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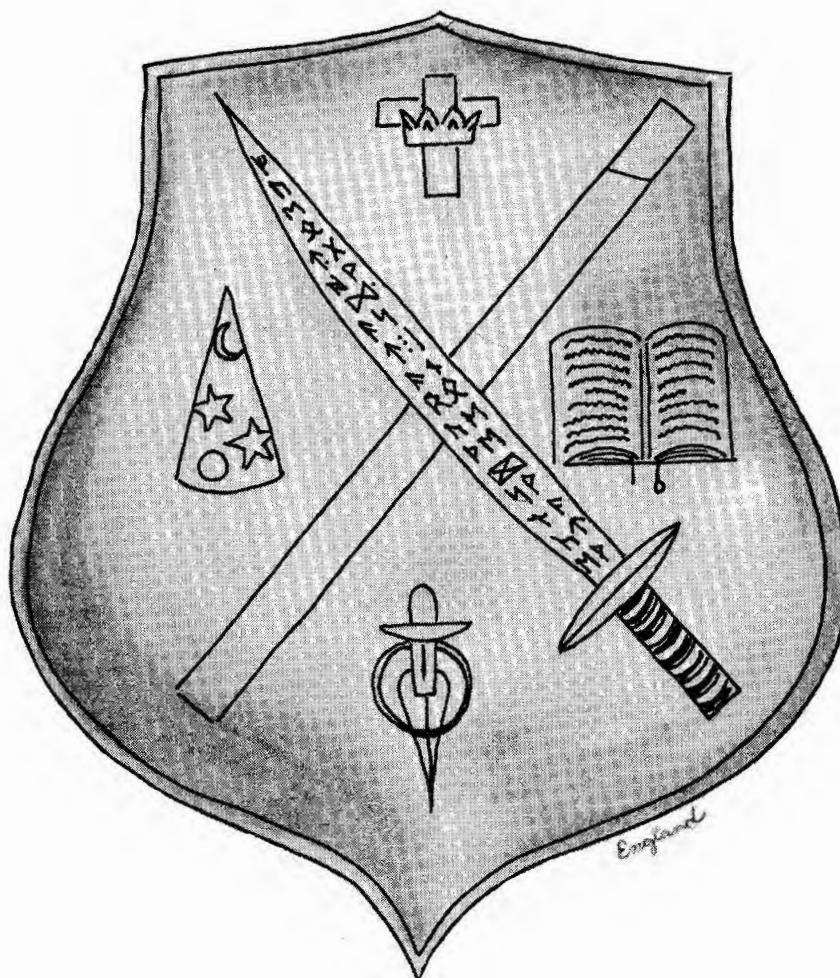
The Original Approved
Gen Con IX Dungeons
Collectors Edition

Price: \$3.50

Preliminary & Final Rounds
of the Dungeons & Dragons Tournament

England

**The Official Dungeon
of Gen Con IX
2nd Edition
Preliminary & Final Rounds
Bob Blake**



DESIGNER: BOB BLAKE

PLAYTESTING: MEMBERS OF THE VALPARAISO DUNGEONS & DRAGONS SOCIETY

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NOTE: TO FULLY UTILIZE THIS SCENARIO, THE PURCHASER WILL NEED A COPY OF
DUNGEONS & DRAGONS (\$10) AND OF GREYHAWK (\$5). BOTH ARE AVAILABLE FROM:

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A tournament based on Dungeons & Dragons is quite a challenge, once all ramifications of play, scoring, etc. are taken into consideration. It soon became obvious that in order to have a viable tournament, in which many groups would adventure in the same dungeon and be compared against each other, simplicity would be the prime requisite, and that a logical, concise format would have to be used.

My aim was to design a system whereby any number of DM's could run their groups thru a dungeon section and end up with the same results, varied only by the skill of the players and the luck of the dice. This consistency could only be obtained thru simple encounters, that is, no intelligent encounters at all, and a horde of belligerent monsters that attacked on sight and fought to the death. Thus, the DM did not have too wide a latitude in which to "free lance", as such actions could seriously damage my envisioned idea of the course of play. I would point out that the foregoing is not my idea of good design, but the thought of 10 DM's handling the same encounter in 10 widely divergent ways forced the simplistic design. The lich was the only aberration from the design philosophy, but perusal of the description of the Hall of Grsk, and of Grsk himself, will give the general idea of how the encounter was envisioned. In the tournament itself, these guidelines proved sufficient to yield consistent encounters group to group.

Another important contributing factor to consistency in DMing was pre-rolled monster attacks. Each monster had 10 rounds of attacks rolled out (using Greyhawk for the number of attacks per round) and the damage each attack would do, if it hit. Other determined variables were surprise, whether or not a monster would follow, and saving throws. All of this has been left out of this Second Edition, as I judged it neither desirable nor necessary for your enjoyment of this adventure. Besides, what DM doesn't enjoy rolling dice?!

Scoring in the Preliminary Round was done using four criteria: 1) monster kills, 2) treasure accumulated, 3) solving traps, and 4) penetration from the starting point to the goal. Numbers 1 & 2 were divided by five (the number in the party) under all circumstances. Numbers 3 & 4 were awarded individually. Trap values averaged 500 points each. Penetration values (the circled numbers on the right side of the map) are as follows:

1. 20	3. 200	5. 700	7. 1680	9. 3300	11. 5720
2. 80	4. 400	6. 1120	8. 2400	10. 4400	12. 7280

If you decide to score this and compare your players' performances against those at GenCon IX, the scores averaged from 1155 to 18798.

Scoring in the Final Round was done using four criteria: 1) monster kills, 2) treasure accumulated, 3) solving traps, and 4) outcome of the encounter with the lich. Numbers 1 & 2 were divided by five (the number in the party) under all circumstances. Numbers 3 & 4 were awarded individually. Trap values averaged 700 points each. Outcome of encounter with the lich was scored as follows--defeat the lich and survive was worth 10,000; die while fighting the lich was worth 5000. If you decide to score this and compare your player's performances against those at GenCon IX, the scores averaged from 1898 to 12216.

I am sure that you can see innumerable opportunities to spice up this scenario. Be my guest, and make any changes you feel will improve play in your situation. Hopefully, you will be able to glean many useful ideas from it also, to be used as is or fiendishly modified for your personal campaign.

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TOURNAMENT DUNGEON DESIGNING FOOTNOTES

Often a tournament dungeon will differ from official Dungeons & Dragons™ dungeons to accomodate play with a view toward competition by players in one set of game sessions not intended to develop into a regular campaign of any lasting duration. To accomplish his task, the designer will make a few adjustments to make it easier for the characters to stay alive in particularly difficult situations of random occurrence not related to solving the dungeon problems developed to emphasize skill. With shifted emphasis in mind, the following notes are added to illustrate the difference...especially if you indeed use this dungeon in your normal campaign. As is the case with all Judges Guild products, this dungeon should be modified to suit your campaign style and used as a springboard for your own flights of imagination.

1. The falling damage shown is too light for the distance fallen.
2. The elves and dwarves notice things too easily.
3. Paladins are immune to disease.
4. The wall of ice damage is incorrect.

MATERIALS LIST

For the DM .

1. Scenerio - two versions are provided. The "long" one gives the DM the whole story, plus background. The "short" one is the only information the party gets, i.e., just the essentials, with a few details left out - to make things more interesting.
2. Map - standard map, each square = 10'. Symbols are explained on the left side. The circled numbers on the right are "penetration" areas, and were used in scoring the actual tournament. See the Designer's Notes for a full explanation of the system used.
3. Room Key - the numbers correspond to the numbers on the map, not the order the party goes thru them. The basic format is: 1) physical description, 2) what the party sees, and 3) DM information. It is strongly advised that the DM fully read all the material for the room in question so he will have full knowledge of what the party will face before describing the room to them.
4. DM Rules - basic interpretations. These were the rules used for the tournament, and should be used to re-create the same conditions. Of course, the DM may change any of them, at his discretion.
5. Hit Sheet - a convenient listing of all creatures (and characters), where they are located, and how many hits they take. Thus, melees may be accurately taken care of, as well as how the characters are doing. Also note the Wandering Monsters at the bottom. The #'s correspond to the WM # on the Time Record Sheet. Thus, WM #1 is a five headed Hydra.
6. Record Sheet - useful device for keeping track of encumbrance, kills, treasure, etc.
7. Time Record Sheet - each Game Turn is divided into ten melee rounds. Time is marked off in melee rounds. Appearance of Wandering Monsters and mandatory rests are also noted.
8. Notes on Spells - interpretations of spell effects that were used in the tournament, as well as damage scored by attack spells.

SCENARIO FOR PRELIMINARY ROUND

This adventure takes place in a world roughly similar to Celtic mythos. Baldemar Castle is a tumbled ruin sitting upon relatively high ground about five miles southeast of the village of Ravensrook. In earlier times, the castle was the seat of government of Baldemar the Brave, knight-errant and capable administrator of the region's laws and economy. Ravensrook was a prosperous town, but the area has dwindled, in great part due to a plague brought on by Grsk Grimvader, archmage of the castle, shortly before his death.

Grsk was the magician-companion of Baldemar in their youth, and ballads of their adventures are still sung in the halls of lords in all the land. But he changed, as men are wont to do, forsaking the practice of white magic to delve deeper and deeper into the black arts until his mind was riddled with evil. He slew Baldemar in a most dreadful manner and took the castle, especially the dungeons, as his own. He cared not a whit for the people of the land, and after the messengers they sent to the castle never returned, the elders sought protection from Borak the Wise. Borak chose not to confront Grsk, instead making sure that he stayed in his hole and troubled no one. He hoped that in this manner, Grsk could do no great mischief.

The years passed, and Baldemar Castle fell into disrepair. Grsk had not been heard of nor seen since the coming of Borak, and everyone assumed that he had died in his miserable dungeon. A hopeful thought at best, but untrue. Grsk still lived, as the bands of adventurers who came to loot and gain glory found out. But he was dying, and was growing exceedingly bitter towards those who came to plunder and despoil his wealth and magic while yet he lived.

Village greybeards still recall the Night of Doom, when the skies over the castle were green with the werelight, and the shrieks and gibberings of countless demons struck terror into the hearts of the bravest. It may only be surmised that Grsk poured all his skill and power, and even his life into weaving a spell of such magnitude that none could lift it. He thus provided that monsters of many types would protect his hoard, ensuring, since he would have no use for his wealth, that none should have it. Aye, fully a half score of wizards, seeking to circumvent the spell and thereby plunder without risk, now wander Galmatar Forest, rendered permanently insane by their attempts.

Framschnaggle, a wizard of indeterminate age (and skill), angrily summoned our group of adventurers to his quarters in the penthouse of the Flying Horse Inn of Ravensrook. They knew they were in deep trouble for referring to the wizard as a "shriveled, old nit", and were busily and fervently muttering prayers to various deities to protect them from his sulphurous wrath.

"Shriveled, old nit", indeed!" he fumed. "Think you not that I could turn the lot of you into spring peeper frogs with but a wave of my hand? That I could not turn you into stone with a word? That I could not shrive the flesh from your quaking bones? Ah, but that would still not teach you proper respect! I will teach you to sneer at wizards! To save your miserable hides and avoid my anger, you will have to go to the Castle and bring back to me the Staff of Albalon."

The cleric was counting the string of beads at his waist in such haste that it sounded like castanets. The magic user, trying to keep a clear head, asked, "Methinks I've heard of this staff. Is this not the one held by a great blue dragon in a grotto off the sixth stairway?"

"That it is," chortled the wizard, pleased with his wit. "It once was mine, until it was taken by Gurlan, which fool then lost it to Grsk. I want it back."

The Elf's eyes brightened. "Gurlan. Was he not at one time your apprentice? How did he come by the staff? To be sure, a most wondrous gift you gave him!"

Framschnaggle's eyes darkened at the mention of "gift", and turned angrily on the Elf. "Taunt me not, green-clad wonder, or you will find yourself pushing up daisies beneath those trees you love so well. Aye, he was once my apprentice, and the Staff was no gift to him." The wizard's mood suddenly softened, and he eyed the group speculatively. "You may as well hear the whole story. It may help you, though your deaths would please me no end, I would rather have my staff. Besides, it is unlikely that you will live to repeat it."

"Sometime ago, Gurlan and I had journeyed to Malan to visit an old friend of mine, Ordun. Our discussion turned to things magical, of course, and Ordun. Or asked me if I had the power to turn someone into a dragon. I had done much research into this area, and so suggested a wager to make things more interesting. Thinking it a sure way to increase the weight of my pouch for the homeward journey, I turned to Gurlan and quick as a wink he changed into a dragon of the deepest cobalt blue. Quite pleased with myself, I demanded that Ordun make good his wager, and accompanied him to his strong-room. That was my mistake. We could hear Gurlan bouncing lightning bolts off the walls and giggling to himself. I should have gone and reversed the spell at once, but the sight of Ordun's treasury bade me linger. Of a sudden we heard the thunder of wings, the crash of glass and stone, and the roar of dragonly glee. We returned to the room to find the whole wall smashed to pieces and Gurlan gone."

"Not knowing what the fool had in mind, I started at once for Ravensrook. I returned to find my rooms a shambles and all my money and magical paraphernalia, including the Staff of Albalon, gone. A gaggle of villagers told the tale. They said 'a great blue dragon descended on this very spot, roaring with laughter, and flew off with two large chests in his talons.' When I asked in which direction, they pointed dumbly in the direction of Baldemar Castle."

"Grsk was still alive then, so the rest is my guess as to what happened, and probably not too far off the mark. Gurlan was so pleased with his new form that he sought out a wizard of greater skill than me to make the change permanent. Grsk was only too happy to oblige the wretch, but then he charmed the poor blighter and set him in that grotto to guard my treasure as well as part of his own hoard."

"I have an old set of maps to the dungeon, and I believe I know where the grotto is. Magic user, you guessed aright as to the location, and we will discuss later, IF you return, how you came by your information. After descending to the sixth stairway, you will enter a 30' by 30' room with a door in the south wall. THAT'S the key! Keep working your way through. When you perceive double doors at the end of a 20' wide passage, you will have reached your goal." The thought of regaining his treasure had fired the wizard's mind.

Framschnaggle snapped his fingers and strode to a massive chest. After rummaging around in it, he turned and approached the magic user.

Here is an amulet, a charm to ward off The Beast." He handed him a curiously carved bit of amber hung from a golden chain. Runes were carved on the reverse, and the head of a reptile, in cameo, on the obverse.

"Mind you, it will exert its effect for only seven hours, at such time you all will be teleported back to this spot. If this be the case, you may have wished you had perished in the dungeons."

"Now off with you, or do you need a Gea to speed you on your way?"

The wizard was making the opening passes to the spell as the group jammed themselves in the doorway in their panic. They finally squirmed through and beat a hasty retreat to the Sword & Shield, a tavern renowned for its heady brew as well as its buxom barwenches, to partake of some liquid refreshment 'ere setting out upon their adventure.

They left for the Castle that evening, entering its black, twisted gates at the stroke of midnight. The cleric surreptitiously crossed himself hoping his pagan companions had not noticed.

Praying to Lady Luck that the Guardian of the Keep was asleep in an upper chamber, or otherwise occupied, they forced the great, ironbound doors inwards and hurriedly descended the stairway within to a long sloping corridor that led to the dungeons below the castle. They encountered nothing more fearsome than a small band of Kobolds, who ran like mice at the sight of such a well-armed party.

They worked their way steadily downwards, the fighting man showing off his intelligence by trying to count the stairways they descended.

"Ah!" he said. Then his brow clouded. "What comes after 'five'?"

"Six, you dolt," snorted the Dwarf. "Remind me never to let you handle my finances!"

The fighter ignored the barb. "Well, then, it seems we have reached our starting point."

"Indeed," broke in the Elf. "Well gentlemen, so far the old bird's right. Shall we get on with it?"

"Short" Version- for the party. This is the only information*** they should get.

A wizard you have offended has offered you an opportunity to redeem yourselves. You are to plumb the depths of the ruins of nearby Baldemar Castle to retrieve a staff that was stolen from him long ago. You are to seek the Sixth Stairway, off of which you will find a 30' room with a door in the south wall. This is your starting point. He has told you to work your way southward from there, and that you will have reached your destination when you find double doors at the end of a 20' wide passage.



- - Normal Door
- - Secret Door
- SW → - Shifting Wall
- ... - Barred Opening
- ← - Opening

T Numbers corresponds to numbers on trap sheets.

(#) - Penetration Areas

N
↑

13 14
Sw

15 16 17
T3

18 19 20

21 22 23
T4

24 25 26

T5 27 28
T6

29 30

GURLAN'S LAIR (12)

(5)
(6)
(7)
(8)
(9)
(10)
(11)

Room #15

Room #16

Room #17

the
room 16.

Safe Area

Safe Area

Statue seated on dais.

To avoid unnecessary repetition in room descriptions, the following will hold true. Unless otherwise stated, dungeon construction is entirely of stone, all bearing the marks of being worked. Floors are of smooth flagstone. General coloration is a medium grey. Ceilings are oak-beamed for support at four foot intervals, and the doors and their frames are also of oak. The stonework is wet, in fact dripping with condensation. The air is very dank and musty, almost stifling to breathe.

Room dimensions are given in the key, along with the location of doors, etc. Note that if a secret door is shown, the location should not be given. Merely tell the Elf that he "feels a tingle" along whatever wall(s) the secret door is on. The same holds true for shifting walls for Dwarves. All ceilings are 20' high, except the Dragon's Grotto, which is 80'.

Starting with Turn #1, the party will hear moans, shrieks, and howls of torturous agony to the south of their position, the volume of these cries increases as they move south. They should be reminded of this at reasonable intervals (suggest every 5 Turns). When they reach the doors into the grotto, the cacophony will be so loud that they will almost be deafened by the racket. As soon as they open the doors, the sounds will suddenly cease and the dungeon becomes as quiet as a tomb...perhaps their own!

The amulet the Wizard gave to the Mage is a teleport device. The party is working against a 40 Turn time limit. If they are not in the Grotto by that time, the lot of them will be teleported out of the dungeon directly to the Wizard's rooms, regardless of what they are doing (middle of a melee, loading treasure, walking down a corridor, etc.). If they have reached the Grotto allow them to attempt to complete their task. As soon as they defeat the Dragon and procure the staff, teleport them out. The amulet may not be discarded, as it will follow them and hide itself in a pocket, or whatever. If it is on a person slain in melee, and the party neglects to take the amulet off the corpse, it will automatically follow them when they leave. Nifty toy!

Also, ignore any Wandering Monster encounters indicated on the Time Record Sheet once they have entered the grotto. The Dragon will be quite enough to handle.

1. 40' N-S, 30' E-W. Enter by door in E Wall, 20' from N Wall. There is another door in the center of S Wall. There is a fireplace in the center of N Wall containing ashes and partially burned logs and bones. There is also a pool (10' X 5' X 2') on the W Wall filled with a colorless liquid.

DM Only: The fireplace contains nothing of value. The liquid in the pool is water.

2. 40' N-S, 20' E-W. Enter by the opening in E Wall, 20' from S Wall. There is a door on the W Wall, 20' from the N Wall. There is a pile of rubbish along the S Wall, from which emanates the strong odor of rotting flesh. There is also an oaken chest in the center of the N Wall, and a Minotaur in the NW corner, 30' from the opening.

DM Only: If the party searches the rubbish heap, they will find the remains of a fighter clad in chain and carrying a sword and a hand axe. All are non-magical, and he has nothing else of value. The chest is unlocked and not trapped. It contains 1000 Silver and 1000 Gold.

Minotaur AC: 3 Move: 12" Hits: 25 Fights 5th Column

3. 40' N-S, 50' E-W. Enter by secret door in W Wall, 20' from N Wall. There are tattered wall hangings on the walls, illustrating a hunt of ages past. There are also torch brackets at 10' intervals on all the walls. There is a Giant Scorpion directly opposite the door, 10' away, and an iron chest in the center of the S Wall.

DM Only: The wall hangings are of no value. The chest is unlocked and not trapped. It contains 2000 Silver, 100 Gold, and 1 - 900 point necklace.

Giant Scorpion AC: 3 Move: 12" Hits: 22 Fights 4th Column

4. 30' N-S, 30' E-W. Enter by door in the center of N Wall. There is another door in the center of the E Wall. There are three mummy sarcophagi on the W Wall, with shreds of vile, badly soiled linen wrappings scattered about them. The sarcophagi, as well as the room is empty.

5. 30' N-S, 30' E-W. Enter by door in the center of W Wall. There is another door in the center of the E Wall. The party is struck by a very fetid odor as they open the door, and see bones and tattered fragments of garments strewn about. There is an iron chest in the center of the N Wall. There is a Manticore directly opposite the door, 30' away.

DM Only: If the Dwarf is still around, he will sense a trap on the chest...a poison needle in the clasp. It will do 16 points if not avoided. The chest is not locked, and contains 1900 Silver, 500 Gold, and one 10 point gem.

Manticore AC: 4 Move: 12"/18" (no room to fly) Hits: 33 Fights 5th Column

6. 30' N-S, 50' E-W. Enter by the door in the center of the W Wall. There is an opening in the center of the S Wall. There are three freshly slain bodies, Magic Users from their garb, hanging from the ceiling. There are two open chests on the N Wall. There is an Owlbear pawing at the corpses.

Owl Bear AC: 5 Move: 12" Hits: 23 Fights 5th Column

DM Only: If the bodies are searched, they will find 900 Gold and one 100 point gem. The chests are empty. The Owlbear will not let the party pass, and will have to be slain. Once this is done, the party will hear a shriek, then a spectral voice saying, "May the Curse of Dalmanil the Thrice Damned quake your spirits and cause your blows to fall on thin air. You will rue the day you slew my pretty!" This curse will have the following effects: All attacks and saving throws will be at -1, and they will see apparitions of demons all around them, reinforcing the curse. It may be lifted by any one of the following: Remove Curse, Bless, or Protection/Evil.

7. 30' N-S, 20' E-W. Enter by door in center of E Wall. There is a thick layer of dust on the floor, undisturbed. Apparently empty.
8. 30' N-S, 30' E-W. Enter by door in center of E Wall. There is another door in the center of the W Wall. There is a heap of rubbish in the NE corner.
DM Only: There is nothing of value in the rubbish. Room is empty.
9. 60' N-S, 30' E-W. Enter by opening in E Wall, SE corner. There are two doors on the W Wall, one 20' from N Wall, the other 20' from S Wall. The contents of the room is a shambles. It appears that at one time it was a dining hall, but now the furniture is badly charred and broken, and once valuable tapestries, threaded with gold and silver, are shredded and scorched. There are two open chests on the N Wall. There is a fountain in a pool of liquid on the E Wall. It is highly carved alabaster, in the shape of a dryad. The base of the pool is of marble. There is an 8 Headed Hydra in the center of the room, 30' from the opening.
DM Only: The chests are empty. The liquid in the pool is water.
 8 Headed Hydra AC:5 Move: 12" Hits: 64 Fights on Men Attacking Table, 3rd Column
10. 30' N-S, 20' E-W. Enter by a door in the NW corner of W Wall. Elf senses a door on the S Wall (it is in SE corner). There is an unlocked chest in the center of E Wall, about 3' from the wall. The walls are smoothly plastered.
 Upon inspection, the chest will be found to be firmly attached to the floor and immovable. The Dwarf senses a trap, surmising that there is a pit beneath the chest, perhaps filled with spikes.
DM Only: The chest contains 200 Gold and 2-50 point Sapphires. The 10' X 10' section the chest is resting on is a trap door, hinged on the E Wall. The trap is sprung by opening the chest, dumping the victim into a pit. Note- if Dwarf is present to give warning, the pit is 15' deep with 1' long spikes. If Dwarf is dead or does not enter room, the pit is 10' deep with no spikes. In the former case, anyone falling into the pit will take 7 points. In the latter, no damage.
 To get the treasure, some method must be found to open the chest. The only stipulation is that it must be opened by hand. The chest is so constructed that the fingers must be inserted into depressions to work the catches, and poles, etc. will slip off. It can only be opened from the front. The treasure will not fall out of chest into pit.
11. 30' N-S, 50' E-W. Enter by door in center of E Wall., openable only from Room #9. There is a door on the S Wall, 20' from the W Wall.
 The room is completely filled with sand. A 10' diameter depression can be seen in the center of the room. Dwarf detects a trap.
DM Only: There is an Ant Lion type creature in the depression. It is triggered by the last person to pass through the room. In other words, to solve this trap, a party of five must appear to be a party of four, a party of four must appear to be a party of three, etc. Thus, if a mage flies or levitates, or one member of the party carries another and all move at encumbered speed around the room, the Ant Lion won't come out. If they all walk around the room or someone walks to inspect the depression, the Ant Lion is triggered. If they try to run across the room, the Ant Lion will emerge after the second person passes. The trap is triggered by the Ant Lion clawing sand out from under the parties' feet. It will take the Ant Lion 5 melee rounds to surface and attack. If the party was roped together, they will be able to pull the victim out and escape, if the door has already been opened before the Ant Lion emerges. Otherwise the victim cannot be pulled out until the Ant Lion is slain. A fireball or lightning bolt flung into depression will slay Ant Lion before he emerges.
 Ant Lion AC: 7 Move: 12" Hits: 21 Fights 5th Column Poison Damage: 5-30 Bite Damage: 1-4
12. 30' N-S, 20' E-W. DM Only: The party may enter by either the door in the SW corner, W Wall, or by the secret door in the NE corner, N Wall. Describe the doors as fits the situation.
 There is a skeleton clad in faded purple robes pointing with its outstretched right arm towards the door in the W Wall.
DM Only: The skeleton is not the usual monster type encountered in dungeons. It is simply a skeleton. It doesn't move nor attack. If the party chooses to demolish it, they will hear the sound of a distant gong, and a chorus of evil laughter. This means absolutely nothing, but should give them something to think about!
13. 30' N-S, 30' E-W. Enter by secret door in center of W Wall. There is a blackened firepit in the center of the room, and a barred opening into a 10'X10' opening in the center of the E Wall.
DM Only: The firepit contains nothing of value. The portcullis may be easily raised by pulling on a chain hanging from a small hole in the wall next to the portcullis. There is a secret door in the E Wall of the alcove.
14. 30' N-S, 50' E-W. Enter by a secret door in the center of the W Wall. The Dwarf senses a shifting wall in the center of the S Wall. The walls are covered with murals depicting human sacrifice, pain, and suffering, and mass punishment of unrepentants by a dog-faced deity, spouting flames and hurling balls of fire into clumps of cowering, naked worshippers. The center of the room is dominated by a 10'X10' altar, the top of which is reached via curving stairways on its E and W sides.
DM Only: As could be expected, there are some very nasty individuals guarding this altar...3 Spectres. They are hiding in unseen niches under the stairs. If the cleric makes his turn away attempt, he will turn away #2 and #3, but NOT #1. The Spectres are released by anyone stepping on the stairs. If the party decides to flee before melee, or at any time after melee starts, the Spectres will not follow nor strike a final blow.
 Spectre AC: 2 Move: 15"/30" (no room to fly) Hits: #1-27 #2-19 #3-24 Fight 5th Column
DM Only: If the Spectres are beaten, and the party chooses to inspect the altar, they will find the following: The top of the altar supports a blood-stained stone slab. It may be easily moved aside to reveal a 4' diameter, 10' deep pit with iron rungs down the N face. In the bottom is an unlocked untrapped basalt chest containing 7000 Silver, 200 Gold, and a 4-500 point cloak clasps.

15. 30' N-S, 30' E-W. Enter by shifting wall in the center of N Wall. Elf senses a secret door on E Wall. There is a heap of rags in the SW corner, and a basin filled with a red liquid jutting out of the W Wall. There is a Stone Giant directly opposite the shifting wall, 30' away.
- DM Only: The "red liquid" is colored water. If the heap of rags is searched, they will find 700 Silver, 30 Gold, and a 1-500 point Ruby. The secret door is openable only from this room.
- Stone Giant AC: 4 Move: 12" Hits: 43 Fights 7th Column
16. DM Only: Can enter room by door in center of E Wall (openable only from Room #17) or secret door in W Wall (detectable and openable only from Room #15).
- A wall panel in the S Wall, 20' from W Wall, opens as soon as party enters, so they can see the way out. The floor of the room is white marble. Certain 10'X10' sections contain a "T" shaped design of carnelian tiles. The walls are plastered and incense burners hang from the ceiling beams. On a raised dais, next to the opening on its E side, is seated an iron statue on a stone throne, hands in lap.
- DM Only: The red squares must be traversed in a certain way, otherwise the statue will be animated and attack. The pattern is the same in each of the four groupings, to wit, 1, 2, 5 (1, 2, square to the left). If they are not executed in proper order, or if a white square outside the "safe areas" is stepped on, the statue animates.
- Animation is by degrees. First mistake, statue's hands move from lap to grip arms of throne. Second, statue stands up. Third, steps down to lower step of dais. Fourth, steps onto floor. He may not be turned off now, and will move to block opening and force a fight. Before reaching the fourth step, the party must get the pattern right. When they correct their errors, the statue will halt at whatever stage he is in, until the next mistake.
- The course must be made in single file. If two of the red squares are stepped on simultaneously in the cross of the "T", (3 squares in the line), one obviously will be wrong and will count as a mistake.
- The "safe areas" are just that; the party can move within these freely without activating the statue. Also, whenever the pattern is completed correctly in a square, that square also becomes a "safe area".
- Statue AC: 0 Move: 6" Hits: 55 Fights 8th Column Does 2-20 points/mr 1 attack/mr
17. 30' N-S, 40' E-W. Enter by door in the N Wall, 20' from W Wall. There is another door in the center of the W Wall, openable only from this room. A fetid, nauseating stench taints the air as the party opens the door. The edges of the room are piled knee deep in rubbish, all except the S Wall. That wall, and the floor area near it, have been scrubbed and whitewashed. There is a niche in the center of the S Wall at eye level that appears to glow of itself. There is a basin of alabaster containing a red liquid directly below the niche. There is a Balor directly opposite the N door, 20' away.
- Balor AC: 2 Move: 6"/15" (no room to fly) Hits: 52 Fights 7th Column
18. 40' N-S, 40' E-W. Enter by door in E Wall, 20' down from N Wall. No other visible doors. Elf senses a secret door on S Wall. (DM-Secret doors in SE and SW corners, S Wall.)
- In the exact center of the room, reaching from floor to ceiling, is a column of brilliant, bluish-white light. In the center of the column, on the floor, is a highly carved and polished onyx pedestal of waist height. It may not be moved.
- Lying atop the pedestal are 3-50 point Emeralds and 1-500 point Ruby.
- DM Only: The light beam may not be dispelled, nor will any other action turn it off. It will vaporize any metal struck into it. However, it will not harm bare flesh, and that is the only way to get the gems. Detect Magic will register positive. Magical weapons cannot penetrate the beam.
19. 30' N-S, 30' E-W. Enter by shifting wall in center of W Wall. The Elf gets a "tingle" on the E Wall. The room is very dusty and musty smelling, as if it's been unused for some time.
- DM Only: If a search is made for the secret door, the following inscription will appear above it in glowing runes, a "Read Languages" will be necessary to decipher it: "Beyond lies naught but doom and death. Away! all ye of lowly birth."
20. 30' N-S, 30' E-W. Enter by secret door in W Wall. There are no other doors. Immediately in front of the door, 2' into the room, stands a skeleton transfixed and supported by 10 lances which appear to have been shot from the N and S Walls. There is an opened chest in the center of the N Wall. (DM-it's empty)
21. 30' N-S, 40' E-W. Enter by one of the two secret doors in the corners of the N Wall. There is a door in the center of the E Wall. There is a 10' diameter pit in the center of the floor. There is a Troll 30' away.
- DM Only: The pit has the nasty ability to lure victims to the brink, and they will tumble in IF they miss their saving throws vs. magic. The Troll is immune to the effect of the pit. Pit is 15' deep. Anyone falling in has a 50% chance of taking 1-6 points damage.
- Troll AC: 4 Move: 12" Hits: 20 Fights 5th Column
22. 30' N-S, 30' E-W. Enter by door in the center of W Wall. There is an unlocked oaken chest on the E Wall, directly opposite the door. Above it, on the shelf projecting from the wall, is the statue of a Gargoyle.
- DM Only: The statue will animate and fight as a normal Gargoyle if the chest is tampered with. The chest is not trapped (as such), and contains 1500 Silver, 300 Gold, and 8-100 point rings (non-magical).
- Gargoyle AC: 5 Move: 9"/15" (no room to fly) Hits: 25 Fights 5th Column

23. 30' N-S, 40' E-W. Enter by opening in N Wall. To the W of the S door is a 10' diameter pool filled with a clear colorless liquid. On the E and W points of this pool are two statues, roughly humanoid in appearance (man-sized) with scaly skins and heads thrown back so that the face looks to the ceiling. Their mouths are open wide, creating a gaping hole and revealing evilly discolored fangs. There is a rope hanging from a hole in the ceiling in the exact center of the room. There are two levers on the wall on the E side of the door.
- There are three locked chests on the E Wall. There is a pile of rubbish on the W Wall. The door will not open.
- DM Only: The door is operated by a counterweight system, using the liquid (water) in the pool as a weight. Water poured into the E statue will open the door. That put into statue on the W will merely fill it up.
- The rubbish heap contains old buckets, helmets, etc. to transfer the water. It will take one person 10 melee rounds to get the door open.
- The rope is attached to a bell above the ceiling, which will emit a loud "bong" when pulled. Nothing else happens.
- The levers on the wall dump water out of the counterweight and it flows back into pool.
- The chests are empty...it will take 5mr to break lock.
24. 30' N-S, 40' E-W. Enter by a randomly shifting door on E Wall. There is another door on the S Wall, 20' from the W Wall. There is a tapestry hanging in the center of the N Wall, bracketed by torch holders. It looks to be brand new, and has a flower (looks like a zinnia) worked in gold thread. There is a Chimera 10' away from whichever section the party enters by.
- DM Only: The "zinnia" is actually an abstraction of a fireball. If the Dwarf is still around, he will sense a trap. There is a stone projecting slightly from the wall behind the tapestry, and it may easily be removed. There is no way to disarm the trap. Upon moving the stone, there will be a blast, and reveal a hollow containing a small casket. It contains a beautiful necklace of Gold and Rubies worth 1300 Gold.
- Chimera AC: 4 Move: 12"/18" (no room to fly) Hits: 51 Fights 7th Column
25. 30' N-S, 40' E-W. Enter by door in center of E Wall. There is a very strange door on the W Wall. It appears randomly in each section. There is a large iron ring in the center of the door.
- DM Only: There is a 1/3 chance that anyone can grasp the ring, but one person cannot hold on to it. When two have grasped the ring, the door may be held stationary long enough to attempt one crash. If unsuccessful, the door will leap from the player's grasp and they will have to start all over again.
- Door Movement
- | | | | | | | | | | | |
|---|---------|---|----|---------|---|----|---------|---|--|-------------------------------------|
| 1 | Section | 3 | 6 | Section | 1 | 11 | Section | 1 | | |
| 2 | " | 1 | 7 | " | 3 | 12 | " | 2 | | Note: sections are numbered on map. |
| 3 | " | 1 | 8 | " | 3 | 13 | " | 1 | | |
| 4 | " | 3 | 9 | " | 1 | 14 | " | 2 | | |
| 5 | " | 2 | 10 | " | 2 | 15 | " | 1 | | |
26. 30' N-S, 20' E-W. Enter by door in W Wall, SW corner. This room has been finished off in purple-vein marble. There is a throne along the S Wall.
- DM Only: The throne is vacant. There is nothing of value in the room, merely a time waster.
27. 40' N-S, 20' E-W. Enter by lifting barred opening in E Wall, 20' down from N Wall. There is another door in the N Wall, NE corner. The room appears to be of rough-hewn stone; more like a cave. There is a large firepit before the opening. The party will immediately notice that all accouterments are oversize. This is slightly before they see the Hill Giant. There is a pile of furs in the SW corner.
- DM Only: The door in the N Wall is openable only from this room. The firepit contains only ashes. The Giant's knapsack is nowhere to be seen, however there's a small chest under a pile of furs in the SW corner containing 200 Gold.
- Hill Giant AC: 4 Move: 12" Hits: 37 Fights 6th Column
28. 40' N-S, 40' E-W. Enter by either door in E Wall, either NE or SE corners. There is another door in the W Wall, 20' down from the N Wall. The room appears to be a cave, the door areas being finished off in smooth masonry. There are stalactites hanging from the ceiling and a few stalagmites on the floor. There is a Displacer Beast in front of the W door, 40' away.
- Displacer Beast AC: 4 Move: 15" Hits: 22 Fights 5th Column
29. 30' N-S, 20' E-W. Enter by secret door in W Wall, NW corner. There are two other doors, one in the center of W Wall, the other in the S Wall, SW corner. There is a pool of liquid along the center of the N Wall, filled with a purple liquid giving off the fragrance of fruit and alcohol. There are five goblets on a stone shelf on the wall above the pool.
- DM Only: The goblets are of no value. The liquid is 10 Gold point wine of especially high potency. One cup will do no harm except to make the imbiber thirst after more of the heady brew (make saving throw vs. magic to see if he succumbs to the temptation). Anyone who drinks more than one cup of the wine will fall into a stupor for six Turns. He may not be aroused before then, despite what others may do.
30. 20' N-S, 20' E-W. Enter by door in NW corner, N Wall. There are heaps of Gold, gems, etc. along S Wall. When the door is opened, the party sees the vile, yawning mouth of a purple worm.
- DM Only: This is a basic intelligence test. The players should realize by this stage of the game that they can't take this dude on. Proper response is "Close the door and boogie!"
- Since they had to ignore an obvious corridor to get here, they are probably also ignoring the task set for them. If they choose to fight, they will all die. Toughies...as I said, a basic intelligence trap.

Purple Worm AC: 6 Move: 6" Hits: 105 Fights 8th Column

- T5 In corridor. This is a chasm across corridor, 10' N-S, 20' E-W. It is 40' deep, and anyone falling in takes 13 points of damage. The walls are rough stone work. Ceiling is 20' high. There are no rings, protuberances, etc. in evidence.

THE DRAGON'S LAIR...GURLAN THE GREAT BLUE WORM

After the party has crossed the chasm, they will approach the double doors. There is a faint breeze blowing thru cracks around the doors, and small piles of sand have accumulated in front of them. On opening the doors, the cacophony of shrieks and moans that have been building in intensity will suddenly cease, and a deathly silence will fall upon the group. In front of them they see a 20' wide stairway leading down to the grotto, covered with sand. A faint luminescence from foxfire on the walls reveal that the grotto is immense. At the E end, 150' away, they see two pinpoints of light.

DM Only: The pinpoints of light is the Dragon, of course. He was awakened by the opening of the doors, so there is no way to surprise him. As the party makes its way towards him (assuming they do so), they will find that the grotto is filled with sand, lowering their movement rate to one speed slower (Light becomes Heavy, etc.).

A player can try to ride the Dragon by mounting when the beast is on the ground. If he is still on when the Dragon flies, he definitely will be the target for the next attack, as the Dragon will try to dislodge him. The rider must make saving throw vs. stone to see if he keeps his seat. Also, he will only be subject to attacks with the claws, not the bite. If he is dislodged, determine the height he falls randomly (use 8 sided die) and score damage as one 6 sided die per 10' of fall. Missile fire will only be effective when Dragon is flying. Once he is on the ground, arrows will have no effect.

Blue Dragon (category 4) AC: 2 Move: 9"/24" Hits: 36 Fights 7th Column

HIT SHEET

Characters

Fighter	48
Mage	28
Cleric	36
Elf	36
Dwarf	48

Monsters in Rooms

Room #2	Minotaur	25
3	Scorpion	22
5	Manticore	33
6	Owlbear	23
9	8-hd. Hydra	64
14	Spectre	27
	Spectre	19
	Spectre	24
15	Stone Giant	43
17	Balor	52
21	Troll	20
22	Gargoyle	25
24	Chimera	51
25	Owlbear	21
27	Hill Giant	37
28	Disp. Beast	22
	Blue Dragon	36

Wandering Monsters

#1	5-hd. Hydra	40
2	Minotaur	34
3	Owlbear	23
4	Phase Spider	27
5	Hell Hound	21
6	Spectre	25
7	Troll	25
8	Umber Hulk	39

I Class Characteristics

- A. Fighters: nothing special
- B. Magic Users/Clerics: see Spells, Item XI
- C. Dwarves: infravision allows them to see 60' regardless of the presence of any light source. Dwarf sense for shifting walls and trap is automatic when 30' or closer to such a device. This is blocked by intervening walls or doors. Will automatically find shifting wall or deduce construction of trap if search correct section. Dwarf adds four (4) levels when rolling saving throws.
- D. Elves: infravision and elf sense (for secret doors) operate as for dwarf. They have no saving throw advantage no special clothing, no damage bonus, and may not split move/fire.

II Abilities

- A. Strength: extra benefits as per Greyhawk. These are noted on character sheet. Hit probability/Damage bonuses for Fighters only.
- B. Intelligence: concerns Magic Users only. Spell list already reflects minimum and maximum number of spells they can draw from.
- C. Wisdom: irrelevant for tournament purposes.
- D. Constitution: irrelevant for tournament purposes. If a character is reduced to zero (0) hit points or less, he is dead.
- E. Dexterity: irrelevant for tournament purposes. Will have no bearing on whether or not a character can perform a certain feat. If it is feasible, assume it can be done and mark off appropriate time.
- F. Charisma: irrelevant for tournament purposes.

III Functions of Equipment

- A. Weapons: do damage as per Greyhawk Weapon Damage Table. There will be no weapon breakage system used.
- B. Torches: burn for six (6) Game Turns
- C. Flask of oil: will burn for twelve (12) Game Turns in lantern, but only for one (1) Turn if poured on floor and ignited to delay pursuit.
- D. Lantern: must be lit from torch. Can be shuttered to block light. Cannot be blown out. If dropped, there is a 1/3 chance that the oil will spill and burn out of control for one (1) Turn. Lantern will still be usable.
- E. Steel or silver mirrors: will only reflect if there is a light source nearby.
- F. Holy water: will prevent character from turning into undead or lycanthrope if applied within two (2) melee rounds after death (undead) or two (2) Turns if taken below 1/2 by lycanthrope. This is the only advantage of this item for tournament purposes.
- G. Wolfbane: will cause lycanthropes to make a morale check at -1 on the Random Monster Reaction Table, D&D Book III, every Turn it is forcefully presented. Negative, retreat, uncertain, neither retreat nor attack; positive, will attack. If lycanthrope is attacked, it will ignore the wolfbane and attack also.
- H. Belladonna: does 4-24 points of damage on the third melee round after consumption of entire bunch.
- I. Rations: their only value will be to delay pursuit; can also be "spiked" with belladonna. Rations have the following percentage chance to distract monsters: Intelligent - 10%, Semi-intelligent - 50%, Unintelligent - 90%.
- J. Treasure: characters may take left-over gold pieces with them, or purchase cheap gems, etc. to also delay monster pursuit. The effects of treasure for such a purpose are as follows: Intelligent - 90%, Semi-intelligent - 50%, Unintelligent - 10%.
- K. Spikes: takes five (5) melee rounds for one character to set one (1) spike. Check once every Game Turn to see if it slips - 1/3 chance it will. This is for wedging the spike between floor and door or between stones. The doors and door frames in the dungeon are of wood, and a spike driven into them has only a 1/6 chance of pulling loose.

IV Encumbrance and Movement Rates

- A. Each Game Turn consists of two (2) movement segments, and represents 10 minutes of time.
- B. The basic movement distance for each segment is based on encumbrance, expressed as weight points (wp). Light Foot: (up to 750 wp) Armored Foot: (1001 to 1500 wp) Heavy Foot: (751 to 1000 wp) Encumbered: (1501 or more wp)
- C. Exceptional strength can give a bonus to the amount of weight that can be carried before becoming encumbered, as well as modifying the "break points" of changes in movement rate. For example, a character who can carry an additional 100 wp could move at Light Foot up to 850 wp, Heavy Foot 851 to 1100 wp, etc. He would not become encumbered until carrying 1601 wp or more.
- D. As treasure is accumulated, equipment dropped or exchanged between members of the party, etc., appropriate adjustments must be made to the weight being carried by each party member. The party will always move at the movement rate of the slowest member, except in flight/pursuit situations, when the party may become strung out unless they choose to stay together.
- E. Melee Movement: characters in the first rank will fight in the first round, those in the second rank may move up to fight in the second round, etc.
- F. Evade Movement: double the movement rate of the party and the pursuing monster; the time scale remains the same. Thus, a party moving at the Armored Foot rate of 60'/segment and a monster moving at 120'/segment would move 120' and 240' respectively in the first evade segment. After all evade moves are made and subsequent melee's fought (if necessary), the party must take a double rest.

V Time Scale

- A. As previously mentioned, each Turn represents 10 minutes of time.
- B. An hour, therefore, is six (6) Game Turns.
- C. A rest turn must be taken every hour. The DM will inform the party one (1) Turn in advance that the next Turn will be a mandatory rest, thus giving the party a choice of which turn would be more advantageous for them to rest. Again, after an evade move, the party must rest for two (2) Turns. There is no penalty for fighting when fatigued.
- D. The Time Record Sheet provided has 10 spaces/Turn, corresponding to the 10 melee rounds in each Turn. All actions will be expressed in melee rounds (mr) to facilitate accurate recording of time expended.
- E. Some common actions and the time required to perform them, in mr are given below.
 - 1. Search a 10' section of wall, floor, etc.....10mr
 - 2. Load 300 wp of treasure.....10mr
 - 3. Open door, set spike..... 5mr
 - 4. Listen, ESP, Search Body, Look Down Corridor,
Light Torch from Flint & Steel..... 2mr
 - 5. Change or Draw Weapon, Withdraw from Melee... 1mr
 - 6. Climbing Rope.....1'/mr
 - 7. Bickering/Decision Making.....5 minutes
actual time = 10mr,
or 1 minute = 2mr

VI Monster Encounters

A. General

1. Monsters will always attack, and no morale checks need be made as they will fight to the death. Attacks will be on someone in the first rank, determined randomly.
2. Hearing distance is up to 80', but sighting distance is 30' (torch/lantern range) or 60' (elf/dwarf or spell intravision range).
3. Monsters will pursue as long as party is not more than 90' away. Whether or not a monster will follow them around a corner, thru a door, or thru a secret opening is prerolled on the Encounter and Room Key Sheets.
4. Monster has a 1/3 chance of breaking through a spiked door, or a door being held shut by characters. If the monster does crash thru, anyone holding the door will be knocked off their feet and will take 1mr to recover.

B. Wandering Monsters

1. The Time Record Sheet has certain Turns marked "M". This means that the monster on the encounter sheet with the same # will appear that Turn.
2. If the party is surprised (see Item VII), it will be from the rear if at all possible.
3. Distances of all encounters are given on the Encounter and Room Key Sheets.

C. Monsters in the Rooms

1. Doors normally open on a roll of 1-2 on a six sided die. Characters with exceptional strength have a greater chance of opening them--this is noted on the character sheet.
2. Two men crashing a door will have normal reactions. Three men will be hampered after crashing a door and will count as surprised.
3. A character actively crashing a door may not use a two-handed weapon on the first melee round.
4. Only two men fight thru a doorway, subject to weapon arc.
5. Guards at a door have only a 1/6 chance of being surprised by approaching monsters.

VII Surprise

A. Whether or not surprise exists and for whom at what distance is noted on the Encounter and Room Key Sheets. However, surprise may be negated by the following:

1. Successful listening (1 for men, 1-2 elf/dwarf) or clairaudience spell will negate surprise for party.
2. A visible light source with the party will negate surprise for wandering monsters.
3. If party "bounces" on door, surprise is negated for any monster in the room.

B. If party is surprised, there is a 25% chance that each member will drop whatever he is carrying in his hands, excluding shields, as they are strapped to the arm. A dropped torch has a 1/3 chance of being extinguished. It takes 1mr to recover a dropped item.

C. Surprise distances are 10' to 30'.

1. 10': which ever is unsurprised gets a free blow, and first blow position on the second melee round.
2. 20' to 30': which ever is unsurprised can close, and gets first blow position on the first melee round.

VIII Magic and Missiles

A. Magic and missiles can only be used once each movement segment.

- B. Cannot fire missiles into melee (10' or less). Area spells may be allowed, but directional spells (magic missile, lightning bolt, etc.) are prohibited.
- C. Three men in a corridor or two in a doorway will block missiles or magic that might be fired from the rank behind them. Therefore, if it is evident that such fire would be blocked, it is not allowed.
- D. If an encounter takes place at 20' to 30', characters may use missiles, magic OR prepare for melee, if not surprised. If they choose the former, they will be unarmed the first melee round.
- E. If the encounter is 40' to 60', can use missiles or magic once, then arm for melee.
- F. If the encounter is 70' to 80', can use missiles or magic twice, then arm for melee.
- G. If firing at a sound, that is, the firer cannot see his target, such a shot will be at -4. This applies also for fighting hand-to-hand in the dark or those without infravision.
- H. The Alternative Combat System, Monster Attacking Table, D&D Book I will be used for missile fire, with a +1 at medium range and +2 at short range. Any throw weapon/flask has a range of 30'.

IX Spells

- A. Magic Users and Clerics will select their spells up to the limit of their progression tables from the spell lists provided. The number of spells and what level are listed on the spell lists.
- B. Spells may be used only once each movement segment.
- C. Spells automatically take effect, modified by saving throws.

REFEREES MUST BE FAMILIAR WITH THE SPELLS ON THE SPELL LIST. THESE ARE DRAWN FROM D&D BOOK I AND GREYHAWK, AND IT IS ADVISED THAT ALL DM'S HAVE THESE BOOKS WITH THEM AT THE TOURNAMENT SESSIONS. PLEASE...SUPPLY YOUR OWN BOOKS!!

X Combat

- A. The Alternative Combat System, D&D Book I will be used, as well as the Weapon Damage Table from Greyhawk. Only the "against man-sized opponents" column.
- B. Melee starts when opponents come to within 10' of each other. All blows are considered simultaneous, except as detailed under Surprise.
- C. No "initiative die" system will be used in the tournament.
- D. The "Weapon vs. Armor" table and the Fighter Dexterity option, both from Greyhawk, will NOT be used.
- E. A character armed with a dagger may strike TWICE each melee round. All others will strike one blow per melee round. Only one weapon may be wielded at a time.
- F. Shields are additive to other armor, and a character so defended will count as shielded at all times except when surprised from the rear or when withdrawing from melee.
- G. Subduals will not be allowed.
- H. There is no allowance for accumulated damage. A creature or character reduced to zero (0) or less hit points is dead.
- I. Withdrawal from the melee must be announced before the character strikes a blow that round. The monster will attempt to follow anyone who is withdrawing, unless engaged or blocked by other characters. A character struck while withdrawing will get no return blow and if shielded will not count as such.

XI Miscellaneous

- A. The gods are on vacation...NO DIVINE AID IS AVAILABLE

MATERIALS LIST

For the Players

1. Set of Character Sheets - these are the same as used in the tournament, one each of Fighter, Mage, Cleric, Elf-Mage, and Dwarf. All standard abilities, etc., and magical equipment is listed.
2. Mage Spells - usable for the human and the Elf-Mage. Percentage rolls based on intelligence are already reflected here.
3. Cleric Spells - standard per Greyhawk.
4. Equipment List - streamlined version, with a couple of additions, from the D&D Book I. Unnecessary items have been deleted.

Fighter	<u>S</u>	<u>D</u>	<u>Hits</u>	<u>Magic</u>	<u>Abilities</u>
Level 6	17	12	48	Sword +2 (hit only)	+2 on hit probability
	<u>I</u>	<u>Co</u>	<u>Gold</u>	Int : 5 Ego :0	+2 on damage
	8	14	70	Neutral	Open door 1-4
	<u>W</u>	<u>Ch</u>	<u>Align.</u>	Plate +1	+300wp before encumbered
	9	9	Neutral	Shield +1	
Mage	<u>S</u>	<u>D</u>	<u>Hits</u>	<u>Magic</u>	<u>Ability</u>
Level 7	9	13	28	Bracers of defense AC 6	None
	<u>I</u>	<u>Co.</u>	<u>Gold</u>	Dagger +2 (Hit & Damage)	
	16	13	25		
	<u>W</u>	<u>Ch.</u>	<u>Align.</u>		
	12	18	Neutral		
Cleric	<u>S</u>	<u>D</u>	<u>Hits</u>	<u>Magic</u>	<u>Abilities</u>
Level 6	13	14	36	Mace +2 (Hit & Damage)	+100wp before encumbered
	<u>I</u>	<u>Co.</u>	<u>Gold</u>	Plate +1	
	10	13	40	Shield +1	
	<u>W</u>	<u>Ch.</u>	<u>Align.</u>		
	16	6	Law		
Elf-Mage	<u>S</u>	<u>D</u>	<u>Hits</u>	<u>Magic</u>	<u>Abilities</u>
Level 7	13	17	36	Leather +1	+100wp before encumb.
	<u>I</u>	<u>Co.</u>	<u>Gold</u>	Dagger +1(Hit & Damage)	Normal Elf Abilities
	16	13	45		
	6	11	Neutral		
Dwarf-Fighter	<u>S</u>	<u>D</u>	<u>Hits</u>	<u>Magic</u>	<u>Abilities</u>
Level 6	16	10	48	Warhammer +2(Hit &Damage) +1 Hit probability	
	<u>I</u>	<u>Co</u>	<u>Gold</u>	Plate +1	+1 Damage
	9	14	60	Shield +1	Open door 1-3
	<u>W</u>	<u>Ch</u>	<u>Align.</u>		+150wp Before encumb.
	9	9	Neutral		Normal Dwarf Abilities

MAGE SPELLS

<u>Level I</u>	<u>Level II</u>	<u>Level III</u>	<u>Level IV</u>
1. Detect Magic	Detect Invisible	Fly	Remove Curse
2. Hold Portal	Levitate	Hold Person	Wall of Ice
3. Read Magic	Locate Object	Dispell Magic	Confusion
4. Protection/Evil	Invisibilty	Clairaudience	Charm Monster
5. Light	ESP	Fire Ball	Dimension Door
6. Charm Person	Continual Light	Lightning Bolt	Wizard Eye
7. Sleep	Knock	Protection/Evil.10R	Ice Storm
8. Shield	Darkness,5R	Invisibility,10R	Fear
9. Ventriloquism	Mirror Image	Infravision	Extension I

10.

Haste

<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>
4	3	2	1

Progression for Mage & Elf-Mage:

CLERICAL SPELLS

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>	
1. Cure Light Wounds	Find Traps	Remove Curse	Neutralize Poison
2. Purify Food & Water	Hold Person	Cure Disease	Cure Serious Wounds
3. Detect Magic	Bless	Locate Object	Protection / Evil 10 R
4. Detect Evil	Speak With Animals	Continual Light	Turn Sticks To Snakes
5. Protection / Evil	Silence, 15 R.	Prayer	Speak with Plants
6. Light	Snake Charm	Speak With Dead	Create Water
	Progression For Cleric	<u>1st</u> 2	<u>2nd</u> 2
		<u>3rd</u> 1	<u>4th</u> 1

AVAILABLE EQUIPMENT LIST

<u>Item</u>	<u>Cost</u>	<u>Encum.</u>	<u>Item</u>	<u>Cost</u>	<u>Encum.</u>
Dagger	3	20	50' Rope	1	Misc.
Hand Axe	3	50	10' Pole	1	Misc.
Mace	5	50	12 Iron Spikes	1	Misc.
Sword	10	50	Small Sack	1	Misc.
Battle-Axe	7	100	Large Sack	2	Misc.
Morning Star	6	100	Leather Back Pack	5	Misc.
Flail	8	100	Water/Wine Skin	1	Misc.
Spear	2	50	6 Torches	1	Misc.
Pole Arm	7	150	Lantern	10	Misc.
Halberd	7	150	Flask of Oil	2	Misc.
Two-Handed Sword	15	150	3 Stakes & Mallet	3	Misc.
Pike	5	150	Steel Mirror	5	Misc.
Short Bow	25	*	Small Silver Mirror	15	Misc.
Long Bow	40	*	Wooden Cross	2	Misc.
Composite Bow	50	*	Silver Cross	25	Misc.
Light Cross Bow	15	*	Vial of Holy Water	25	Misc.
Heavy Cross Bow	25	*	Wolfsbane, Bunch	10	Misc.
Quiver/20 Arrows	10	*	Belladonna, Bunch	10	Misc.
Case/30 Quarrels	10	*	Garlic, Bud	5	Misc.
20 Arrows or 30 Quarrels	5	*	Wine, Quart	1	30
Silver Tipped Arrow	5	Misc.	Iron Rations	15	Misc.
Leather Armor	15	250	Standard Rations	5	Misc.
Chainmail	30	500	Flint & Steel	3	Misc.
Plate Mail	50	750	Lodestone (compass)	25	Misc.
Helmet	10	50	Any Grouping of items marked "Misc." add a total of 80 to encumbrance.		
Shield	10	150	* Any bow and missile complement has an encumbrance of 50.		

For the Players

1. Set of Character Sheets-These are the same as used in the tournament, one each of Fighter, Mage, Cleric, Elf-Mage, and Dwarf. All standard abilities, etc., and magical equipment is listed.
2. Mage Spells-for human Mage. Intelligence % already reflected here.
3. Elf Spells-Intelligence % already reflected here.
4. Cleric Spells-Standard per Greyhawk.
5. Equipment List-Streamlined version, with a couple of additions, from D&D Book I. Unnecessary items have been deleted.

Fighter	<u>S</u>	<u>D</u>	<u>Hits</u>	<u>Magic</u>	<u>Abilities</u>
Level 10	16	14	74	Sword +3	+1 hit probability
	<u>I</u>	<u>Co</u>	<u>Gold</u>	Int.: 7 Ego: 2	+1 Damage
	9	12	65	Extr. Ab.: Fly	Open Door 1-3
	<u>W</u>	<u>Ch</u>	<u>Align.</u>	Plate +2	+150wp before Encum.
	7	10	Law	Shield +2	
Mage	<u>S</u>	<u>D</u>	<u>Hits</u>	<u>Magic</u>	<u>Abilities</u>
Level 10	9	14	50	Staff of Striking	None
	<u>I</u>	<u>Co</u>	<u>Gold</u>	Rope of Climbing	
	17	15	25	Bracers of Defense (AC: 4)	
	<u>W</u>	<u>Ch</u>	<u>Align.</u>		
	9	14	Law		
Cleric	<u>S</u>	<u>D</u>	<u>Hits</u>	<u>Magic</u>	<u>Abilities</u>
Level 10	10	10	60	Mace of Disruption	+150wp before Encum.
	<u>I</u>	<u>Co</u>	<u>Gold</u>	Plate +2 +1	
	10	13	35	Shield +2	
	<u>W</u>	<u>Ch</u>	<u>Align.</u>		
	17	7	Law		
Elf-Mage	<u>S</u>	<u>D</u>	<u>Hits</u>	<u>Magic</u>	<u>Abilities</u>
Level 9	8	14	52	Wand of Cold	Normal Elf abilities
	<u>I</u>	<u>Co</u>	<u>Gold</u>	Leather +3	
	18	12	40		
	<u>W</u>	<u>Ch</u>	<u>Align.</u>		
	12	17	Neutral		
Dwarf-Fighter	<u>S</u>	<u>D</u>	<u>Hits</u>	<u>Magic</u>	<u>Abilities</u>
Level 8	18	10	72	Warhammer +2 (Hit & Damage)	+2 hit probability +3 Damage
	<u>I</u>	<u>Co</u>	<u>Gold</u>	Shield +1	Open Door 1-5
	11	15	60		+500wp before Encum.
	<u>W</u>	<u>Ch</u>	<u>Align.</u>		Normal Dwarf abilities
	11	17	Neutral		

Spell List--Cleric

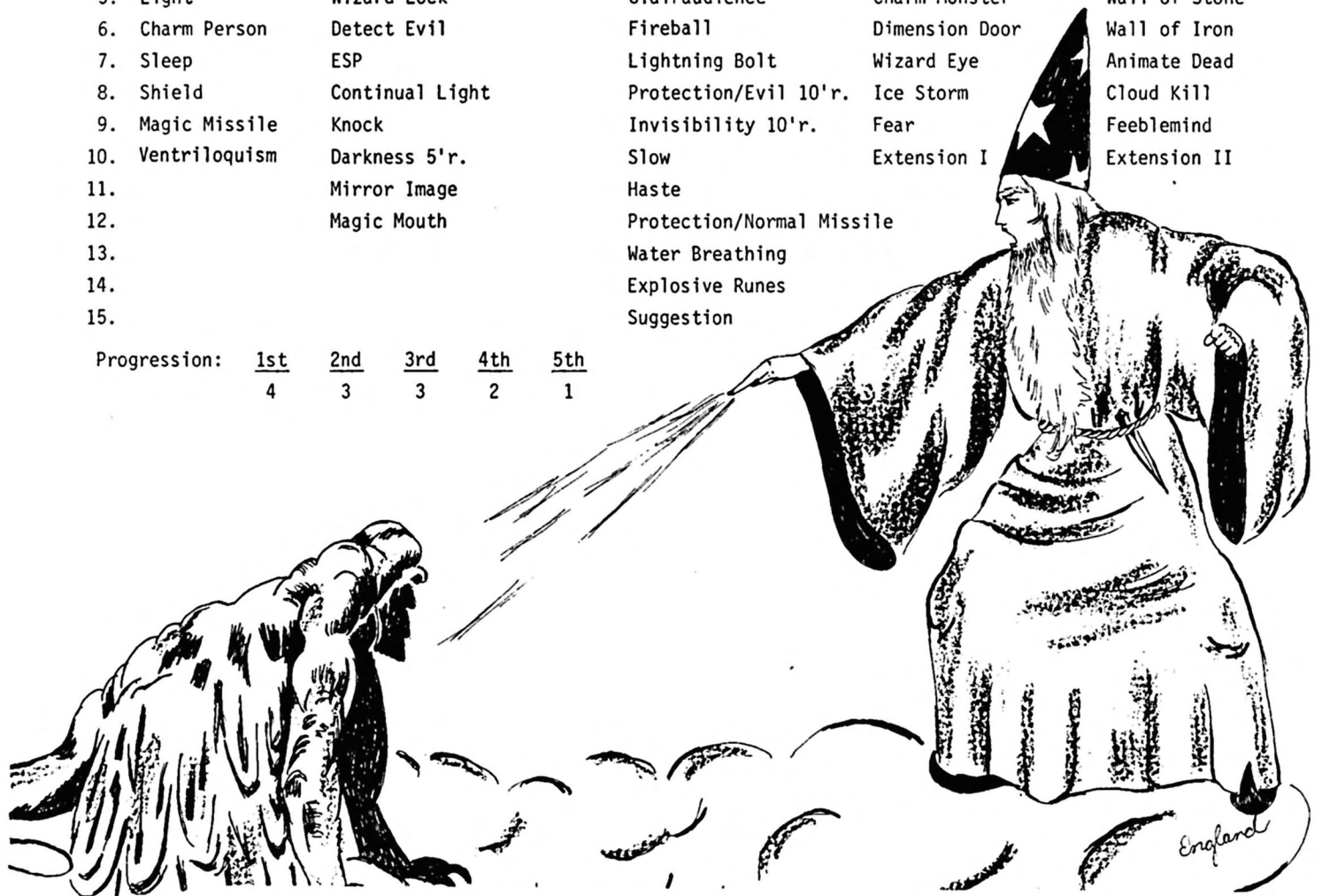
<u>Level I</u>	<u>Level II</u>	<u>Level III</u>	<u>Level IV</u>	<u>Level V</u>
1. Cure Light Wounds	Find Traps	Remove Curse	Neutralize Poison	Dispell Evil
2. Purify Food, Water	Hold Person	Cure Disease	Cure Serious Wounds	Raise Dead
3. Detect Magic	Bless	Locate Object	Protection/Evil 10'r.	Quest
4. Detect Evil	Speak with Animals	Continual Light	Turn Sticks to Snakes	Insect Plague
5. Protection/Evil	Silence 15'r.	Prayer	Speak with Plants	Create Food
6. Light	Snake Charm	Speak with Dead	Create Water	
Progression: <u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>5th</u>
3	3	3	3	3

Spell List--Mage

<u>Level I</u>	<u>Level II</u>	<u>Level III</u>	<u>Level IV</u>	<u>Level V</u>
1. Detect Magic	Detect Invisible	Fly	Remove Curse	Teleport
2. Read Magic	Levitate	Hold Person	Wall of Fire	Hold Monster
3. Read Languages	Locate Object	Dispell Magic	Wall of Ice	Conjure Elemental
4. Protection/Evil	Invisibility	Clairvoyance	Confusion	Telekenisis
5. Light	Wizard Lock	Clairaudience	Charm Monster	Wall of Stone
6. Charm Person	Detect evil	Fireball	Dimension Door	Wall of Iron
7. Sleep	ESP	Lightning Bolt	Wizard Eye	Animate Dead
8. Magic Missile	Knock	Protection/Evil 10'r.	Ice Storm	Extension II
9. Ventriloquism	Darkness 5'r.	Invisibility 10'r.	Fear	
10.		Infravision	Extension I	
11.		Slow		
12.		Haste		
13.		Protection/Normal Missile		
14.		Rope trick		
15.		Suggestion		
Progression:	<u>1st</u> 4	<u>2nd</u> 4	<u>3rd</u> 3	<u>4th</u> 3
				<u>5th</u> 2

Spell List--Elf-mage

<u>Level I</u>	<u>Level II</u>	<u>Level III</u>	<u>Level IV</u>	<u>Level V</u>
1. Detect Magic	Detect Invisible	Fly	Remove Curse	Teleport
2. Hold Portal	Levitate	Hold Person	Wall of Fire	Hold Monster
3. Read magic	Locate Object	Dispell Magic	Wall of Ice	Conjure Elemental
4. Protection/Evil	Invisiblity	Clairvoyance	Confusion	Telekenisis
5. Light	Wizard Lock	Clairaudience	Charm Monster	Wall of Stone
6. Charm Person	Detect Evil	Fireball	Dimension Door	Wall of Iron
7. Sleep	ESP	Lightning Bolt	Wizard Eye	Animate Dead
8. Shield	Continual Light	Protection/Evil 10'r.	Ice Storm	Cloud Kill
9. Magic Missile	Knock	Invisibility 10'r.	Fear	Feeblemind
10. Ventriloquism	Darkness 5'r.	Slow	Extension I	Extension II
11.	Mirror Image	Haste		
12.	Magic Mouth	Protection/Normal Missile		
13.		Water Breathing		
14.		Explosive Runes		
15.		Suggestion		
Progression:	<u>1st</u> 4	<u>2nd</u> 3	<u>3rd</u> 3	<u>4th</u> 2
				<u>5th</u> 1



NOTES ON SPELLS

Magical

Hold Portal: duration is 10 Turns.

Protection/Evil: an enchanted monster is one under the magical control of someone.

Light: emanates from Mage, therefore is mobile. Duration is 13 Turns.

Shield: duration is 2 Turns (20mr).

Levitate: duration is 13 Turns; maximum height is 14".

ESP: monster thoughts are very primal, and mage will get readings of "Kill", "Maim", "Hungry," etc.

Mirror Images: 4 Images will be generated.

Fly: durations is 9 Turns.

Fireball: does 24 points of Damage.

Lightning Bolt: does 24 points of Damage.

Haste: anything under Haste moves at DOUBLE normal rate.

Charm Monster: a charmed monster will not join up with party. It will sit in a corner and be very confused. Will not attack.

Dimension Door: must give co-ordinates.

Ice Storm: does 16 points of Damage.

Clerical

Cure Light Wounds: will cure 5 points of Damage.

Cure Serious Wounds: will cure 9 points of Damage.

COMBINED ENCUMBERANCE/TREASURE/MONSTER/MONSTER KILL SHEET

	Fighter	Mage	Cleric	Elf	Dwarf
Armor Class	0	6	0	6	0
Melee Bonus (H,D,WH,WD)	+2+2+2/0	0/0/+2+2	0/0/+2+2	0/0/+1+1	+1+1+2+2
Encum. Bonus	+300	0	+100	+100	+150
Base Encum.					
Capacity					

In the columns
below each class
record as '+'
or '-' the weight
of any item pick-
ed up by player,
be it equipment
treasure or what-
ever. Be sure to
watch encumber-
ance.

Monster Kills

Record type monster killed

Excruciatingly Important

NOTE

If a player dies, draw a line under last monster kill and treasure pick up he participated in. Put class initial at right end of line, and also penetration area he died in.

Trap Solutions

Record class initial of player who solves trap (F,M,C,E,D)

Trap #1
Trap #2
Trap #3
Trap #4
Trap #5
Trap #6
Trap #7

TREASURE ACCUMULATED

Record additions and subtractions to treasure found. Do not delete treasure left on corpse that could not be carried by others.

TIME RECORD SHEET

WM#: Consult Hit Sheet
for identity and hit
points.

Rest: Mandatory Rest.

Time is to be marked
off in melee rounds,
10mr/Turn. Consult
DM Rules for sugges-
tions on how long
certain actions take
to perform.

1	WM12 9	17	25	33
2	10	18 Rest	26	34
3	11	19	27	WM7 35
WM1				
4	12 Rest	WM4 20	28	36 Rest
5	13	21	WM6 29	37
6 Rest	14 WM3	22	30 Rest	38
7	15	23 WM5	31	39 WM8
8	16	24 Rest	32	40





For the DM

1. Scenario-Two versions are provided. The "long" one gives the DM the whole story, plus background. The "short" one is the only information the party gets, i.e., just the essentials, with a few details left out to make things more interesting.
2. Map-standard map, each square = 10'. The numbers correspond to numbers in the room key.
3. Room Key-The numbers correspond to the numbers on the map, not the order the party goes thru them. The basic format is: 1) physical description, 2) what the party sees, and 3) DM information. It is strongly advised that the DM fully read all the material for the room in question so he will have full knowledge of what the party will face before describing the room to them.
4. DM Rules-Basic interpretations. These were the rules used for the tournament, and should be used to re-create same conditions. Of course, the DM may change any of them, at his discretion.
5. Hit Sheet-A convenient listing of all creatures (and characters), where they are located, and how many hits they take. Thus, melees may be accurately taken care of, as well as how the characters are doing. There are NO Wandering Monsters in this scenario.
6. Record Sheet-useful device for keeping track of encumbrance, kills, treasure, etc.
7. Time Record Sheet-Each Game Turn is divided into 10 melee rounds. Time is to be marked off in melee rounds.
8. Notes on Spells-Interpretations of spell effects that were used in the tournament, as well as damage scored by attack spells.
9. Parchment-The players get this, in addition to a reading of the "short" scenario. It gives them a few clues and tips on what to expect, but not all the information. The incomplete phrase at the end of the poem is "seek the unembodied heart". A sure tip-off, hence it was burned off.
10. Drawing-This is a 3/4 view of the Hall of Grsk (pronounced Gursk). The party enters on the left hand side.

SCENARIO FOR THE FINAL ROUND

"The Crown! The Crown!" murmured the shrunken man-form on the richly appointed bed. Then he convulsed in violent spasms of coughing, staining his once blonde-now white beard anew with bloody foam. Dying he was, but he refused Death's seductive advances until this final task was set in motion. That much he could do, knowing full well that he would not be granted the Gift of Life for long enough to see it completed.

The fit subsided, and the aged Patriarch collapsed back among the silken pillows of his deathbed. The tramp of feet and a soft knock on the door heralded the arrival of those he had summoned.

The heavy door swung silently inwards and three men entered the room. First was Talan, noble Warrior brave and true who had fought valiantly for the Cause. Then Nosto, practitioner of White Magic and Upholder of Good. And finally, Damrosil, Noviate of the Abbey and leading War Priest of Jehu. All three knelt at the bedside to pay homage to their fading leader.

Talan was first to break the silence. "What news, Holyman? In what way may I further cause my Sword to sing the pain of lawful vengeance above the corpses of thine vanquished enemies?"

"Great news, Paladin. The Crown has been found."

"The Crown! By the shriveled dugs of Frid! That is joyous! Beg thy pardon, Holiest," the Fighter shame-facedly apologized for his blasphemy.

"That you have," the Patriarch smiled weakly. "There are none better to whom I could entrust this news. But it be not proof I offer, merely an old fragment of parchment, mostly burnt away."

Damrosil stepped forward. "May I see it, Sire?"

The Patriarch nodded and pulled a bell rope at the head of the bed. An Acolyte bustled in and bent low over the bed, placing his ear close to his charge's mouth. He nodded and hurried away, returning shortly with a bejewelled casket.

"There Damrosil. It is but little to go on, but I wish the recovery of the Helm of Valasdum to be attempted. For with it once again in our possession, the might of the Malmalii held in abeyance, at least a while longer. I thereby place thee all on Quest to recover this relic and destroy the Fiend who guards it."

So saying, he mustered a hidden strength and arose from his bed. A wild gleam in his eyes, he spread his arms wide, encompassing the three now genuflected in awe before him. Then began the high-pitched chant to the Gorstii, the Call to the Quest. On and on it went, now a whisper, then rising to a full throated shouting. A light grew in the area between the Patriarch's arms, and bathed Talan, Nosto, an Damrosil in its divine illumination.

At last, with a high, quavering shout, the chant was finished. The light softly faded, and the Patriarch fell to the marble floor, dead. But at peace, for his work was accomplished; the completion of the task was now laid upon the three.

Nosto led the way from the chambers, after all had payed their last respects to the earthly remains of their leader. Following the well-worn steps down to the lower confines of the Abbey, they sought out the Keeper of the Scrolls of Lore.

Damrosil spoke, "We seek information of an ancient Mage called Grsk Grimvadar, now said to live as a Lich. It is imperative we gain knowledge as to the whereabouts of his lair."

The keeper was at first aghast at this request, but then, seeing the aura of divine light haloing their persons, quickly bent to the task at hand. At length he produced a moldering Scroll, and carefully unrolled it.

"So sayeth Tilth, Scribe of Nurgenvo," he intoned, "...And the body of Grsk Grmvadar was removed from the dungeons of Baldemar Castle by the minions of Hazo, and taken to the Temple of Diklah in the Mountains of Dearth, hard by the Fens of Elenath. And Diklah herself appeared and spoke the unholy ensorcelment that restored death/life to the dry husk of Grsk. A slave of the Malmalii now be he, and may the Gorstii protect us from his wrath..."

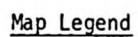
Talan thanked the old Loremaster, and he and his companions left the Abbey for their separate quarters in the town to prepare for a long journey. The death knell of the Abbey's bells marked their steps.

The moon had waned, waxed, then waned again 'ere the adventurers approached the ruins of the Temple of Diklah. But in their travels, they had had the good fortune to increase their numbers by two. In the Forest of Lodigren had Lehmnas, Elf-Mage, gladly joined them, and as they journeyed through the Realm of the Dwarves, Fastrid, Dwarvish King, also agreed to aid them.

Thus they were five as they rode slowly through the forbidding landscape of the Mountains of Dearth, and approached the end of a box canyon and the gates of an abandoned Temple. Their journeying was over, but it was the beginning of their most difficult task.

SHORT VERSION FOR THE PLAYERS

A dying Patriarch has enjoined you to undertake a quest to rescue a Lawful Crown from the grips of Chaos. Although he was unable to describe it, you have been given a fragment of parchment containing incomplete verses to help you. After a wilderness journey of several weeks, you have found the Temple you've been seeking at the head of a box canyon in a particularly desolate mountain range. As with all quests, you are not to abandon it willingly, on pain of a very unpleasant curse.



1 - Normal Door

 - Solid Stone

T Numbers corresponds
to numbers on trap sheets.



ROOM KEY

1. 30' N-S, 30' E-W. Enter by door in the center of S Wall. There is an opening in the center of the E Wall. The walls are covered with murals depicting worship of pagan deities; many deformed human types and demons. In the center of the N Wall is a small altar built around a statue of a beautiful woman mounted atop a marble pedestal. Engraved into the pedestal is an inverted Symbol of Life with a dripping Dagger thru the loop. There is a bowl for votive offerings before the statue, and two candelabras flanking it containing burning black candles.

DM Only: The statue is made of polished wood. A Detect Evil will register very positive. There is nothing of value in the room.

2. 30' N-S, 20' E-W. Enter by the door in the center of the W Wall. There is another door in the NE corner, N Wall. Every feature and article of furniture in the room is oversized. There is a throne-like chair in the center of the E Wall, and a bed on the S Wall. There is a huge chest at the foot of the bed (foot is toward the E Wall). There is a Fire Giant 10' from the door.

DM Only: The chest contains 2000 Gold, 2-100 point gems, and 1-1000 point necklace.

Fire Giant AC: 4 Move: 12" Hits: 56 Fights 8th Column

3. 20' N-S, 20' E-W. Enter by door in SE corner, S Wall. There's another door in the SE corner, E Wall. There are piles of odorous rubbish on the floor.

DM Only: There is nothing of value in the rubbish, but any character who searches thru it must make a constitution check to see if he contracts an especially virulent disease known to be present in this Temple. If so, the Turn after he gets it, he will move at half speed, the next Turn he will be unable to move, and the third Turn he will die. A Cure Disease will fix him up, of course.

Constitution %: F-75%; M-90%; C-85%; E-75%; D-90%

4. 30' N-S, 30' E-W. Enter by door in center of W Wall. There is an opening in the center of the E Wall. Appears to be a normal room, except for the N Wall. It appears to have no substance; a shimmery, amorphous gray-black Cloud.

DM Only: Assuming anyone is stupid enough to go near this, here's what happens. The wall can hold four things of any size. Thus, anything (or anyone) that goes into the Cloud is trapped until recycled. Below is a list of things that will come out of the wall each time something is put in.

1. A dead Mule
2. A Pobe (non-magical)
3. Vial of potion (Cure Disease)
4. A Dagger (non-magical)

These can be put back in, or the party can sacrifice something of their own to rescue a member of the party. Anyone who steps into the Cloud will take no Damage, nor remember anything about it. Each exchange takes 3mr to complete. No points awarded for figuring this out...it should be ignored anyway.

Trap On door into room #5. Party will see an unusual looking door at the end of the 30' corridor. It is of normal size, but has a semicircular handle in the center. Dwarf senses a trap.

DM Only: There is a small hole in the door, about 4' up from the floor that can be found upon close examination. Touching the hole will coat the fingers (or whatever) with soot. The handle must be pulled straight out to operate; turning it will do nothing. Upon pulling the handle, a stream of flame is shot from the hole, 1' wide and 10' long, doing 20 points to anyone hit (saving throw applicable). There is only one solution: Plug the hole, then pull the handle. The door will be blown off its hinges. Anyone standing within 10' when this happens will take 18 points of damage. Surprise is also negated for whatever is in the next room.

5. 40' N-S, 30' E-W. Enter by door in NW corner, W Wall. There is an opening in the NE corner, N Wall. This room is very cold, with ice on the walls. There is a chest in the center of the E Wall...Dwarf detects a trap. There is a Frost Giant 20' from the door.

DM Only: Chest is unlocked, and there is a Poison Gas Trap on the lock. There is no way to disarm it. Burst radius is 10', 26 points of damage (saving throw applicable). Chest is empty, but Elf will sense a false bottom. When the false bottom is touched, it polymorphs into a Spider which will bite whoever touched it, doing 3 points with fangs and 12 points with Poison (saving throw applicable). False bottom contains 1000 Gold, 3-500 point Sapphires, and 1-3000 point Cloak Clasp.

Frost Giant AC: 4 Move: 12" Hits: 40 Fights 7th Column

6. Enter by door in NE corner, E Wall. The room is extremely dark, such that a torch casts its light only 10', and infravision is reduced to 20'. Do not give room dimensions (50' N-S, 20' E-W) unless someone can actually see it. The room appears to be constructed of rough-hewn stone. There is another door in the center of the W Wall. The primary feature is that the air is filled with several hundred Floating Eyes, all staring at the party.

DM Only: The eyes may not be harmed in any way, nor will they harm the party. They serve as an "early warning system" for the creatures that lie beyond.

7. 40' N-S, 70' E-W. Enter by door in E Wall, 20' up from S Wall. There are no other visible doors. The room is covered all over with brass panels, carved in relief with alien scenes that mean nothing to them. In the center of the N Wall is a stone pool, 10' in diameter and 3' deep, filled with a yellowish liquid. There is a trap door in the bottom. On the S Wall are two brass chests. In the center of the room is a brass pedestal, 5' high. The top is covered with a wrought iron cage worked in a rose vine pattern. The thorns are a sickly green color. Through gaps in the pattern a huge Ruby (10,000 Gold value, if they ask). There are two Trolls, 30' away.

Troll AC: 4 Move: 12" Hits: #1-27, #2-24 Fight 6th Column

DM Only: The Ruby is the trigger to the trap. The wrought iron cage is very brittle, and therefore may be easily broken. The thorns are poisoned (12 points-saving throw applicable). However, any blow struck at the cage with the intention of knocking a hole in it will make a hole large enough to remove the Ruby without coming in contact with the thorns. There is no way to move the whole pedestal.

When the Ruby is removed from the pedestal, the trap is triggered. The room will become like an oven. As the room starts to get warmer, the brass plates will glow, thus giving the party an eerie red glow to work in. The door they entered by will be sealed shut. It cannot be held open. Anyone trying to smash it or touching the walls will take 11 points of Damage (assuming this is attempted after the room has started to heat up). A Cold Spell/ Cold Wand Bolt/ Ice Storm will delay heating one Turn, but will not turn the heat off.

The chests are unlocked and untrapped. They each contain three vials of a Healing Potion that will delay the onset of heat prostration. No constitution check need be made the Turn after the contents of one of the vials is consumed.

The pool contains a very strong acid. Anything (or anyone) coming in contact with it will dissolve. Thus, if someone jumps into the pool to escape the heat, he is automatically gone. The trap door is fake...there is no way out via the pool.

The solution to this trap is to destroy the Ruby, either by smashing it (any blow with that intent will do) or dissolving it in acid. After the Ruby is destroyed, the room will cool off in three Turns. The party will now be able to see the outlines of a door in the W Wall, 20' up from the S Wall, revealed by shrinkage of the brass plates upon cooling.

In the event that after the Trolls are dispatched, they decide not to mess with the Ruby, do the following. Allow one Turn of non-action (concerning the Ruby) to pass, then have the room heat up. The Ruby will start to glow with a pulsating light. Then continue as before.

CONSTITUTION CHECKS

The Turn after the trap is triggered, and every Turn thereafter that ends without the destruction of the Ruby, each character will have to make his constitution check or slump to the floor with heat prostration. The vials of Healing Potion will revive such a character. For every consecutive Turn of heat buildup, reduce percentage needed by 10%.

Example: Fighter needs a basic 75%. On the 2nd Turn, Mage throws a Cold Spell, on the 5th Turn, Fighter drinks a Vial of Potion. Percentages needed for each Turn are shown below:

1) 75%; 2) 65%; 3) no check; 4) 75%; 5) 65% 6) no check; 7) 75%; 8) 65%; etc.

Basic %: F-75%; M-90%; C-85%; E-75%; D-90%

8. 20' N-S, 30' E-W. Enter by door in NE corner, E Wall. There is another door in the NW corner, W Wall. The "room" is a glowing, glittering crystal cave, the colors shifting between aqua blue and aqua green. It is empty.

DM Only: This cave is a vestige of magic more powerful than Grsk's, hence he has been unable to dispell or change it. The cave has the following effect: each member of the party can recover up to 6 points of Damage by resting 1 Turn, if they have lost 6 points or more, DO NOT TELL THEM THIS! Simply add the points to the Hit Sheet. They can be pleasantly surprised later on.

9. 30' N-S, 30' E-W. Enter by opening in center of E Wall. There is a door in the center of the W Wall. The W Wall is different from the usual stone, being glistening and black, like wet coal. There is a chest in the center of the N Wall.

DM Only: The glistening, black wall is actually a Black Pudding, doing his morning stretch, which the party will soon find out by approaching the door or the chest. The chest is unlocked and untrapped, containing 900 Gold. There is a 1000 point brooch in a false bottom...Elf will sense this cavity.

Black Pudding AC: 6 Move: 6" Hits: 35 Fights 7th Column

10. 40' N-S, 20' E-W. Enter by opening in W Wall, 20' from S Wall. There is a door in the NE corner, N Wall. There are many chests, vats, crates, etc. around the walls and on the floor, making it difficult to walk (move 1 speed slower than what they were). Everything is extremely old and decrepit; on the point of disintegration.

DM Only: All crates, etc. are empty. This was used as a store room at one time, but now vacant. There is nothing of value.

11. Trap over E opening Room #11. 20' N-S, 20' E-W. Enter by door in SE corner, S Wall. There is another door in the NW corner, N Wall. In the SE corner, E Wall is an 8' diameter pink circle.

DM Only: The proper way to continue is to step thru this membranous portal. It will exert a strong pull on anything that comes in contact with it, with a 1/3 chance that a Pole, etc. will be jerked from the holder's hand. It takes a combined strength of 24 to prevent an item (or player) from being pulled thru the wall. Players who hold on have the option of letting go to avoid being pulled thru. The Portal makes slobbering noises when in operation. There is a 1/3 chance that anyone within reach can grab an object being pulled thru and go with it.

Being alive, the Portal is not subject to Pass Wallor Dispell Magic. It is also impervious to Fireball, Lightning Bolt, Cold, or Magic Missile, and will pull thru all Weapons that come in contact with it.

Anyone sucked thru will merely end up in the corridor on the other side, but this should not be announced until all have either been pulled thru or have decided on another course of action and left the room.

- 11.A 30' N-S, 30' E-W. Enter by a door in the center of the S Wall. No other visible doors. The party is struck by the incredible beauty of the room, with jewel encusted walls and richly carpeted floor. There is a 10' diameter pool in the center of the room surrounded by ceramic tiles.

DM Only: The room is actually hung with gigantic, ropery cobwebs, and the pool is a pit where a great spider lives. Players will be lured into the room in the following order: Fighter, Cleric, Dwarf, Mage, Elf. If one or more are dead, simply delete them and carry on. Assuming the Fighter is still around, he must make his saving throw vs. magic. If he makes it, he will see the room for what it is, and flee. If not, he will dive into the pool/pit and be killed by the Spider. If he flees and attempts to warn the others (the Cleric is next), they will add +1 to their saving throws. If the Cleric also flees before tumbling into the pit, and attempts to warn the others (the Dwarf is next), the Dwarf will add +2 to his saving throw (remember, he already saves as a 12th level Fighter). Once a victim has gone to the Spider, the illusion is broken, and everyone will see the room as it really is. The Spider is an abject coward, however, and will flee into a hole in the side of the pit if pressed hard, leaving the corpse of its victim behind. The body may be resurrected.

12. 20' N-S, 30' E-W. Enter by opening in the center of N Wall. There is a door in the NE corner, E Wall. The Elf has a funny feeling about a stone in the S Wall. There is a 10' diameter pit in the SW corner.

DM Only: There is a Purple Worm in the hole, which will emerge 1mr after the party enters the room. There is a loose stone in the SE corner, behind which is a large cavity containing 1000 Gold, 3-50 point Diamonds, and a 1-800 point pendant.

Purple Worm AC: 6 Move: 6" Hits: 79 Fights 8th Column

13. 30' N-S, 30' E-W. Enter by opening in the center of N Wall. There is another opening in the center of the E Wall. The room is dominated by an altar on the S Wall. This wall is carved in bas-relief illustrating the life and times of a Magic User. In the center of the wall is a winged Demon. It is 15' tall, with scaly skin and triangular eyes... three of them. It is bald, and the wings have a span of 30'. The eyes have a malevolent red glow. In front of the statue is a blood-stained slab, with gutters running back to a hole in the wall at the base of the statue.

DM Only: This is another "watcher", like the "Eyes" in Room #6. There is nothing of value in the room. After the party leaves the room, they will hear the voice of a bass gong far away to the north. The Mage in the carvings is Grsk, of course. The party cannot damage the statue, nor will it harm them. Otherwise, the room is empty.

14. 40' N-S, 40' E-W. Enter by opening in SE corner, S Wall. A great feeling of fear and loathing besets the party as it enters the room. On the W Wall is a basalt sarcophagus inlaid with arcane symbols in gold. In the center of the room is an alabaster pedestal. On the top of this pedestal is a gorgeous Crown. It is made of platinum and red velvet, inlaid with Rubies, Emeralds, and Diamonds. Topmost on the crown is a starburst, containing a gem of bluish brilliance. The Crown and pedestal are bathed in sunlight from a skylight directly above them.

As the party enters the room, the lid of the sarcophagus creaks open, and a Skeletal creature clad in tattered mauve Robes embroidered with runes and symbols emerges and fixes the party with an evil stare from the hollow eyes of the Skull that glows like red-hot coals.

DM Only: This is a red Herring to see if the players are into the scenario. The Crown is a Chaotic relic, and touching it means death, no saving throw. The Skeleton is just that, and takes 6 points...it itself will inflict no Damage.

If the Crown is touched, or the Skeleton is slain, or both, a loud crack will be heard, and a large chunk of plaster will fall off the N Wall. A turn of industrious picking at the plaster will reveal double arched doors, per the illustration. The inscription above the door will require a Read Languages. It says, "Beyond lies the most evil of the Evil, the horror of Horrors. Retreat or be slain."

Special Note: IT IS IMPERATIVE THAT THIS ROOM BE GIVEN THE "FULL TREATMENT", JUST AS IF IT IS THE END OF THE QUEST. IF THEY DETECT A LACK OF ENTHUSIASM IN THE DM, IT WILL NOT TAKE THEM LONG TO SMELL A VERY DEAD RAT!

THE HALL OF GRSK

210' N-S, 120' E-W. Torches burn along the E and W Walls at 20' intervals. Towards the center of the room from the E and W Walls are two rows of columns, 8' in diameter, spaced on 40' centers and equidistant from each other. Running diagonally between the columns are arches, thus forming an equilateral "X" with a column at each point. The meeting point of the arches in each of the three sets is depressed 10' down from the ceiling.

At the far N end is a 20' square dais, elevated 10' above the floor. There is a 20'x10' stairway leading up to the top of the dais from its S side. At the back of the dais is a beautifully carved black stone sarcophagus, emblazoned with Gold inlays, and flanked at its E and W ends with glowing braziers.

DM Only: The Well of Kō, referred to in the rhyme, is in the juncture of the center set of arches. It contains the heart of Grsk, and destroying the heart is the only way to slay him. Physical or magical attack on the Lich itself will do no Damage. An anti-magic shell surrounds the heart, so spells will not work against it. Missile fire also will be deflected, so therefore the only method of attack on the heart is with a hand-held Weapon. A red glow will emanate from the Well of Kō when the Lich starts to move around or the heart is attacked.

The heart is further protected. Any blow that hits the heart will cause the same amount of Damage to the attacker as to the heart (ie, a hit with a Sword that does 6 points to the heart will do 6 points also to the wielder of the Sword), best described as electrical Damage from a protective mechanism that cannot be disarmed.

After two blows have hit the heart, the Lich will utter a command and the entire area between the columns containing the heart will be walled and floored in, creating a 40'x40'x10' room 80' in the air. Of course, anyone clinging to the arches will be closed in the room, which is pitch black. Anyone so enclosed gets the treat of fighting a Flesh Golem, which is released from a secret compartment in the SW column, inside this newly created room.

After three more blows are scored on the heart, a Stone Golem will be released from the NE column, inside this newly created room. The floor in this room is not quite complete. There is a hole in it, around the SW column, large enough for a player to crawl through.

Needless to say, Grsk is exceedingly pleased with these defenses, so he will not be very aggressive once aroused, which is caused by someone stepping onto the dais or someone getting within 20' of the Well of Kō. He will be watchful, but will be content to let the Golems take care of the attackers. He must be run this way, otherwise the party would be greased before it got halfway down the hall.

The Helm of Valasdam is in a secret compartment in the sarcophagus. Anyone messing around the sarcophagus will be swiftly and brutally attacked (fireball, etc.).

It is very difficult to write out exactly what the Lich will do, as it all depends on what the party does. Keep in mind the foregoing comments, and remember not to unleash the full powers of the Lich until it appears the party is going to kill him. As a rule of thumb, a party above half should be able to take him.

Flesh Golem Hits: 40 Move: 8" Fights 7th Column

Stone Golem Hits: 60 Move: 6" Fights 8th Column

Grsk, Lich of an 18th Level Mage AC: 3 (heart...Lich impervious) Move: 6" Hits: 51 (heart) Fights 4th Column,
Men Attacking

Spells

1st: Detect Magic, Hold Portal x 2, Charm Person x 2, Ventriloquism

2nd: Levitate x 2, Invisibility, Wizard Lock, Mirror Image x 2

3rd: Fly, Fireball x 2, Lightning Bolt, Slow, Haste

4th: Wall of Fire, Wall of Ice, Dimension Door, Ice Storm x 2, Fear

5th: Teleport, Conjure Elemental, Wall of Iron, Feeblemind, Magic Jar, Growth/Animal

6th: Stone/Flesh x 2, Disintegrate x 2, Monster Summoning IV, Extension III

7th: Reverse Gravity, Power Word-Stun

8th: Power Word-Blind, Monster Summoning VI

9th: Meteor Swarm

HAVE FUN!!!!!!!!!!!!

HIT SHEET

Fighter: 74
Mage: 50
Cleric: 60
Elf: 52
Dwarf: 72

MONSTERS

Room #2 Fire Giant : 56
5 Frost Giant : 40
7 Troll : 27
Troll : 24
9 Black Pudding : 35
12 Purple Worm : 79
14 Skeleton : 6
Hall Flesh Golem : 40
Stone Golem : 60
Lich (heart) : 51

COMBINED ENCUMBERANCE/TREASURE/MONSTER KILL SHEET

	<u>FIGHTER</u>	<u>MAGE</u>	<u>CLERIC</u>	<u>ELF</u>	<u>DWARF</u>
Armor Class	-2	4	-2	4	0
Melee Bonus (H,D,WH,WD)	+1+1+3/0	0/0/0/0	0/0/+1+1	0/0/0/0	+2+3+2+2
Encum. Bonus	+150	0	+50	0	+500
Base Encum.					
Capacity					

In the columns below each class, record as '+' or '-' the weight of any item picked up by the player, be it equipment treasure or whatever. Be sure to watch encumbrance.

Monster Kills

Record type monster killed.

Trap Solutions

Record class initial of player who solves trap (F,M,C,E,D)

Trap #1

2

3

4

5

6

7

Treasure Accumulated

Record additions and subtractions to treasure found. Do not delete treasure left on a corpse that could not be carried by others.

Excruciatingly Important NOTE

If a player dies, draw a line under last monster kill and treasure pick up he participated in. Put class initial at right end of line, and also penetration where he died in.

NOTES ON SPELLS

Magical

Hold Portal: duration - 9 Turns

Protection/Evil: an enchanted monster is one under the magical control of someone.

Light: emanates from caster, therefore mobile. Duration: Mage-16 Turns; Elf-15 Turns

Shield: duration 20mr

Magic Missile: damage- 5 points/missile #; Mage-5; Elf-3

Levitate: duration: max. height: Mage-16 Turns/20"; Elf 15 Turns/18"

ESP: monster thoughts are very primal, and mage will get readings of "Kill, Maim, Hungry", etc.

Mirror Image: 4 images are created

Fly: duration: Mage-14 Turns; Elf: 12 Turns

Fireball : damage: Mage-35 points; Elf: 32 points

Lightning Bolt: damage: Mage-35 points; Elf-32 points

Slow: Half current speed, 1 blow every other mr.

Haste: Double current speed, 2 blows mr.

Rope Trick: duration-16 Turns

Suggestion: will only affect intelligent creatures; suicide 100% unlikely

Wall of Fire: damage-5 points to creature breaking through

Wall of Ice: damage: non-fire users: 5 points; fire users: 5 points

Charm Monster: the charmed monster will not join the party. It will sit in a corner and be very confused. It will not attack the party.

Dimension Door: must give co-ordinates

Ice Storm: does 16 points of Damage

Conjure Elemental: only Air and Earth elementals may be summoned, as there will be no fire or water supply present to get the others.

Air Elemental AC: 2 Move: 36 (fly) Hits: 63 Fights 8th Column

- | | |
|-----------|----------|
| 1. 2(9) | 6. 11(9) |
| 2. 4(40) | 7. 13(9) |
| 3. 14(6) | 8. 17(8) |
| 4. 17(15) | 9. 5(12) |
| 5. 9(10) | 10. 6(8) |

Earth Elemental AC: 2 Move: 6 Hits: 75 Fights 8th Column

- | | |
|-----------|------------|
| 1. 6(15) | 6. 17(14) |
| 2. 8(17) | 7. 1(9) |
| 3. 11(20) | 8. 17(26) |
| 4. 9(24) | 9. 11(17) |
| 5. 11(22) | 10. 20(15) |

Telekenisis: Weight limit: Mage-2000wp; Elf-1800wp

Wall of Stone: Purple Worm will batter thru it in 2 Turns

Wall of Iron: Cannot be made large enough to contain Purple Worm

Clerical

Cure Light Wounds: Restore 5 points

Cure Serious Wounds: Restore 9 points

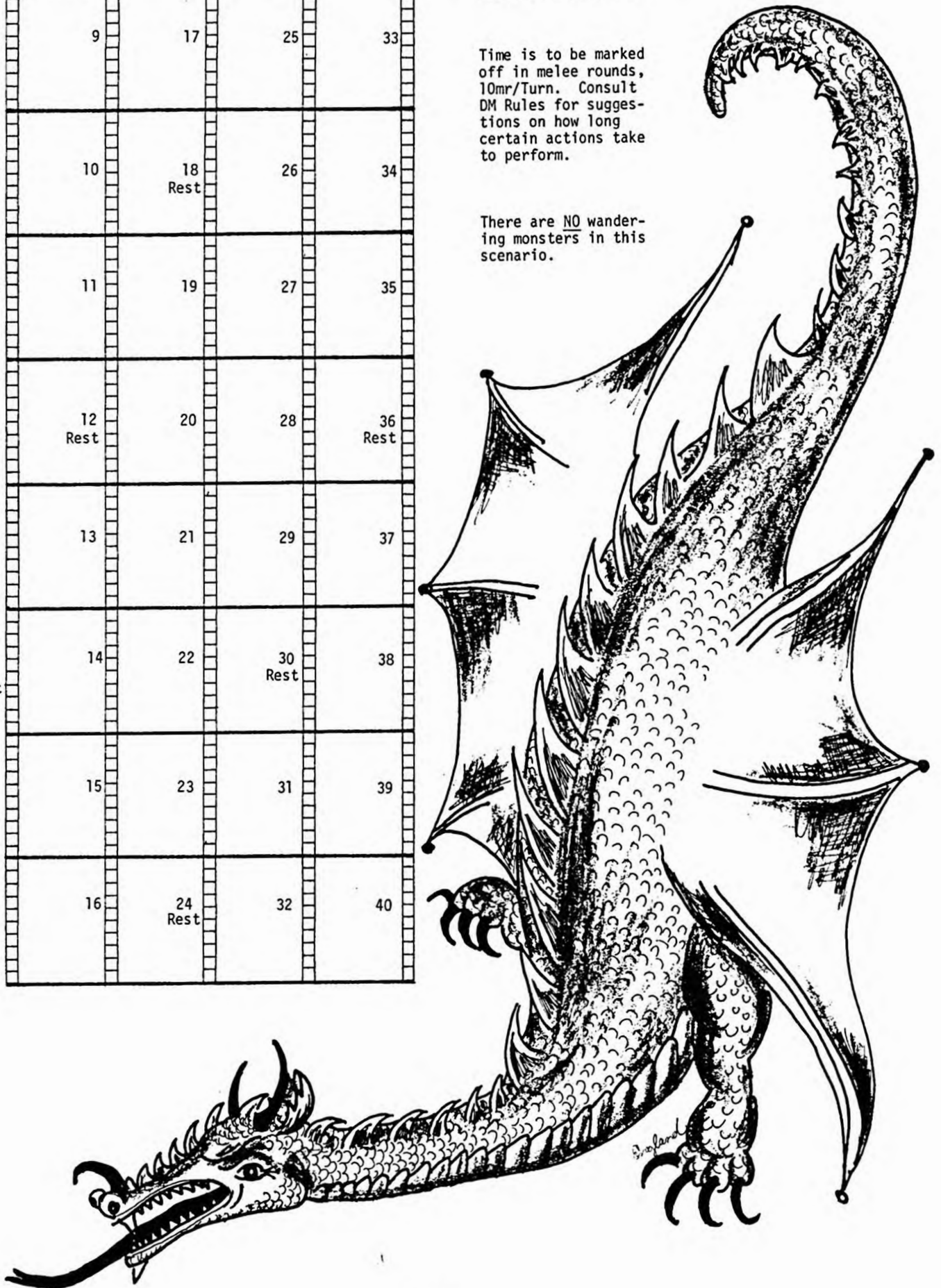
Raise Dead: As per usual usage (invalid status). No special tournament rule for this.

1	9	17	25	33
2	10	18 Rest	26	34
3	11	19	27	35
4	12 Rest	20	28	36 Rest
5	13	21	29	37
6 Rest	14	22	30 Rest	38
7	15	23	31	39
8	16	24 Rest	32	40

Rest; Mandatory Rest

Time is to be marked off in melee rounds, 10mr/Turn. Consult DM Rules for suggestions on how long certain actions take to perform.

There are NO wandering monsters in this scenario.

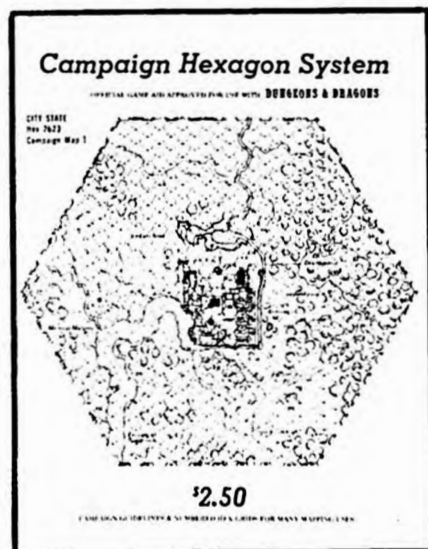


City State of the Invincible Overlord



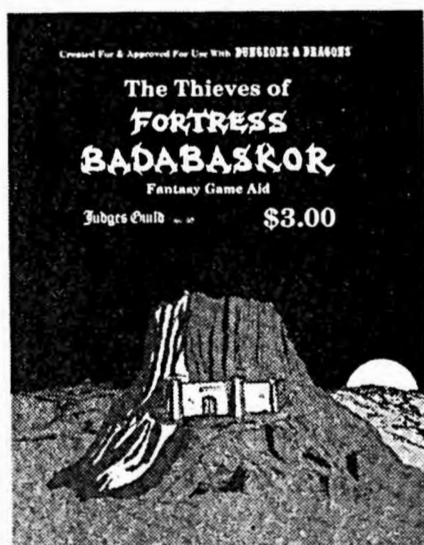
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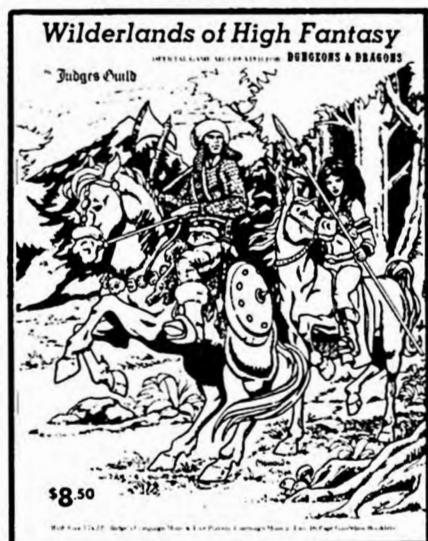
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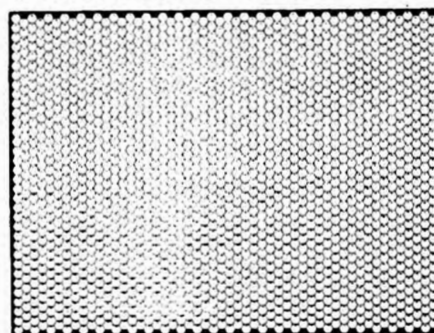
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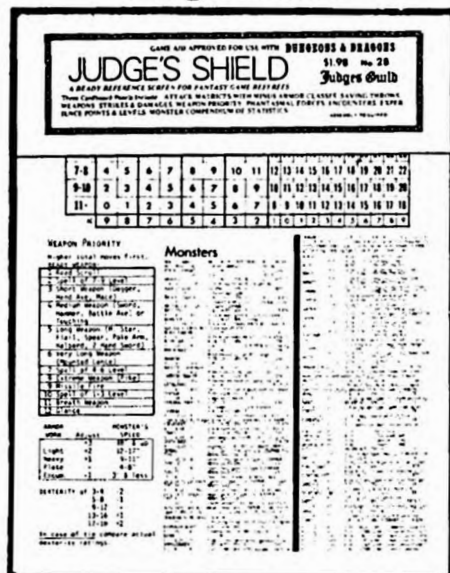
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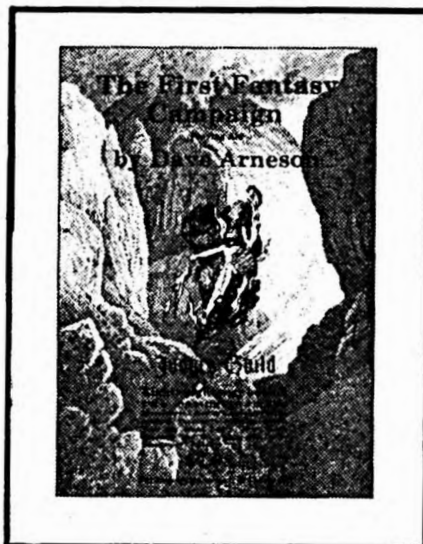
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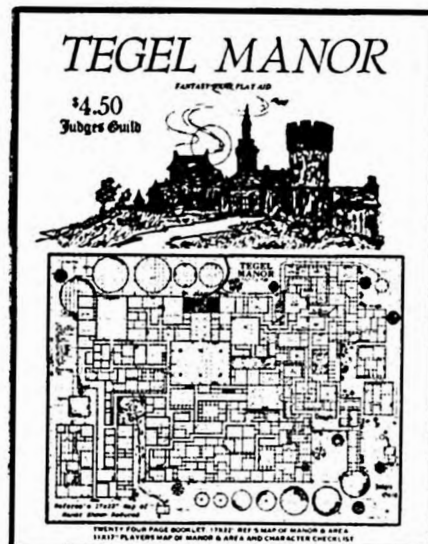
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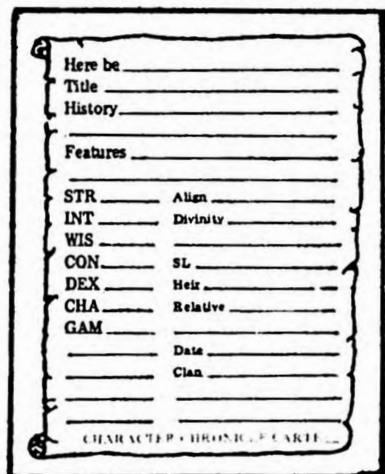
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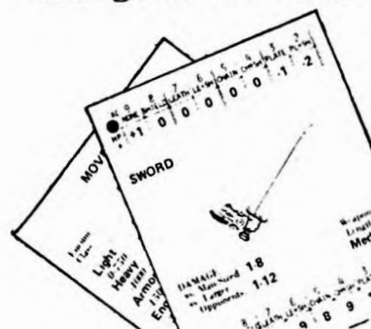
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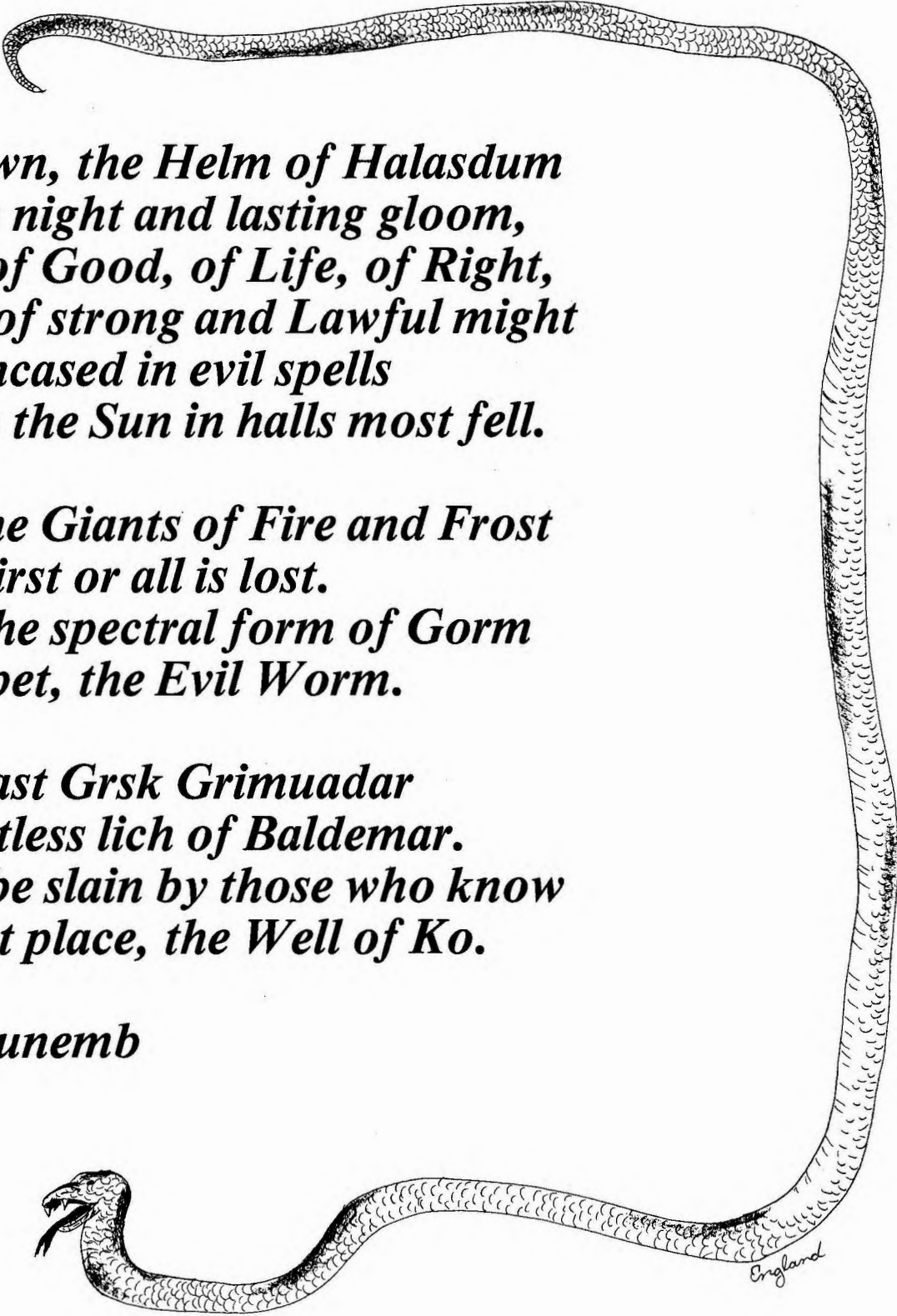


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*The Crown, the Helm of Halasdum
Is held in night and lasting gloom,
Symbol of Good, of Life, of Right,
A Force of strong and Lawful might
Is held encased in evil spells
Far from the Sun in halls most fell.*

*Defeat the Giants of Fire and Frost
On this first or all is lost.
Win by the spectral form of Gorm
And his pet, the Evil Worm.*

*Fare ye last Grsk Grimuadar
The heartless lich of Baldemar.
He may be slain by those who know
His secret place, the Well of Ko.*

Seek the unemb