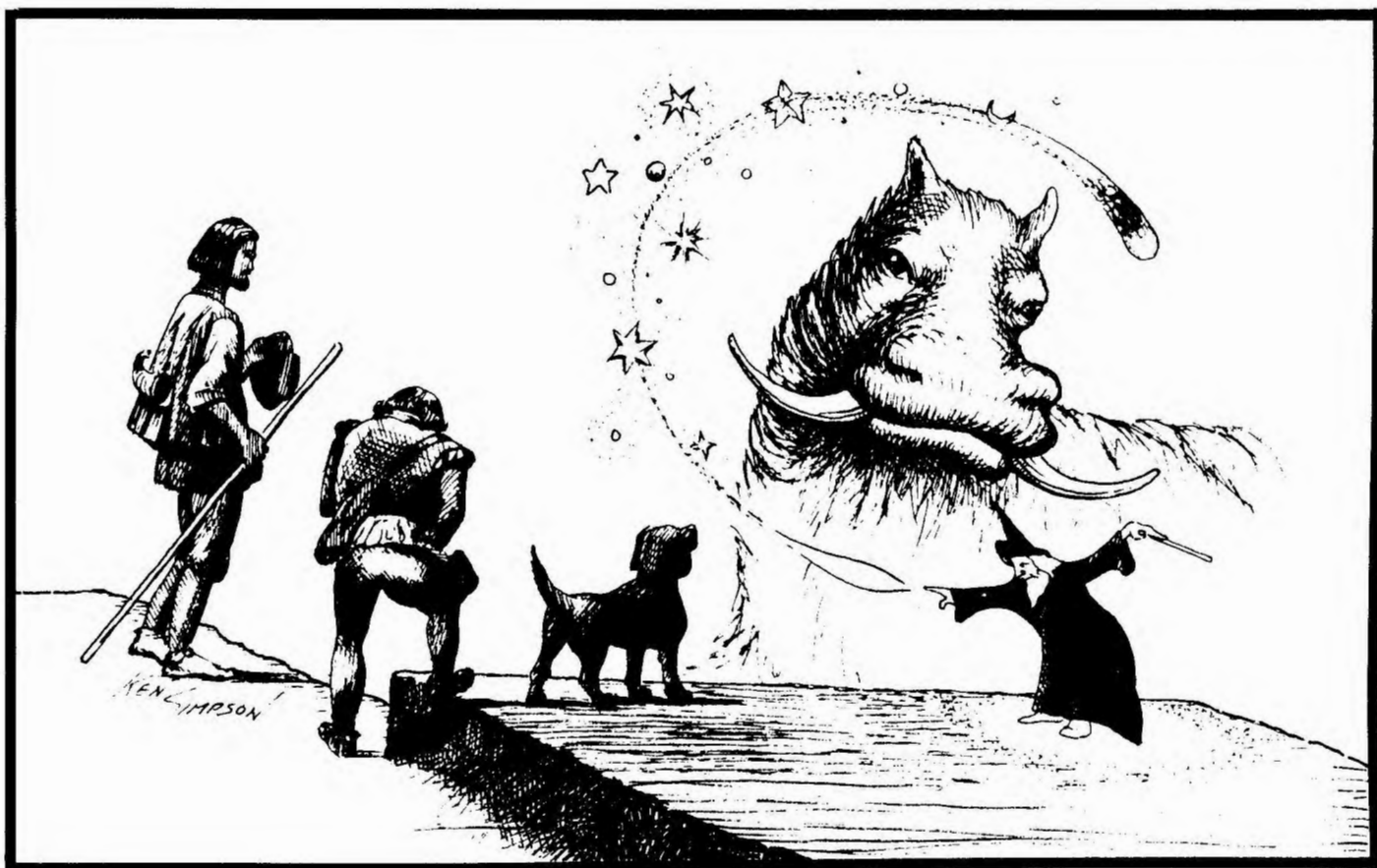
- 1 - go to 24d
- 2 - go to 18d
- 3 - go to 4d
- 4 - go to 8c
- 5 - go to 13e
- 6 - go to 10e

Note: Each character in the party rolls separately.

16c As you probably suspected, the skeleton is enchanted. When you touch it, it leaps up and stabs you with a Dagger, and does 2-5 HP damage. It automatically hits, and then it collapses into dust afterwards. The Dagger is worthless. Return to origin and exit.

16d This stretch of corridor is rough-hewn, and filled with shadows. The hairs on the back of your neck begin to rise, and you start to turn around. Roll a six-sided die (-1 if there is an Elf or a Ranger in your party). On a roll of 1-4, go to 10d, and on 5-6, go to 27e.

16e Roll a six-sided. If you get a 1 or a 2, you have found a Wandering Monster. Go to the Wandering Monster Table, and see what you have found. If you survive, you may return to origin, and continue on your way.



17a -1 You have the initiative. The Orc # is a 1HD Monster, 4 HP, AC:6, and does 2-7 HP damage with a Flail. If you wish to use Magic, select your spell and go to 6e.

-2 If you kill the Orc, you receive 28 experience points, and find 14 Electrum Pieces on his body. You may now exit north to 25e, or west to 1a.

17b Find the spell you selected below, and turn to the indicated section. *Bless* -- go to 3b; *Command* -- go to 16a; *Sanctuary* -- go to 16a; *Burning Hands* -- go to 3b; *Charm* -- go to 16a; *Magic Missile* -- go to 3b; *Sleep* -- go to 16a; *Shield* -- go to 16a; *Shocking Grasp* -- go to 16a; *Animal Friendship* -- go to 16a; *Faerie Fire* -- go to 3b; *Invisibility to Animals* -- go to 16a; *Shillelagh* -- go to 3b; *Change Self* -- go to 16a; *Color Spray* -- go to 16a; *Darkness* -- go to 16a; *Wall of Fog* -- go to 16a.

17c You are at a fork in the corridor. You may go north to 6d, northeast to 20a, or you may search for secret doors -- go to 2a.

17d If you are a first Level Cleric, you must roll a 10 or higher. If you are second Level, a 7 or higher will suffice. Subtract 2 from your roll, however, as the skeletons are wearing amulets that provide protection from Good. If you succeed, the skeletons will collapse, and are destroyed -- go to 20e-3. If you failed, go to 20e-1.

17e The Wolf/Jaguar gets a saving throw. Roll a twenty-sided die. If a roll of 17/14 or higher results, it saves, and the spell has no effect. Any roll less, and the spell has normal effect. If the spell failed, you lose the initiative, and it strikes first. Return to origin.



- 18a A large stone door slides open grudgingly allowing you to proceed down a narrow passage of carved stone to a large door. You open it, and see a crypt containing an ornate coffin. Guarding it are two Skeletons. You may try to turn them if there is a Cleric in your party (17d), if not you must fight -- go to 20e.
- 18b Even if you happen to speak animal, the spell does not work. You have lost the initiative, and the animal strikes first. Return to origin.
- 18c You made it. Return to 10a.
- 18d You are cursed. You are fated never to gain the initiative over any opponent. Naturally, the curse also affects any party that you may be travelling with (you had best not tell anyone but your Judge until you can get this curse removed.) This curse does not expire when you leave this dungeon. It is permanent, and can only be removed by a *Remove Curse* Spell. Return to origin, and exit the room.
- 18e The Gnoll gets a saving throw. Roll a twenty-sided die. If a roll of 17 or higher results, the Gnoll saves, and the spell has no effect. Any roll less, and the spell has normal effect. If the spell failed, you lose the initiative, and the Gnoll strikes first. Return to origin.



- 19a The Bugbear gets a saving throw. Roll a twenty-sided die. If a roll of 16 or higher results, he saves, and the spell has no effect. Any roll less, and the spell has normal effect. If the spell failed, you lose the initiative, and the Bugbear strikes first. Return to origin.
- 19b All magic items in your party are "demagicked." Return to origin and exit.
- 19c -1 You have the initiative, you may attack with weapons, and/or you can use magic. Select your spell, and go to 20d. The Wolf # is AC:=7, 2+2 HD, 7 HP, hits AC:2 on a 14 or higher, and does 2-5 damage with his fangs.
- 2 If the Wolf is still alive, he will attack. If you are still alive, roll for initiative. If you slay the Wolf, you get 56 experience points. In the cavern you find a chest filled with money (100 Silver Pieces, and 1100 Copper Pieces).
- 3 Now that the Wolf is dead, you may exit west (24a), north (8b), or east (22e).
- 19d The spell works normally, return to origin.
- 19e You find a center-balanced door, and after opening it, you travel down a long, broad, winding corridor. While you do so, you hear a low rumbling sound. Peering around a corner, you see in front of you a large Red Dragon (*Draco Conflagratio Horribilis*) asleep on an enormous pile of treasure. His face is pointed directly at you, and you see in front of his mouth, three colored boxes. You may recall that discretion is the better part of valor and return to your origin, or you may try to steal one of the boxes. If you select the Red Box -- go to 1e; the Blue Box -- go to 15a; or the Green Box -- go to 26e. No matter the size of your party, you may choose only one box. If you have been here before with other characters -- go to 24c before you choose.

- 20a You are in a dark, shadow-filled room. There is a rotten odor in the air. You may exit to the west (6d), south (23d), east (12b), or search for secret doors (19e).
- 20b You find nothing. Return to origin.
- 20c -1 You have the initiative, you may attack with weapons, and/or you can use magic. Select your spell, and go to 23b. The Gnoll # is AC:=5, 2HD, 12 HP, hits AC:2 on a 14 or higher, and does 1-10 damage with his two-handed Sword.
- 2 If the Gnoll is still alive, he will attack. If you are still alive, roll for initiative. If you slay the Gnoll, you get 52 experience points, and find 12 Gold Pieces, a small aquamarine (15 GP), and a Healing Potion (1D8) on his body.
- 3 Now that the Gnoll is dead, you may exit north (3d), south (12b), or west (27a).
- 20d Find the spell you selected below, and turn to the indicated section. *Bless* -- go to 2c; *Command* -- go to 18b; *Sanctuary* -- go to 18b; *Burning Hands* -- go to 2c; *Charm* -- go to 18b; *Magic Missile* -- go to 2c; *Sleep* -- go to 17e; *Shield* -- go to 6c; *Shocking Grasp* -- go to 2c; *Animal Friendship* -- go to 17e; *Faerie Fire* -- go to 2c; *Invisibility to Animals* -- go to 2c; *Shillelagh* -- go to 2c; *Change Self* -- go to 6c; *Color Spray* -- go to 6c; *Darkness* -- go to 2c; *Wall of Fog* -- go to 2c.
- 20e -1 You have the initiative, you may attack with weapons, and/or you can use magic. Select your spell, and go to 15c. The Skeletons # are AC:=7, 1 HD, 4 HP each, hit AC:2 on a 17 or higher, and do 1-6 damage with their short Swords. Remember that edged weapons do only half-damage to Skeletons.
- 2 If the Skeletons are still animated, they will attack. Afterwards, roll for initiative.
- 3 If you slay them, you receive 36 experience points, and may now exit (9c), or you may open the Coffin (26c).



21a At the bottom of the pit, you can see an open gate. The glare of flames shines through the gate, and you can hear the cries of the damned. Also inside the pit are 4 Larva #. These sickly-yellow, worm-like creatures swarm out to attack you. They are very quick, and gain the initiative.

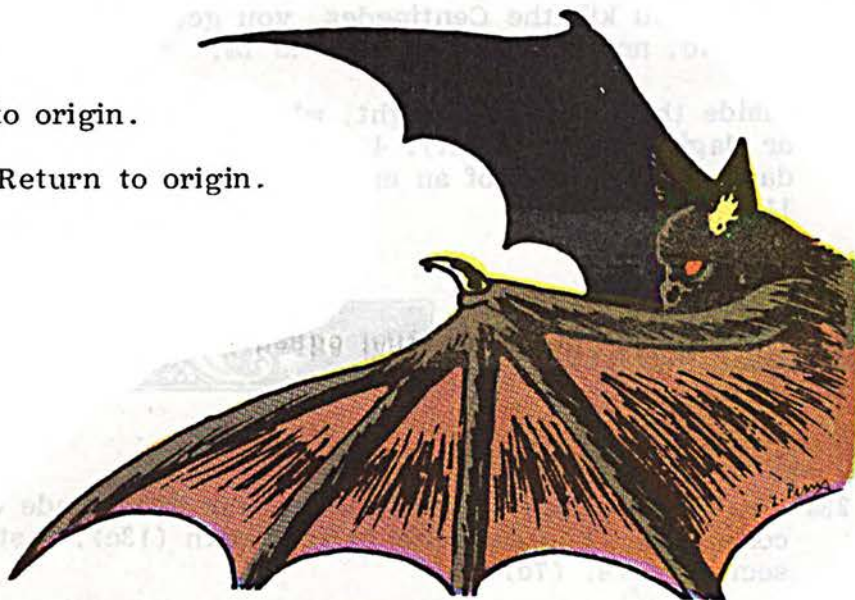
- 1 The Larva are AC:=7, 1 HD, 3 HP each, hit AD:2 on a 17 or higher, and do 2-5 damage with their bites.
- 2 If you are still alive, you may attack. If they are still alive, roll for initiative. If you think magic might work against them, select your spell and go to 6b. If you slay them, you get 80 experience points, and may hurry back the way you came -- go to 18c and follow instructions.

21b You have entered a room that has a statue of a snake in its center, on a pedestal. Disturbingly, it seems to have the head of a woman. You may try to immediately leave the way you came, and go to 4e, you may try to cross the room and exit one of the other doors, go to 10c, or you may approach and examine the statue, go to 16b.

21c Too bad -- you are dead.

21d Nothing happens, return to origin.

21e Your spell has no effect. Return to origin.



22a You clumsy ox! As you left you tripped over your sword. The noise awakens the Dragon, who kills you. If there is more than one in your party, roll a six-sided die, and the Dragon kills only the one(s) with the highest roll. The rest of you escape -- go to 20a. Sadly, the one who died carried the box, so it was lost. You may not return here again.

22b Your opponent gets a saving throw. Roll a twenty-sided die. If a roll of 17 or better results, he saves, and the spell has no effect. Any roll less, and the spell has normal effect. If the spell failed, you lose the initiative, and he strikes first. Return to origin.

22c Your spell has no effect. Return to origin.

22d The door collapses behind you again, and you can see daylight ahead, but first go to 14b.

22e You are in an octagonal-shaped room. It is empty, but you can hear faint scratching sounds. You may exit to the north (10a), west (4b), south (9c), or search for secret doors (23a).

23a You find nothing. Return to origin.

23b Find the spell you selected below, and turn to the indicated section. *Bless* -- go to 13b; *Command* -- go to 18e; *Sanctuary* -- go to 18e; *Burning Hands* -- go to 13b; *Charm* -- go to 18e; *Magic Missile* -- go to 13b; *Sleep* -- go to 18e; *Shield* -- go to 14e; *Shocking Grasp* -- go to 13b; *Animal Friendship* -- go to 14e; *Faerie Fire* -- 13b; *Invisibility to Animals* -- go to 14e; *Shillelagh* -- go to 13b; *Change Self* -- go to 14e; *Color Spray* -- go to 18e; *Darkness* -- go to 13b; *Wall of Fog* -- go to 13b.

23c The spell works normally, return to origin.

23d -1 As you enter this dingy little room, three Giant Centipedes # attack you. They are AC:=9, $\frac{1}{2}$ HD, 1 HP each, and hit AC:2 on a 19 or higher. You have no time to use magic. They are poisonous, and if they hit you three times, then you are dead. They have the initiative. Roll for initiative after you strike back.

-2 If you kill the Centipedes, you get 93 experience points, and may go west to 17c, north to 20a, or east to 1a.

23e Inside the Coffin is a Wight, which is rising to attack you. It is AC:=5 (Silver or Magic Weapon to hit), 4+3 HD, 23 HP, hits AC:2 on a 13 or higher, does 1-4 damage plus drain of an energy level if it hits. You have the initiative -- go to 11c.



23a You enter a room whose walls appear to be made of Diamonds. Sadly, none will come loose. You may exit to the north (13c), east (4b), west (2b), or search for secret doors. (7c).

24b The spell works normally, return to origin.

24c Roll a six-sided die. On a roll of 1-3, you flee -- go to 27d; 4 -- take the Red Box and go to 1e; 5 -- take the Blue Box and go to 15a; 6 -- take the Green Box and go to 26e.

24d The statue finds something about you that it does not like, and it curses you. Roll a six-sided die, and apply the results indicated below:

- 1 - Lose 1 Strength point permanently
- 2 - Lose 1 Intelligence point permanently
- 3 - Lose 1 Wisdom point permanently
- 4 - Lose 1 Dexterity point permanently
- 5 - Lose 1 Constitution point permanently
- 6 - Lose 1 Charisma point permanently

You do get 250 experience points as a result of this harrowing experience. You may now exit this room, go west to 15d, north to 11b, or south to 25e. You may never return to 21b again.

24e The spell works normally, return to origin.

- 25a The Undead can neither be charmed, nor put to sleep. Therefore, your spell fails, and you have lost the initiative. Return to origin.
- 25b You fall through a trap door, and tumble down into a room filled with sulfurous smoke (take 1-3 HP damage). In the center is a pit. You have a most evil premonition, but may leave (10a), or look into the pit (21a).
- 25c Your opponent gets a saving throw. Roll a twenty-sided die. If a roll of 17 or higher results, he saves, and the spell has no effect. Any roll less, and the spell has normal effect. If the spell failed, you lose the initiative, and he strikes first. Return to origin.
- 25d You are in an empty toom, or at least you hope it is empty. In the middle of the room is a small pond. There seems to be something moving under its surface. You are suddenly very afraid. You may attempt to exit to the north (13a), south (8b), east (10a), west (13c), or search for secret doors (12e).
- 25e You are at an intersection. You may exit north (21b), south (5b), west (12b) or east (17c).



- 26a Find the spell you selected below, and turn to the indicated section. *Bless* -- go to 9b; *Command* -- go to 25c; *Sanctuary* -- go to 25c; *Burning Hands* -- go to 9b; *Charm* -- go to 25c; *Magic Missile* -- go to 9b; *Sleep* -- go to 25c; *Shield* -- go to 21e; *Shocking Grasp* -- go to 9b; *Animal Friendship* -- go to 21e; *Faerie Fire* -- go to 9b; *Invisibility to Animals* -- go to 21e; *Shillelagh* -- go to 9b; *Change Self* -- go to 21e; *Color Spray* -- go to 25c; *Darkness* -- go to 9b; *Wall of Fog* -- go to 9b.
- 26b You find nothing. Return to origin.
- 26c Good Decision. Inside you find 2 Cure Light Wound Potions (2D4+2 each), a Cure Disease Scroll, and a Silver necklace worth 175 Gold Pieces. Return to origin, and exit.
- 26d The Thief gets a saving throw. Roll a twenty-sided die. If a roll of 15 or higher results, the Thief saves, and the spell has no effect. Any roll less, and the spell has normal effect. If the spell failed, you lose the initiative, and the Thief strikes first. Return to origin.
- 26e Inside the box, you find a ring containing three unlimited Wishes. Unfortunately, this is the pride of the Dragon's Hoard, and the box is enchanted. It starts to shriek, and awakens the Dragon. Roll a six-sided die (subtract 1 from the roll if a member of your party is a Halfling). If you roll a 1, go to 6a, otherwise, go to 21c.



- 27a When you enter this room, a Shrieker # starts screaming, and each round that it is alive, you must roll a six-sided die. If a 1-3 results, go to the Wandering Monster Table. If you get any, they arrive at the start of the next round. You must do this until the Shrieker is dispatched. You see the mouldering body of another unfortunate that did not succeed.
- 1 You always have the initiative, you may attack with weapons, and/or you can use magic. Select your spell, and go to 17b. The Shrieker is AC:=7, 3 HD, 12 HP, and you will get 120 experience points if you slay it.
 - 2 Once the Shrieker is dead, you may exit south (14c), north (7e), or search the body (11c).
- 27b You don't make it. Return to origin. Attacker now has initiative, and strikes first with a +2 bonus to hit.
- 27c Your spell has no effect. Return to origin.
- 27d You made it, go to 20a.
- 27e You are struck from behind, and knocked unconscious. When you awake, you find that you have been robbed of everything that you own. The Thief # only left you the clothes on your back, and one weapon (you may choose, but, of course, any magic weapon will have been taken). You may exit north (4b) or south (9c). GOOD LUCK.....YOU WILL NEED IT.



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