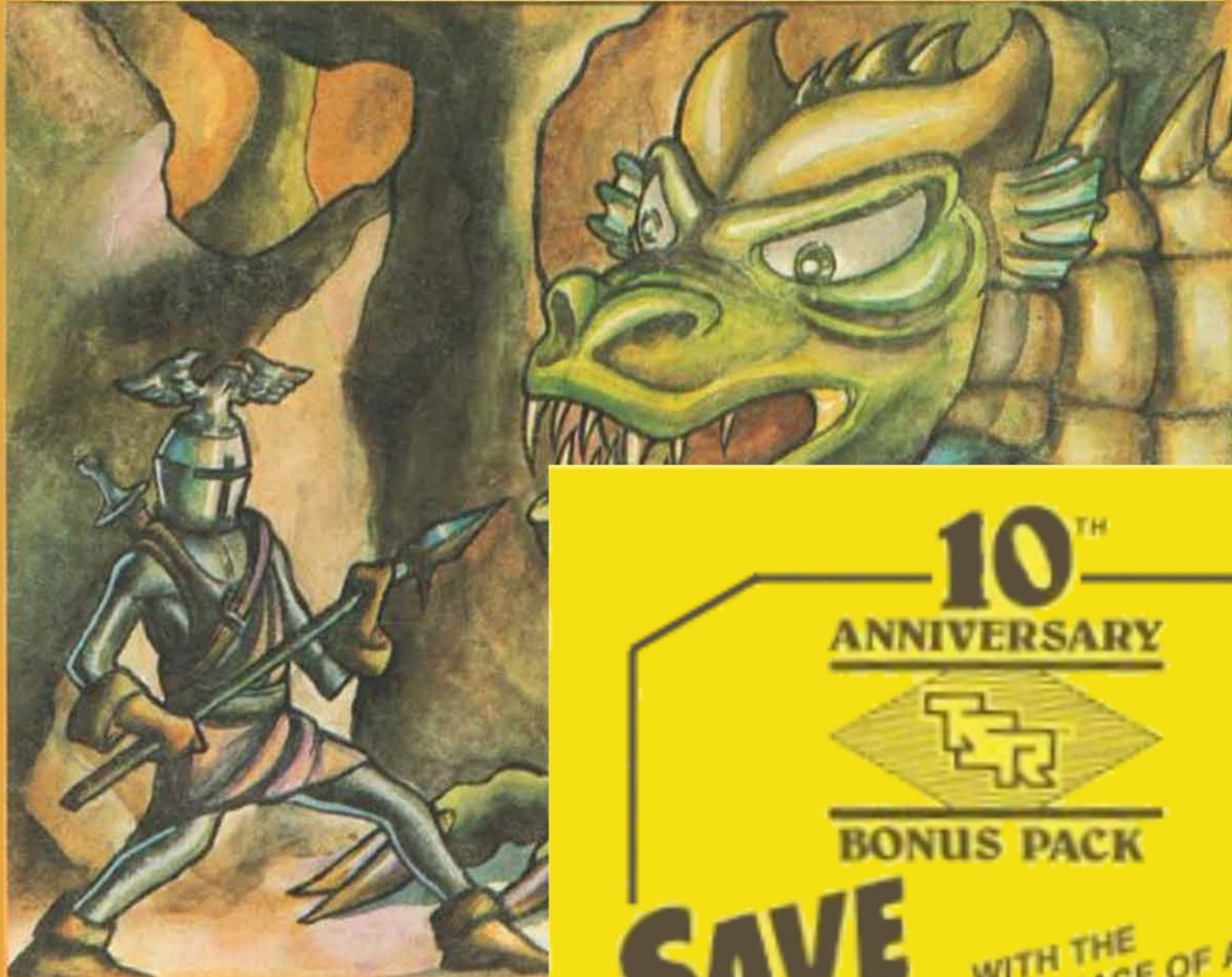


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DUNGEON MASTERS SCREEN



This second edition of the Dungeon Masters Screen has been redesigned for better clarity and quicker reference. This package consists of two durable, 11" x 25", folding cardstock screens for DM's reference use in playing **ADVANCED DUNGEONS & DRAGONS®** games. One screen contains the Combat and Saving Throw Tables and the other contains the Psionic Combat Tables and miscellaneous information. These screens are useful for shielding maps and other game materials from the players when placed upright, and also provide instant reference to the charts and tables most commonly used during play. The player's side is printed with Experience Tables and the Weapons Table as well as being colorfully illustrated. These folders have been varnished on the outside to protect them against common wear and tear. This (and only this) screen contains all the official **AD&D™** statistics and tables.

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FIGHTERS TABLE

Experience Points	Experience Level	10-Sided Dice for Accumulated Hit Points	Level Title
0—2,000	1	1	Veteran
2,001—4,000	2	2	Warrior
4,001—8,000	3	3	Swordsman
8,001—18,000	4	4	Hero
18,001—35,000	5	5	Swashbuckler
35,001—70,000	6	6	Myrmidon
70,001—125,000	7	7	Champion
125,001—250,000	8	8	Superhero
250,001—500,000	9	9	Lord
500,001—750,000	10	9+3	Lord (10th Level)
750,001—1,000,000	11	9+6	Lord (11th Level)

250,000 experience points per level for each additional level beyond the 11th.

Fighters gain 3 h.p. per level after the 9th.

MAGIC-USERS TABLE I.

Experience Points	Experience Level	4-Sided Dice for Accumulated Hit Points	Level Title
0—2,500	1	1	Prestidigitator
2,501—5,000	2	2	Evoker
5,001—10,000	3	3	Conjurer
10,001—22,500	4	4	Theurgist
22,501—40,000	5	5	Thaumaturgist
40,001—60,000	6	6	Magician
60,001—90,000	7	7	Enchanter
90,001—135,000	8	8	Warlock
135,001—250,000	9	9	Sorcerer
250,001—375,000	10	10	Necromancer
375,001—750,000	11	11	Wizard
750,001—1,125,000	12	11+1	Wizard (12th level)
1,125,001—1,500,000	13	11+2	Wizard (13th level)
1,500,001—1,875,000	14	11+3	Wizard (14th level)
1,875,001—2,250,000	15	11+4	Wizard (15th level)
2,250,001—2,625,000	16	11+5	Wizard (16th level, or Mage)
2,625,001—3,000,000	17	11+6	Wizard (17th level)
3,000,001—3,375,000	18	11+7	Wizard (18th level or Arch-Mage)

375,000 experience points per level for each additional level beyond the 18th.

Magic-Users gain 1 h.p. per level after the 11th.

SPELLS USABLE BY CLASS AND LEVEL—MAGIC-USERS

Magic-Users Level	Magic-Users Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	2	1	-	-
16	5	5	5	5	5	3	2	1	-
17	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2
21	5	5	5	5	5	4	4	4	2
22	5	5	5	5	5	5	4	4	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	5
26	6	6	6	6	6	5	5	5	5
27	6	6	6	6	6	6	6	5	5
28	6	6	6	6	6	6	6	6	6
29	7	7	7	7	6	6	6	6	6

THIEVES TABLE I

Experience Points	Experience Level	6-Sided Dice for Accumulated Hit Points	Level Title
0—1,250	1	1	Rogue (Apprentice)
1,251—2,500	2	2	Footpad
2,501—5,000	3	3	Cuirpurs
5,001—10,000	4	4	Robber
10,001—20,000	5	5	Burglar
20,001—42,500	6	6	Filcher
42,501—70,000	7	7	Sharper
70,001—110,000	8	8	Magsman
110,001—160,000	9	9	Thief
160,001—220,000	10	10	Master Thief
220,001—440,000	11	10+2	Master Thief (11th level)
440,001—660,000	12	10+4	Master Thief (12th level)

220,000 experience points per level for each additional level beyond the 12th.

Thieves gain 2 h.p. per level after the 10th.

CLERICS TABLE I

Experience Points	Experience Level	8-Sided Dice for Accumulated Hit Points	Level Title
0—1,500	1	1	Acolyte
1,501—3,000	2	2	Adept
3,001—6,000	3	3	Priest
6,001—13,000	4	4	Curate
13,001—27,500	5	5	Perfect
27,501—55,000	6	6	Canon
55,001—110,000	7	7	Lama
110,001—225,000	8	8	Patriarch
225,001—450,000	9	9	High Priest
450,001—675,000	10	9+2	High Priest (10th level)
675,001—900,000	11	9+4	High Priest (11th level)

225,000 experience points per level for each additional level beyond the 11th.

Clerics gain 2 h.p. per level after the 9th.

SPELLS USABLE BY CLASS AND LEVEL—CLERICS

Cleric Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1*	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1**
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7

*Usable only by clerics of 17 or greater wisdom

**Usable only by clerics of 18 or greater wisdom



ASSASSINS' TABLE FOR ASSASSINATIONS*

Level of the Assassin	Level of the Intended Victim									
	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	50%	45%	35%	25%	10%	1%	---	---	---	---
2	55%	50%	40%	30%	15%	2%	---	---	---	---
3	60%	55%	45%	35%	20%	5%	---	---	---	---
4	65%	60%	50%	40%	25%	10%	1%	---	---	---
5	70%	65%	55%	45%	30%	15%	5%	---	---	---
6	75%	70%	60%	50%	35%	20%	10%	1%	---	---
7	80%	75%	65%	55%	40%	25%	15%	5%	---	---
8	85%	80%	70%	60%	45%	30%	20%	10%	2%	---
9	95%	90%	80%	70%	55%	40%	30%	20%	5%	---
10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%

The percentage shown is that for success under near optimum conditions. You may adjust slightly upward for perfect conditions (absolute trust, asleep and unguarded, very drunk and unguarded, etc.). Similarly, you must deduct points if the intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or in behalf of a player character a complete plan of how the deed is to be done should be prepared by the player involved, and the precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though "assassination" failed.

*Or attacks on helpless opponents by any character class.

GRENADE-LIKE MISSILES:

CONTAINERS OF ACID, HOLY/UNHOLY WATER, OIL, POISON AND BOULDERS HURLED BY SUCH THINGS AS GIANTS AND SIEGE MACHINES.

Hurling various containers of liquid is a common tactic in dungeon adventures. For game purposes it is necessary to make certain assumptions regarding all such missiles.

Size: Acid —	½ pint (8 oz.)
Holy/Unholy Water —	¼ pint (4 oz.)
Oil —	1 pint (16 oz.)
Poison —	¼ pint (4 oz.)

Effect:

LIQUID CONTENTS	AREA OF EFFECT	DAMAGE FROM A	
		SPLASH	DIRECT HIT
—acid	1' diameter	1 h.p.	2-8 h.p.
—holy/unholy water	1' diameter	2 h.p.	2-7 h.p.
—oil, alight	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p.**
—poison	1' diameter	special	special

* Flaming oil splashed on a creature will burn for 1-3 segments, causing 1 hit point of damage per segment.

** Direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

Range: The range of all such container missiles is 3'. Beyond 1' is medium, and beyond 2' is long (-2 and -5 "to hit" respectively).

Hits: When the die roll indicates the missile has hit, then it is necessary to roll again to see if the container shatters or not — use the BLOW, CRUSHING column on the ITEM SAVING THROW MATRIX — unless special procedures were taken to weaken the container, i.e. the container was specially scored, it is particularly fragile, etc. Damage occurs only if the container breaks, except with regard to oil which must be alight (flaming) to cause damage. **Poison special** is dependent upon whether or not the poison is a contact poison or if the container was hurled into the mouth of the target creature. In the latter case, breakage is not necessary if the container was unstoppered; if stoppered check saving throw for breakage using the BLOW, NORMAL column of the ITEM SAVING THROW MATRIX. If oil has been specially prepared by insertion of a rag into the opening of the container (or wrapped around the neck of the container) and set afire prior to hurling, it will burst into flame when the container breaks upon target impact; otherwise, a torch or other means of causing combustion

must be brought into contact with the oil.

Splash Hits: All creatures within three feet of the impact and breaking point of the container missile must save versus poison or be splashed with the contents of the shattered container.

Boulders are considered, for game purposes, to be 1' in diameter for giants, 2' in diameter for siege engines. Range and damage of siege machines is given in the appropriate section. (See **MONSTER MANUAL** for giants' abilities.)

Misses: If the "to hit" die roll indicates a miss, roll 1d6 and 1d8. The d6 indicates the **distance in feet** the missile was off target. (If the target was large, simply compute the distance from the appropriate portion of the target, i.e. the character aims at a section of the floor which is 1' square, and miss distance is measured from the appropriate edge as explained below.) The d8 indicates the **direction** in which the distance in feet of the miss is measured:

1 = long right	5 = short left
2 = right	6 = left
3 = short right	7 = long left
4 = short (before)	8 = long (over)

At short range you may optionally use d4 to determine distance off target, but then use d8 for long range distance determination. If the missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and then along the ceiling or down and then along the floor.

Lighting Oil: If a torch is used to attempt to light spilled oil, use above procedures for misses, as it still could land in the puddle of oil or oil covered area. A lantern should be handled similarly, but also allow it a 2' diameter flaming oil area.

Crossing Flaming Oil: Leaping over a puddle of flaming oil will cause no damage, unless the creature so doing is highly flammable. Creatures with garments of cloth must save versus FIRE, NORMAL on the ITEM SAVING THROW MATRIX or have their garments catch fire. Walking through or standing in flaming oil will cause the creature to take 1-4 hit points of damage per melee round.

Holy/Unholy Water: All forms of **undead**, as well as creatures from the lower planes (demons, devils, night hags, night mares, etc.) are affected by HOLY WATER. Paladins, lammasu, shedu, ki-rin, and similar creatures of good (or from the upper planes) are affected by UN-HOLY WATER. The liquid causes the affected creature to suffer a burning as if struck by acid. Undead in non-material form cannot be harmed by holy water, i.e. until a ghost takes on material form, it is unaffected, and a vampire in gaseous form cannot be harmed by holy water.

ADVANCED DUNGEONS & DRAGONS® DUNGEON MASTERS SCREEN

PSIONIC ATTACK UPON DEFENSELESS PSIONIC

Current Attack Strength & Attack Mode	Defender's Psionic Strength Total						
	10-59	60-109	110-159	160-209	210-259	260-309	310+
01-25							
Psionic Blast	D	C	C	15	10	5	5
Mind Thrust	W	W	40	35	30	25	20
Ego Whip	30	25	20	15	10	5	5
Id Insinuation	40	35	30	25	20	15	10
Psychic Crush	72%	60%	50%	40%	30%	20%	10%
26-50							
Psionic Blast	S	D	C	C	15	10	5
Mind Thrust	W	W	W	40	35	30	25
Ego Whip	35	30	25	20	15	10	5
Id Insinuation	R	40	35	30	25	20	15
Psychic Crush	75%	62%	52%	42%	32%	22%	12%
51-75							
Psionic Blast	W	S	D	C	C	15	10
Mind Thrust	P	W	W	W	40	35	30
Ego Whip	40	35	30	25	20	15	10
Id Insinuation	R	R	40	35	30	25	20
Psychic Crush	79%	65%	55%	45%	35%	25%	15%
76-100							
Psionic Blast	P	W	S	D	C	C	15
Mind Thrust	P	P	W	W	W	40	35
Ego Whip	P	40	35	30	25	20	15
Id Insinuation	R	R	R	40	35	30	25
Psychic Crush	84%	69%	59%	49%	39%	29%	19%
101-125							
Psionic Blast	K	P	W	S	D	C	C
Mind Thrust	P	P	P	W	W	W	40
Ego Whip	I	P	40	35	30	25	20
Id Insinuation	R	R	R	R	40	35	30
Psychic Crush	90%	74%	64%	54%	44%	34%	24%
126 & up							
Psionic Blast	K	K	P	W	S	D	C
Mind Thrust	P	P	P	P	W	W	W
Ego Whip	I	I	P	40	35	30	25
Id Insinuation	R	R	R	R	R	40	35
Psychic Crush	97%	80%	70%	60%	50%	40%	30%

Defender's Psionic Strength Total is the score prior to any reductions, even though the current total for the individual could be as low as 0.

The attacker's **Current Attack Strength & Attack Mode** are compared with the **Defender's Psionic Strength Total**, reading across, and a result is obtained.

Numbers indicate the number of the defender's psionic attack points lost.

Letters:

C = **Confused** for 2-8 rounds, no psionic activity possible

D = **Dazed** for 1-4 turns, no psionic or other activity

I = **Idiocy**, psionic ability lost forever, though idiocy is curable by a **heal** spell

K = **Killed**, raising/resurrection is possible, but psionic ability is lost

P = **Permanent loss** of one attack or defense mode or psionic discipline*, and **dazed** as above

S = **Sleeping** in a coma for 1-4 weeks (catatonic state 99% likely to be mistaken for death)

R = **Robot** — mind under control of victor until released or 2-8 weeks have elapsed and a saving throw versus magic is made

W = **Wounded psionically**, one attack or defense mode or psionic discipline* unusable for 2-8 weeks

* Choose randomly from among all attack and defense modes and psionic disciplines.

Note: Psionic creatures with **mind bar** ability will take damage only after **all** psionic strength is lost, so treat **letter** results as -40 points until 0 is reached.

Damage accruing beyond the point where 0 psionic attack points was reached results in physical damage (hit points) being taken by the defender on a point for point basis.

	Target's Total Intelligence & Wisdom**	Saving Throw at Attack Range			Saving Throw Dice Adjustments			
		Short	Medium	Long	Additions		Subtractions	
PSIONIC BLAST ATTACK UPON NON-PSIONIC CREATURE	0-5	20	19	18	magic-user	+1	panicked	-1
	6-9	18	17	16	cleric	+2	enraged	-1
	10-13	16	15	14	elf	+2	confused	-2
	14-17	14	13	12	intellect fortress in 10'	+2	hopeless	-3
	18-21	12	11	10	mind blank spell	+2	stunned	-3
	22-25	10	9	8	dwarf	+4	using psionic related power*	-4
	26-29	8	7	6	halfling	+4	using ESP device	-5
	30-33	6	5	4	helm of telepathy†	+4	feebleminded	**
	34-35	4	3	2	tower of iron will in 3'	+6	insane	***
	36-37	2	1	0	mind bar	+6		
	38 & up	0	-1	-2				

† The **helm of telepathy** will cause the attacker to be **stunned** for 1-4 rounds if the defender's saving throw is successful.

* These powers or spells are: *astral projection/spell, augury, charm monster, charm person, clairaudience, clairvoyance, confusion, detect evil/good, detect magic, dimension door, divination, empathy, en-*

large, ESP, etherealness, feeblemind, feign death, geas, invisibility (any sort), know alignment, levitation, locate object, magic jar, plane shift, polymorph self, quest, shape change, suggestion, symbol, telekinesis, telepathy, teleportation, true seeing.

** A feebleminded person has a combined intelligence and wisdom score of 0-5.

*** Insane creatures cannot be psionically attacked. (See **INSANITY**.)

PSIONIC VS. PSIONIC IN MENTAL COMBAT

Total Psionic Strength	Attack Mode	Defense Mode				
		Mind Blank ₁	Thought Shield ₂	Mental Barriers ₃	Intellect Fortress ₈	Tower of Iron Will ₁₀
01 to 25	Psionic Blast ₂₀	3	7	4	1	0
	Mind Thrust ₄	12	4	0	0	1
	Ego Whip ₇	8	3	0	0	0
	Id Insinuation ₁₀	1	6	8	1	1
	Psychic Crush ₁₄	2%	---	---	---	---
26 to 50	Psionic Blast ₂₀	6	9	6	2	0
	Mind Thrust ₄	15	6	1	0	2
	Ego Whip ₇	12	4	0	0	0
	Id Insinuation ₁₀	2	8	10	3	3
	Psychic Crush ₁₄	5%	2%	1%	---	---
51 to 75	Psionic Blast ₂₀	10	12	9	4	1
	Mind Thrust ₄	18	9	2	2	3
	Ego Whip ₇	17	6	1	1	1
	Id Insinuation ₁₀	4	11	13	7	6
	Psychic Crush ₁₄	9%	4%	2%	1%	---
76 to 100	Psionic Blast ₂₀	15	16	13	7	2
	Mind Thrust ₄	22	13	5	4	5
	Ego Whip ₇	23	9	3	2	3
	Id Insinuation ₁₀	7	15	17	12	10
	Psychic Crush ₁₄	14%	7%	5%	3%	2%
101 to 125	Psionic Blast ₂₀	21	21	18	11	4
	Mind Thrust ₄	26	18	9	7	8
	Ego Whip ₇	30	13	6	4	6
	Id Insinuation ₁₀	11	20	22	18	15
	Psychic Crush ₁₄	20%	11%	9%	6%	4%
126 & up	Psionic Blast ₂₀	28	27	24	16	7
	Mind Thrust ₄	30	24	16	11	12
	Ego Whip ₇	38	18	10	7	10
	Id Insinuation ₁₀	16	26	28	25	21
	Psychic Crush ₁₄	27%	16%	14%	10%	7%

Total Psionic Strength is the **attacker's** attack and defense point strength total **prior** to the subtraction of attack points for the current attack segment and defense points for the current defense mode for that same segment. (These points, along with losses, if any, are taken only at the end of the segment.) ALL ATTACKS AND DEFENSES ARE SIMULTANEOUS.

The **Attack Mode** is compared to the **Defense Mode**, reading across, and a result is obtained.

Numbers indicate the number of **points of defense strength** lost by the defender.

Psychic Crush shows the percentage chance of instantly killing the opponent. Any score above that shown for the defensive mode used indicates **no effect**. A dash indicates no possible chance of causing instant death.

When both sides have attacked once and defended once the psionic combat segment is over. All points of strength expended in attacking and defending are totaled separately, points lost due to attack are added, and a new **Total Psionic Strength** is determined for each side. EXCEPTION: If a **psychic crush** succeeds, the defender is dead, and adjustments are made only for the victor's strength.

Note: The subscripted numbers following the names of the attack and defense modes (as in **Psionic Blast₂₀**) are the costs, in attack or defense points respectively, of using the modes.

Target's Total Intelligence & Wisdom	EFFECT OF PSIONIC BLAST ATTACK ON NON-PSIONIC CREATURES									Permanent Insanity	Temporary Insanity	Mild Insanity
	Death	Coma	Sleep	Stun	Confuse	Enrage	Panic	Feeblemind				
0-5	01-85	86-99	00	---	---	---	---	---	---	---	---	---
6-9	01-10	11-90	91-99	00	---	---	---	---	---	---	---	---
10-13	01	02-15	16-90	91-99	00	---	---	---	---	---	---	---
14-17	---	01	02-10	11-90	91-99	00	---	---	---	---	---	---
18-21	---	---	01	02-15	16-90	91-99	00	---	---	---	---	---
22-25	---	---	---	01	02-15	16-90	91-99	00	---	---	---	---
26-29	---	---	---	---	01	02-15	16-90	91-99	00	---	---	---
30-33	---	---	---	---	---	01	02-15	16-90	91-99	00	---	---
34-35	---	---	---	---	---	---	01	02-20	21-85	86-99	00	---
36-37	---	---	---	---	---	---	---	01	02-15	16-90	91-00	---
38 & up	---	---	---	---	---	---	---	---	01	02-15	16-00	---

PSIONIC ATTACK RANGES AND DAMAGE ADJUSTMENT

Attack Mode	Attack Range		
	Short	Medium	Long
A. Psionic Blast	2"	4"	6"
B. Mind Thrust	3"	6"	9"
C. Ego Whip	4"	8"	12"
D. Id Insinuation	6"	12"	18"
E. Psychic Crush	5"	---	---

Attacks in series add 50% to range for **each** psionic linked, i.e. 2=200% of range, 3=250% of range, etc. Expenditure of double or treble points by an individual will double or treble range of attack modes B, C, or D.

Attack Mode	Area of Effect
A. Psionic Blast	1/2" base, 6" length, 2" terminus cone
B. Mind Thrust	1 creature
C. Ego Whip	1 creature
D. Id Insinuation	2" x 2" area within range
E. Psychic Crush*	1 creature

* User may use only defense mode G, Thought Shield.

Medium range attacks reduce damage by 20%, fractions rounded up.

Long range attacks reduce the attacker's effective total psionic strength by one category (25 points) and reduce damage by 20%, fractions rounded up. If the attacker is already in the 01-25 strength range, damage is reduced 50%, fractions being dropped.

COMBINED WEAPONS TABLES (SELECTED INFORMATION)

Weapon Type	Approximate Weight in Gold Pieces	Length	Space Required	Speed Factor	Damage vs. Opponent		
					Size S or M	Size L	
Arrow	2		see below			1-6	1-6
Axe, Battle	75	c. 4'	4'	7		1-8	1-8
Axe, Hand or throwing	50	c. 1½'	1'	4		1-6	1-4
Bardiche	125	c. 5'	5'	9		2-8	3-12
Bec de corbin	100	c. 6'	6'	9		1-8	1-6
Bill-Guisarme	150	8'+	2'	10		2-8	1-10
Bo Stick	15	c. 5'	3'	3		1-6	1-3
Club	30	c. 3'	1'-3'	4		1-6	1-3
Dagger	10	c. 15"	1'	2		1-4	1-3
Dart	5		see below			1-3	1-2
Fauchard	60	8'+	2'	8		1-6	1-8
Fauchard-Fork	80	8'	2'	8		1-8	1-10
Floil, footman's	150	c. 4'	6'	7		2-7	2-8
Floil, horseman's	35	c. 2'	4'	6		2-5	2-5
Fork, Military	75	7'+	1'	7		1-8	2-8
Glaive	75	8'+	1'	8		1-6	1-10
Glaive — Guisarme	100	8'+	1'	9		2-8	2-12
Guisarme	80	6'+	2'	8		2-8	1-8
Guisarme-Voulge	150	7'+	3'	10		2-8	2-8
Halberd	175	5'+	5'	9		1-10	2-12
Hammer, Lucern	150	5'+	5'	9		2-8	1-6
Hammer	50	c. 1½'	5'	4		2-5	1-4
Javelin	20		see below			1-6	1-6
Jo Stick	40	c. 3'	2'	2		1-6	1-4
Lance* (light horse)	50	c. 14'	1'	8		1-6	1-8
Lance* (medium horse)	100	10'	1'	7		2-7	2-12
Lance* (heavy horse)	150	12'	1'	6		3-9	3-18
Mace, footman's	100	c. 2½'	4'	7		2-7	1-6
Mace, horseman's	50	c. 1½'	2'	6		1-6	1-4
Morning Star	125	c. 4'	5'	7		2-8	2-7
Partisan	80	7'+	3'	9		1-6	2-7
Pick, Military, footman's	60	c. 4'	4'	7		2-7	2-8
Pick, Military, horseman's	40	c. 2'	2'	5		2-5	1-4
Pike, Awl	80	18'+	1'	13		1-6	1-12
Quarrel (or Bolt), light	1		see below			1-4	1-4
Quarrel (or Bolt) heavy	2		see below			2-5	2-7
Ranseur	50	8'+	1'	8		2-8	2-8
Scimitar	40	c. 3'	2'	4		1-8	1-8
Sling bullet	2		see below			2-5	2-7
Sling stone	1		see below			1-4	1-4
Spear**	40-60	5'-13'+		6-8		1-6	1-8
Spetum	50	8'+	1'	8		2-7	2-12
Staff, Quarter	50	6'-8'	3'	4		1-6	1-6
Sword, Bastard	100	c. 4½'	4'+	6		2-8	2-16
Sword, Broad	75	c. 3½'	4'	5		2-8	2-7
Sword, Long	60	c. 3¼'	3'	5		1-8	1-12
Sword, Short	35	c. 2'	1'	3		1-6	1-8
Sword, Two-handed	250	c. 6'	6'	10		1-10	3-18
Trident	50	4'-8'+	1'	6-8		2-7	3-12
Voulge	125	8'+	2'	10		2-8	2-8

HURLED WEAPONS AND MISSILES

	Fire Rate	Range		
		S	M	L
Axe, hand	1	1	2	3
Bow, composite, long	2	6	12	21
Bow, composite, short	2	5	10	18
Bow, long	2	7	14	21
Bow, short	2	5	10	15
Club	1	1	2	3
Crossbow, heavy	½	8	16	24
Crossbow, light	1	6	12	18
Dagger	2	1	2	3
Dart	3	1½	3	4½
Hammer	1	1	2	3
Javelin	1	2	4	6
Sling (bullet)	1	5	10	20
Sling (stone)	1	4	8	16
Spear	1	1	2	3

ARMOR CLASS TABLE

Type of Armor	Armor Class Rating
None	10
Shield only	9
Leather or padded armor	8
Leather or padded armor + shield/ studded leather/ring mail	7
Studded leather or ring mail + shield/ scale mail	6
Scale mail + shield/chain mail	5
Chain mail + shield/splint mail/ banded mail	4
Splint or banded mail + shield/ plate mail	3
Plate mail + shield	2

See Text (pages 36-38) for complete information on these tables.





ATTACK MATRIX FOR CLERICS, DRUIDS, AND MONKS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
-10	25	23	21	20	20	20	19
-9	24	22	20	20	20	19	18
-8	23	21	20	20	20	18	17
-7	22	20	20	20	19	17	16
-6	21	20	20	20	18	16	15
-5	20	20	20	19	17	15	14
-4	20	20	20	18	16	14	13
-3	20	20	19	17	15	13	12
-2	20	20	18	16	14	12	11
-1	20	19	17	15	13	11	10
0	20	18	16	14	12	10	9
1	19	17	15	13	11	9	8
2	18	16	14	12	10	8	7
3	17	15	13	11	9	7	6
4	16	14	12	10	8	6	5
5	15	13	11	9	7	5	4
6	14	12	10	8	6	4	3
7	13	11	9	7	5	3	2
8	12	10	8	6	4	2	1
9	11	9	7	5	3	1	0
10	10	8	6	4	2	0	-1

Missiles: -5 at long range, -2 at medium range.

ATTACK MATRIX FOR MAGIC-USERS AND ILLUSIONISTS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker				
	1-5	6-10	11-15	16-20	21+
-10	26	24	21	20	20
-9	25	23	20	20	20
-8	24	22	20	20	19
-7	23	21	20	20	18
-6	22	20	20	19	17
-5	21	20	20	18	16
-4	20	20	20	17	15
-3	20	20	19	16	14
-2	20	20	18	15	13
-1	20	20	17	14	12
0	20	19	16	13	11
1	20	18	15	12	10
2	19	17	14	11	9
3	18	16	13	10	8
4	17	15	12	9	7
5	16	14	11	8	6
6	15	13	10	7	5
7	14	12	9	6	4
8	13	11	8	5	3
9	12	10	7	4	2
10	11	9	6	3	1

Missiles: * -5 at long range, -2 at medium range.

* Normal, not magical.

ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, BARDS, AND 0 LEVEL HALFLINGS AND HUMANS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker										
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+	18+
-10	26	25	23	21	20	20	20	18	16	14	14
-9	25	24	22	20	20	20	19	17	15	13	13
-8	24	23	21	20	20	20	18	16	14	12	12
-7	23	22	20	20	20	19	17	15	13	11	11
-6	22	21	20	20	20	18	16	14	12	10	10
-5	21	20	20	20	19	17	15	13	11	9	9
-4	20	20	20	20	18	16	14	12	10	8	8
-3	20	20	20	19	17	15	13	11	9	7	7
-2	20	20	20	18	16	14	12	10	8	6	6
-1	20	20	19	17	15	13	11	9	7	5	5
0	20	20	18	16	14	12	10	8	6	4	4
1	20	19	17	15	13	11	9	7	5	3	3
2	19	18	16	14	12	10	8	6	4	2	2
3	18	17	15	13	11	9	7	5	3	1	1
4	17	16	14	12	10	8	6	4	2	0	0
5	16	15	13	11	9	7	5	3	1	-1	-1
6	15	14	12	10	8	6	4	2	0	-2	-2
7	14	13	11	9	7	5	3	1	-1	-3	-3
8	13	12	10	8	6	4	2	0	-2	-4	-4
9	12	11	9	7	5	3	1	-1	-3	-5	-5
10	11	10	8	6	4	2	0	-2	-4	-6	-6

Missiles: -5 at long range, -2 at medium range.

ATTACK MATRIX FOR THIEVES AND ASSASSINS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker					
	1-4*	5-8*	9-12*	13-16*	17-20*	21+*
-10	26	24	21	20	20	20
-9	25	23	20	20	20	19
-8	24	22	20	20	20	18
-7	23	21	20	20	19	17
-6	22	20	20	20	18	16
-5	21	20	20	19	17	15
-4	20	20	20	18	16	14
-3	20	20	20	19	17	15
-2	20	20	18	16	14	12
-1	20	20	17	15	13	11
0	20	19	16	14	12	10
1	20	18	15	13	11	9
2	19	17	14	12	10	8
3	18	16	13	11	9	7
4	17	15	12	10	8	6
5	16	14	11	9	7	5
6	15	13	10	8	6	4
7	14	12	9	7	5	3
8	13	11	8	6	4	2
9	12	10	7	5	3	1
10	11	9	6	4	2	0

Missiles: -5 at long range, -2 at medium range.

* Thieves and assassins double damage from a surprise back stab.

* Thieves and assassins triple damage from a surprise back stab.

* Thieves and assassins quadruple damage from a surprise back stab.

* Thieves and assassins quintuple damage from a surprise back stab.

ARMOR CLASS DESCRIPTION (If Armor is Worn)

Armor Class	Type of Armor
2	Plate mail + shield
3	Splint or banded mail + shield/plate mail
4	Chain mail + shield/splint or banded mail
5	Scale mail + shield/chain mail
6	Studded leather or ring mail + shield/scale mail
7	Leather or padded armor + shield/studded leather or ring mail
8	Leather or padded armor
9	Shield only
10	None

Armor class below 10 is not possible. Armor class above 2 is easily possible due to magical bonuses and dexterity bonuses. To determine a "to hit" number not on the charts, project upward by 1's (5% increments), repeating 20 six times before continuing with 21 (cf. Matrix I.A.).

CREATURES STRUCK ONLY BY MAGIC WEAPONS

Despite special defenses which protect certain creatures from attacks by non-magical weapons, these monsters can be effectively hit by attackers as follows:

Defender is Hit By Weapon	Attacker Must Have The Following Hit Only By	OR	Hit Dice Of*
+1 or better	+1 or better		4 + 1 or more
+2 or better	+2 or better		6 + 2 or more
+3 or better	+3 or better		8 + 3 or more
+4 or better	+4 or better		10 + 4 or more

*This does not apply to characters of any sort.

DUNGEON MASTERS SCREEN COMBAT AND SAVING THROW TABLES

ATTACK MATRIX FOR MONSTERS (Including Goblins, Hobgoblins, Kobolds, and Orcs)

Opponent Armor Class	20-sided Die Score to Hit by Monster's Hit Dice Number											
	up to 1-1	1-1	1	1+	2-3+	4-5+	6-7+	8-9+	10-11+	12-13+	14-15+	16+
-10	26	25	24	23	21	20	20	20	20	19	18	17
-9	25	24	23	22	20	20	20	20	19	18	17	16
-8	24	23	22	21	20	20	20	20	18	17	16	15
-7	23	22	21	20	20	20	20	19	17	16	15	14
-6	22	21	20	20	20	20	19	18	16	15	14	13
-5	21	20	20	20	20	20	18	17	15	14	13	12
-4	20	20	20	20	20	19	17	16	14	13	12	11
-3	20	20	20	20	19	18	16	15	13	12	11	10
-2	20	20	20	20	18	17	15	14	12	11	10	9
-1	20	20	20	19	17	16	14	13	11	10	9	8
0	20	20	19	18	16	15	13	12	10	9	8	7
1	20	19	18	17	15	14	12	11	9	8	7	6
2	19	18	17	16	14	13	11	10	8	7	6	5
3	18	17	16	15	13	12	10	9	7	6	5	4
4	17	16	15	14	12	11	9	8	6	5	4	3
5	16	15	14	13	11	10	8	7	5	4	3	2
6	15	14	13	12	10	9	7	6	4	3	2	1
7	14	13	12	11	9	8	6	5	3	2	1	0
8	13	12	11	10	8	7	5	4	2	1	0	-1
9	12	11	10	9	7	6	4	3	1	0	-1	-2
10	11	10	9	8	6	5	3	2	0	-1	-2	-3

Note: Any plus above +3 equals another hit die, i.e. 6+6 equals 7 hit dice.

Missiles: -5 at long range, -2 at medium range.

SAVING THROW MATRIX FOR CHARACTERS AND HUMAN TYPES

Character Class and Experience Level	Attack to be Saved Against				
	Paralyzation, Poison or Death Magic	Petrification or Polymorph*	Rod, Staff or Wand	Breath Weapon**	Spell***
Clerics*	1-3	10	13	14	15
	4-6	9	12	13	14
	7-9	7	10	11	12
	10-12	6	9	10	11
	13-15	5	8	9	10
	16-18	4	7	8	9
	19+	2	5	6	7
Fighters*	0	16	17	18	19
	1-2	14	15	16	17
	3-4	13	14	15	16
	5-6	11	12	13	14
	7-8	10	11	12	13
	9-10	8	9	10	11
	11-12	7	8	9	10
	13-14	5	6	7	8
15-16	4	5	6	7	
17+	3	4	5	6	
Magic-Users*	1-5	14	13	11	12
	6-10	13	11	9	10
	11-15	11	9	7	8
	16-20	10	7	5	6
	21+	8	5	3	4
Thieves*	1-4	13	12	14	15
	5-8	12	11	12	13
	9-12	11	10	10	11
	13-16	10	9	8	9
	17-20	9	8	6	7
	21+	8	7	4	5

* Excluding polymorph wand attacks.

** Excluding those which cause petrification or polymorph.

*** Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

* Includes Druids.

* Includes Paladins, Rangers, and 0 level types.

* Includes Illusionists.

* Includes Assassins and Monks.

N.B.: A roll of 1 is **always** failure, regardless of magical protections, spells, or any other reasons which indicate to the contrary.

Multi-class characters, characters with two classes, and bards check the matrix for each class possessed, and use the **most favorable** result for the type of attack being defended against.

SAVING THROW MATRIX FOR MONSTERS

A. All monsters use the matrix for characters.

B. Hit dice equate to Experience Level, with any plus in hit points moving the creature upward by one hit die, so 1 + 1 becomes 2, 2 + 1 becomes 3, etc. (Exception: See D. below.)

C. Most monsters save as fighters, except:

1. Those with abilities of other character classes gain the benefit of the most favorable saving throw score, i.e. be it cleric or magic-user or thief.
2. Those with no real offensive fighting capabilities save according to their area of ability — cleric, magic-user, thief, etc.

D. Non-intelligent creatures save at an Experience Level equal to one-half their hit dice, rounded upward, except with regard to **poison or death magic**.

MATRIX FOR CLERICS AFFECTING UNDEAD

Type of Undead	Level of Cleric Attempting to Turn													
	1	2	3	4	5	6	7	8	9-13	14+				
Skeleton	10	7	4	T	T	D	D	D*	D*	D*				
Zombie	13	10	7	T	T	D	D	D	D*	D*				
Ghoul	16	13	10	4	T	T	D	D	D	D*				
Shadow	19	16	13	7	4	T	T	D	D	D*				
Wight	20	19	16	10	7	4	T	T	D	D				
Ghast	--	20	19	13	10	7	4	T	T	D				
Wraith	--	--	20	16	13	10	7	4	T	D				
Mummy*	--	--	--	20	16	13	10	7	4	T				
Spectre*	--	--	--	--	20	16	13	10	7	T				
Vampire*	--	--	--	--	--	20	16	13	10	4				
Ghast*	--	--	--	--	--	--	20	16	13	7				
Lich*	--	--	--	--	--	--	--	19	16	10				
Special**	--	--	--	--	--	--	--	20	19	13				

* Number affected is 7-12 rather than 1-12.

** Evil creatures from lower planes such as minor demons, lesser devils, night hags, from 1-2 in number. (As a rule of thumb, any creature with armor class of -5 or better, 11 or more hit dice, or 66% or greater magic resistance will be unaffected.)

* A paladin of 1st or 2nd level can be turned by an **evil** cleric.

* A paladin of 3rd or 4th level can be turned by an **evil** cleric.

* A paladin of 5th or 6th level can be turned by an **evil** cleric.

* A paladin of 7th or 8th level can be turned by an **evil** cleric.

* A paladin of 9th or 10th level can be turned by an **evil** cleric.

* A paladin of 11th or higher level can be turned by an **evil** cleric.

Procedure: A d20 is rolled, and if the number shown is matched or exceeded by the die roll the undead are turned. From 1-12 (or 7-12 or 1-2) undead (or evil creatures from lower planes) are affected:

- 1. Evil clerics** cause the creatures to take neutral or friendly attitude according to a reaction dice score. Neutral undead will ignore the cleric and his or her party; friendly ones will follow the cleric and join the adventure.
- 2. Good clerics** cause the creature to move directly away from his or her person, and stay as far away as possible for not less than 3 nor more than 12 rounds, moving at full speed for the duration if at all possible. The turned undead will be able to come back again, but they are subject to further turning by the cleric.

Failure to score the number shown, or greater, means the turning was unsuccessful. No further attempt by the cleric can be made with respect to the particular undead, and they may proceed to attack or otherwise operate unconstrained.

T This symbol indicates automatic turning — whether to influence by an evil cleric or actual driving away by a good cleric.

D This symbol indicates the cleric has automatically brought the undead into friendly status (evil cleric) or destroyed or damned them (good cleric).

-- No effect upon the undead is possible where a dash is shown.

* Potions, magical oils, poisons, acids while container remains intact.

** Includes pearls of any sort.

*** Silvered glass. Treat silver mirror as "Metal, soft," steel as "Metal, hard."

* If exposed to extreme cold then struck against a very hard surface with force, saving throw is -10 on die!

Magical Items: Gain +2 on all rolls plus +1 for each plus they have above +1, i.e. +1 = +2 on saving throw, +2 = +3 on saving throw. Furthermore, the magic item gains +5 on saving throws against attack forms in its own mode, i.e. blow vs. shield, fire ball vs. ring of fire resistance or fire ball wand.

Non-Magical Items: Those items which do not exactly conform to item descriptions above can be interpolated. It is assumed that the item in question is actually exposed to the form of attack, i.e. the blow falls on the item, the fall is such as to not cushion the item, the fire actually contacts the item, etc. As with magical items, non-magical items gain +5 versus attacks in their own mode.

over the first 5' the item falls, subtract -1 from the die roll to save.

- 6. Fireball:** This is the magical fireball, meteor swarm, (red) dragon breath, etc.
- 7. Fire, Magical:** This is the magical wall of fire, fire storm, flame strike, etc.
- 8. Fire, Normal:** This assumes a hot fire such as produced by a blazing wood fire, flaming oil, and the like. The item in question would have to be exposed to the fire for an amount of time sufficient to have an effect, i.e. paper or parchment for but 1 melee round, cloth for 2, bone or ivory for 3, etc.
- 9. Frost, Magical:** This is the magical frost or cold such as a white dragon breathes or spells such as cone of cold or ice storm.
- 10. Lightning Bolt:** This is magical attack from lightning called from the sky, blue dragon breath, etc.
- 11. Electrical Discharge/Current:** The "shock" of an electric eel, magical items, traps, etc.

SAVING THROW MATRIX FOR MAGICAL AND NON-MAGICAL ITEMS

Attack Form & Number

Item Description	Attack Form & Number										
	1	2	3	4	5	6	7	8	9	10	11
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather or Book	10	4	2	20	1	13	6	4	3	13	1
Liquid*	15	0	0	20	0	15	14	13	12	18	15
Metal, hard	7	6	2	17	2	6	2	1	1*	11	1
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1
Mirror***	12	20	15	20	13	14	9	5	6	18	1
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1

- 1. Acid:** This assumes a considerable volume of strong acid (black dragon or giant slug spittle) or immersion for a period which would affect the item.
- 2. Blow, Crushing:** This assumes that the item is struck by a weighty falling object or a blow from an ogre's or giant's weapon, for example. Another example would be a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a hard surface or dropped from a height. A piece of cloth can be ripped or torn by a crushing blow.
- 3. Blow, Normal:** This assumes an attack by a normal-strength opponent or only fairly heavy object which strikes the object. This also applies to a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a tough, but slightly yielding, surface.
- 4. Disintegration:** This is the magical effect.
- 5. Fall:** This assumes the item falls about 5' and comes into contact with a hard (stone-like) surface. A softer surface (wood-like) gives a +1 on the saving throw, and a fleshy-soft surface gives +5. For each 5'

ADVANCED DUNGEONS & DRAGONS™

FANTASY ADVENTURE GAME



Look what's here! **ADVANCED DUNGEONS & DRAGONS™ PERMANENT CHARACTER FOLDER** and **ADVENTURE RECORDS** especially designed for use with **ADVANCED DUNGEONS & DRAGONS™** games! These two interlocking products have been designed to eliminate those major problems which commonly plague other character records, space and durability. Organized into a special format, information is grouped together under specific and easy-to-identify sections, while the most vital and oft-consulted information is boxed with eye-catching, easy-to-find displays.

All information which remains constant for a character, as well as sufficient space for record-keeping, are provided for on the durable four pages of the **PERMANENT CHARACTER FOLDER**, while all the information subject to change during an adventure is recorded on separate **ADVENTURE RECORDS**. When an adventure is ended the completed record may be stored in the **PERMANENT CHARACTER FOLDER** to serve as a file on past deeds of glory. If you find this product helpful you will want to look into the **AD&D™ PLAYER CHARACTER RECORDS**, **NON-PLAYER CHARACTER RECORDS**, and our other quality products and discover why TSR is called, *The Game Wizards!*

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TSR Hobbies, Inc.
POB 756
LAKE GENEVA, WI 53147

USING THESE SHEETS

INTRODUCTION: The greatest problem with character records is that they tend to become messy and flimsy through use and constant alterations, and of course, they eventually run out of room to record all the information important to the character. The **AD & D PERMANENT CHARACTER RECORDS** and **ADVENTURE RECORDS** eliminate this problem by separating the character statistics which are fairly constant from the abilities and values which vary often during adventures. Because there is more room to utilize, both records have been designed to function for all character classes. Those sections which do not apply to the player's character should simply be ignored.

The two records have been carefully designed to follow logical formats. Information is grouped together under specific and easy-to-identify sections. And important, off-referred-to numbers have been placed towards the edges of the pages in eye-catching shapes and illustrations to help locate each stat quickly.

The **PERMANENT CHARACTER RECORD** contains both information pertaining to the character's abilities, which does not constantly change, and areas for background and records not of immediate importance in playing the game. It is recommended that experience level and any other data which might be subject to alteration, such as constitution, be listed in pencil.

The **ADVENTURE RECORD** is a necessary complement to the permanent record, containing information commonly called upon and subject to change during an adventure. These sheets have space for details and a record of each adventure too.

EXPLANATIONS: The following explanations only concern themselves with the less obvious sections listed on the **AD & D PERMANENT CHARACTER RECORD** and the **AD & D ADVENTURE RECORD**. Most common sections in the **PLAYERS HANDBOOK**, will be explained.

Place of Origin: This refers to the locale or region in which the character was born—city, nation or geographical territory. The character may or may not have been raised in this locale nor does his or her family necessarily need to be based there. This designation is helpful in providing background and nationality to aid in defining the character's social and political response from the society in which he or she presently moves.

Religion and Patron Deity: Religion often plays an important part in the lives of characters, particularly clerics. However, not everyone needs to be a member of a religion, for they may declare themselves agnostic or atheistic or simply not interested. Clerics and druids, of course, must be practitioners of religion and must also be advocates of their religion's alignment. It is not quite as important that non-cleric figures be of the same alignment as their declared religion unless they have clerical callings, such as paladins.

Character Abilities: The format for recording this information is to write the stat in the bold outlined boxes to the left of the ability letter. All information may be found in pages 9-13 of the **PLAYERS HANDBOOK**. Elsewhere on this sheet the abilities' adjustments will be repeated in the appropriate sections to which they apply.

Saving Throw Adjustments: This refers to adjustments from many sources—racial constitution adjustments, wisdom magical attack adjustment, and the effect of various magical devices, cloaks and *rings of protection*, etc. These adjustments should be made when noting current saving throw levels at the start of an adventure.

Movement: This section records changes in the speed of movement by the encumbrance of the figure. Base speed and encumbrance restrictions are listed together, followed by the effect greater degrees of encumbrance have upon the base speed of the character.

Vision: This refers to the special capabilities of characters of demi-human races, i.e., infravision and ultravision and their ranges.

Resistances: This refers to special resistance to various afflictions and magics stemming from character class, (e.g. monks) and from racial immunities.

Detection: This refers to special skills inherent in certain character races, such as dwarves, elves and gnomes.

COMBAT: Under this heading is included all non-changing information important in detailing the combat statistics and background of the character.

Weapons of Proficiency: This section deals with the skilled use of weapons as detailed on page 37 of the **PLAYERS HANDBOOK**. Any weapons which a character is not skilled in the use of may only be utilized with difficulty and at a penalty to the attacking value.

Surprise: This refers to the numbers needed on the roll of a die (usually d6) to determine if the character is surprised or not. The dexterity adjustment refers to the reaction adjustment to surprise.

Defensive Adjustments: This refers to the dexterity defensive adjustment and effect of devices on the overall armor class of the character.

Combat Adjustments: This refers to both adjustments on the "to hit" roll and to the damage inflicted through combat. These adjustments may be the result of strength or dexterity, class or racial specialties, or the function of some magical device in the character's possession. In some cases there may be restrictions on the adjustments and these should be noted.

Weapon Effect Chart: This chart lists the constant adjustments of weapon versus armor class, plus other specifics concerning the weapon. The **PLAYERS HANDBOOK** lists details on pages 37-38.

Magical Adjustment: This space is used only if the weapon is special or magical in nature.

Space Required/Range: This refers to the room needed to swing the weapon or a missile weapon's range limits.

Hit Points: This section shows the survival and endurance value of the character. The total, listed in the blocked out trapezoid, will change with experience level increase and should be recorded in pencil.

Constitution Adjustment: This refers to the adjustment provided by the character's constitution and is added to each hit die rolled.

Hit Die Type: The type of hit die varies with the character class.

Hit Points Gained Per Level: This section is designed to keep track of the additional hit points gained by the character with each new level of experience. Then, if the character should be drained of life levels he or she will know the exact amount of hit points to forfeit with the loss of that level.

General Appearance: This refers to a general description of the character—his or her clothing, build, shape of face and hands, complexion and hair style (including facial hair, if any).

Distinguishing Marks: This may take the form of scarring, birthmarks, or an abnormal feature: protruding ears, broken teeth, small eyes, etc.

Mannerisms: This refers to unconscious actions often performed when idle or nervous, such as twitches, rubbing one's eyes, scratching one's nose, fixing one's collar, tapping one's foot, etc.

Family Background: This section covers general information dealing with the character's family. Parentage is for listing the character's mother and father, while Family refers to the parental group by which he or she is accepted. Not every family will possess allies, foes or any properties, and this should be left to the DM's discretion.

Patron: In some cases a character may acquire someone who will aid in financing the character's adventures in return for services and this should be recorded here.

Weaknesses/Phobias: The DM may wish to assign weaknesses, allergies or phobias. This is strictly the realm of the DM and should be carefully chosen so as not to imbalance the game.

Desires/Loves: This refers to things greatly desired, such as gold by a dwarf, and beings the character is devoted to. This is often left to the discretion of the player.

Hatreds/Foes: This refers to unnatural dislikes and dire enemies of the character due to race, family rivals, or previous adventures.

Relations and Followers: This section includes followers, hirelings, associates and relatives important in the life of the character. TSR's **NON-PLAYER CHARACTER RECORDS** are ideal for keeping track of these personalities.

Miscellaneous Possessions: This section is for use in recording all possessions of the character under specific headings. Each block of space should be carefully assigned a topic to cover in regards to the importance of the subjects. This heading should be listed in the bold-faced box at the top of the section. Magic-users and clerics may want to use the largest section for recording their spells, while fighters and other classes may desire to use the space for other possessions. It is also recommended that a note be made as to where the items are stored and, space permitting, notes on how they are stored and how they are protected. For this purpose, most of the sections have been given a few additional lines at the top of each.

When listing properties owned, it is suggested that the name be given and then its location. When noting animal companions or familiars, the recommended format is: name—type—hit dice—AC—HP—#AT—D (damage) and then any notes.

Debts/Obligations: This refers to any debts incurred by loans from a benefactor, taxes owed the state, debts of honor, or promises made. It may also concern quests and geases.

Experience: This should be written as the new experience gained from the **ADVENTURE RECORD**, followed by a new total. In order to make the totals more noticeable, the use of a red pen or pencil might be considered.

Investments: This refers to any business investments made or properties owned on which the character hopes to turn a profit.

Residence: General details may be listed here concerning the character's residence, but it is advised that a map and key of the place be kept separately.

Research: This refers mostly to research aimed at developing new and unknown items and spells or in uncovering old and forgotten lore. A more detailed listing on the particulars of the research should be kept on a separate record.

Highlights of Character's Life: This refers only to major events in the life of a character. Detailed records of the character's adventures may be kept in a separate diary.

ADVANCED D&D™

Permanent Character Record

PLAYER NAME _____

CAMPAIGN _____

 CHARACTER NAME

PLACE OF ORIGIN _____

CLASS: _____ LEVEL: _____

RACE: _____

ALIGNMENT: _____

RELIGION: _____

PATRON DEITY(S): _____

Alignment of: _____

ABILITIES:

<input type="checkbox"/>	S	HIT ADJ.	DAM ADJ.	WT. ADJ.	OPEN DOOR	BEND BARS
STRENGTH						
<input type="checkbox"/>	I	ADD. LANG.	% KNOW SPELL	MINIMUM # SPELLS/LVL	MAXIMUM # SPELLS/LVL	
INTELLIGENCE						
<input type="checkbox"/>	W	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE		
WISDOM						
<input type="checkbox"/>	D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.		
DEXTERITY						
<input type="checkbox"/>	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT	
CONSTITUTION						
<input type="checkbox"/>	CH	MAXIMUM # HENCHMEN	LOYALTY BASE	REACTION ADJ.		
CHARISMA						

SAVING THROW ADJUSTMENTS:	
+/- _____	CONDITION _____
+/- _____	CONDITION _____
+/- _____	CONDITION _____
+/- _____	CONDITION _____

MOVEMENT:

NORMAL = _____
 —Speed versus Encumbrance—

HEAVY (x 3/4) = _____

LOADED (x 1/2) = _____

MAXIMUM (x 1/4) = _____

PSIONICS: _____

ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODE MAJOR DISCIPLINES MINOR DISCIPLINES

DETECTION: _____

LANGUAGES: _____



WEAPONS of PROFICIENCY: _____

NON-PROFICIENCY PENALTY

SURPRISE / DEX. ADJ. DEFENSIVE ADJ. DEX. ADJ. / MAGICAL ADJ.

COMBAT ADJUSTMENTS:		Totals:	
+/- _____	CONDITION _____	"TO HIT" ADJ.	DAMAGE ADJ.
+/- _____	CONDITION _____	+/- _____	CONDITION _____
+/- _____	CONDITION _____	+/- _____	CONDITION _____

WEAPONS	MAG. ADJ.	SPACE REQUIRED /RANGES	SPEED	10	9	8	7	6	5	4	3	2	S-M/L
													DAMAGE VS. SIZE

HIT POINTS _____ CONST. ADJ. _____ HIT DIE TYPE _____

HIT POINTS GAINED PER LEVEL: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | +

SCARRING AND MAIMING:

INJURY	DATE	EXPLANATION	INJURY	DATE	EXPLANATION

DESCRIPTION:

GENERAL APPEARANCE: _____ BIRTHDAY _____ SEX _____ HEIGHT _____ WEIGHT _____

DISTINGUISHING MARKS: _____ COLOR OF: _____ HAIR _____ EYES _____

MANNERISMS: _____ SOCIAL CLASS (IF ANY) _____ STANDING (IF ANY) _____

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS <input type="checkbox"/> %	OPEN LOCKS <input type="checkbox"/> %	REMOVE/FIND TRAP <input type="checkbox"/> %	MOVE SILENTLY <input type="checkbox"/> %	HIDE IN SHADOWS <input type="checkbox"/> %	HEAR NOISE: <input type="checkbox"/> %	CLIMB WALLS: <input type="checkbox"/> %	READ LANGUAGE <input type="checkbox"/> %
---	---------------------------------------	---	--	--	--	---	--

HIGHLIGHTS OF ADVENTURE:

SPECIAL INFORMATION ACQUIRED: _____

NON-PLAYER CHARACTERS OF NOTE:

NAME	DESCRIPTION & ENCOUNTER OUTCOME

NARRATIVE:

SPECIAL TREASURES ACQUIRED:

ITEM	DESCRIPTION	VALUE

DEBTS INCURRED:

CREDITOR	TERMS

PAYMENT OF HIRELINGS:

NAME	PAYMENT	NAME	PAYMENT

COMRADES LOST:

NAME	CAUSE	NAME	CAUSE

HIGHLIGHTS OF ADVENTURE:

SPECIAL INFORMATION ACQUIRED: _____

NON-PLAYER CHARACTERS OF NOTE:

NAME DESCRIPTION & ENCOUNTER OUTCOME

NAME	DESCRIPTION & ENCOUNTER OUTCOME

NARRATIVE:

SPECIAL TREASURES ACQUIRED:

VALUE

DESCRIPTION

ITEM

DEBTS INCURRED:

CREDITOR

TERMS

PAYMENT OF HIRELINGS:

NAME

PAYMENT

NAME

PAYMENT

COMRADES LOST:

NAME

CAUSE

NAME

CAUSE

NAME	CAUSE	NAME	CAUSE

ADVANCED D&D™

Permanent Character Record

PLAYER NAME _____

CAMPAIGN _____

 CHARACTER NAME

PLACE OF ORIGIN _____

CLASS: _____ LEVEL: _____

RACE: _____

ALIGNMENT: _____

RELIGION: _____

PATRON DEITY(S): _____

Alignment of: _____

ABILITIES:

<input type="checkbox"/>	S	HIT ADJ.	DAM ADJ.	WT. ADJ.	OPEN DOOR	BEND BARS
STRENGTH						
<input type="checkbox"/>	I	ADD. LANG.	% KNOW SPELL	MINIMUM # SPELLS/LVL	MAXIMUM # SPELLS/LVL	
INTELLIGENCE						
<input type="checkbox"/>	W	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE		
WISDOM						
<input type="checkbox"/>	D	REACTION ADJ.	MISSILE ADJ.		DEFENSE ADJ.	
DEXTERITY						
<input type="checkbox"/>	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT	
CONSTITUTION						
<input type="checkbox"/>	CH	MAXIMUM # HENCHMEN	LOYALTY BASE	REACTION ADJ.		
CHARISMA						

SAVING THROW ADJUSTMENTS:	
+/-	CONDITION
+/-	CONDITION
+/-	CONDITION
+/-	CONDITION

MOVEMENT:

NORMAL = _____
 —Speed versus Encumbrance—

HEAVY (x 3/4) = _____

LOADED (x 1/2) = _____

MAXIMUM (x 1/4) = _____

VISION: _____

RESISTANCES: _____

PSIONICS: _____
 ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODE MAJOR DISCIPLINES MINOR DISCIPLINES

DETECTION: _____

LANGUAGES: _____



WEAPONS of PROFICIENCY: _____ # _____ NON-PROFICIENCY PENALTY _____

SURPRISE / DEX. ADJ. DEFENSIVE ADJ. DEX. ADJ. / MAGICAL ADJ.

COMBAT ADJUSTMENTS:		Totals:	
+/-	CONDITION	+/-	"TO HIT" ADJ. DAMAGE ADJ.
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION

WEAPONS	MAG. ADJ.	SPACE REQUIRED /RANGES	SPEED	10	9	8	7	6	5	4	3	2	S-M/L
													DAMAGE VS. SIZE

HIT POINTS CONST. ADJ. HIT DIE TYPE _____

HIT POINTS GAINED PER LEVEL:

1	2	3	4	5	6	7	8	9	10	11	+
---	---	---	---	---	---	---	---	---	----	----	---

SCARRING AND MAIMING:

INJURY	DATE	EXPLANATION	INJURY	DATE	EXPLANATION

DESCRIPTION:

GENERAL APPEARANCE: _____ BIRTHDAY _____ SEX _____ HEIGHT _____ WEIGHT _____

DISTINGUISHING MARKS: _____ COLOR OF: _____ HAIR _____ EYES _____

MANNERISMS: _____ SOCIAL CLASS (IF ANY) _____ STANDING (IF ANY) _____

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS <input type="checkbox"/> %	OPEN LOCKS <input type="checkbox"/> %	REMOVE/FIND TRAP <input type="checkbox"/> %	MOVE SILENTLY <input type="checkbox"/> %	HIDE IN SHADOWS <input type="checkbox"/> %	HEAR NOISE: <input type="checkbox"/> %	CLIMB WALLS: <input type="checkbox"/> %	READ LANGUAGE <input type="checkbox"/> %
---	---------------------------------------	---	--	--	--	---	--

HIGHLIGHTS OF ADVENTURE:

SPECIAL INFORMATION ACQUIRED: _____

NON-PLAYER CHARACTERS OF NOTE:

NAME DESCRIPTION & ENCOUNTER OUTCOME

NAME	DESCRIPTION & ENCOUNTER OUTCOME

NARRATIVE:

SPECIAL TREASURES ACQUIRED:

VALUE

DESCRIPTION

ITEM

DEBTS INCURRED:

CREDITOR

TERMS

PAYMENT OF HIRELINGS:

NAME

PAYMENT

NAME

PAYMENT

COMRADES LOST:

NAME

CAUSE

NAME

CAUSE

NAME	CAUSE	NAME	CAUSE

HIGHLIGHTS OF ADVENTURE:

SPECIAL INFORMATION ACQUIRED: _____

NON-PLAYER CHARACTERS OF NOTE:

NAME DESCRIPTION & ENCOUNTER OUTCOME

NAME	DESCRIPTION & ENCOUNTER OUTCOME

NARRATIVE:

SPECIAL TREASURES ACQUIRED:

VALUE

DESCRIPTION

ITEM

DEBTS INCURRED:

CREDITOR

TERMS

PAYMENT OF HIRELINGS:

NAME

PAYMENT

NAME

PAYMENT

COMRADES LOST:

NAME

CAUSE

NAME

CAUSE

NAME	CAUSE	NAME	CAUSE

ADVANCED D&D™

Permanent Character Record

PLAYER NAME _____

CAMPAIGN _____

 CHARACTER NAME

PLACE OF ORIGIN _____

CLASS: _____ LEVEL: _____

RACE: _____

ALIGNMENT: _____

RELIGION: _____

PATRON DEITY(S): _____

Alignment of: _____

ABILITIES:

<input type="checkbox"/>	S	HIT ADJ.	DAM ADJ.	WT. ADJ.	OPEN DOOR	BEND BARS
STRENGTH						
<input type="checkbox"/>	I	ADD. LANG.	% KNOW SPELL	MINIMUM # SPELLS/LVL	MAXIMUM # SPELLS/LVL	
INTELLIGENCE						
<input type="checkbox"/>	W	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE		
WISDOM						
<input type="checkbox"/>	D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.		
DEXTERITY						
<input type="checkbox"/>	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT	
CONSTITUTION						
<input type="checkbox"/>	CH	MAXIMUM # HENCHMEN	LOYALTY BASE	REACTION ADJ.		
CHARISMA						

SAVING THROW ADJUSTMENTS:	
+/-	CONDITION
+/-	CONDITION
+/-	CONDITION
+/-	CONDITION

MOVEMENT:

NORMAL = _____
 —Speed versus Encumbrance—

HEAVY (x 3/4) = _____

LOADED (x 1/2) = _____

MAXIMUM (x 1/4) = _____

VISION: _____

RESISTANCES: _____

PSIONICS: _____

ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODE MAJOR DISCIPLINES MINOR DISCIPLINES

DETECTION: _____

LANGUAGES: _____



WEAPONS of PROFICIENCY: _____

NON-PROFICIENCY PENALTY

SURPRISE / DEX. ADJ. DEFENSIVE ADJ. DEX. ADJ. / MAGICAL ADJ.

COMBAT ADJUSTMENTS:			
		Totals:	
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION

WEAPONS	MAG. ADJ.	SPACE REQUIRED /RANGES	SPEED	10	9	8	7	6	5	4	3	2	S-M/L
													DAMAGE VS. SIZE

HIT POINTS CONST. ADJ. HIT DIE TYPE

HIT POINTS GAINED PER LEVEL:

1	2	3	4	5	6	7	8	9	10	11	+
---	---	---	---	---	---	---	---	---	----	----	---

SCARRING AND MAIMING:

INJURY	DATE	EXPLANATION	INJURY	DATE	EXPLANATION

DESCRIPTION:

GENERAL APPEARANCE: _____

BIRTHDAY SEX HEIGHT WEIGHT COLOR OF: HAIR EYES

DISTINGUISHING MARKS: _____

SOCIAL CLASS (IF ANY) STANDING (IF ANY)

MANNERISMS: _____

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS	<input type="checkbox"/> %	OPEN LOCKS	<input type="checkbox"/> %	REMOVE/FIND TRAP	<input type="checkbox"/> %	MOVE SILENTLY	<input type="checkbox"/> %	HIDE IN SHADOWS	<input type="checkbox"/> %	HEAR NOISE:	<input type="checkbox"/> %	CLIMB WALLS:	<input type="checkbox"/> %	READ LANGUAGE	<input type="checkbox"/> %
--------------	----------------------------	------------	----------------------------	------------------	----------------------------	---------------	----------------------------	-----------------	----------------------------	-------------	----------------------------	--------------	----------------------------	---------------	----------------------------

HIGHLIGHTS OF ADVENTURE:

SPECIAL INFORMATION ACQUIRED: _____

NON-PLAYER CHARACTERS OF NOTE:

NAME	DESCRIPTION & ENCOUNTER OUTCOME

NARRATIVE:

SPECIAL TREASURES ACQUIRED:

ITEM	DESCRIPTION	VALUE

DEBTS INCURRED:

CREDITOR	TERMS

PAYMENT OF HIRELINGS:

NAME	PAYMENT	NAME	PAYMENT

COMRADES LOST:

NAME	CAUSE	NAME	CAUSE

HIGHLIGHTS OF ADVENTURE:

SPECIAL INFORMATION ACQUIRED: _____

NON-PLAYER CHARACTERS OF NOTE:

NAME DESCRIPTION & ENCOUNTER OUTCOME

NAME	DESCRIPTION & ENCOUNTER OUTCOME

NARRATIVE:

SPECIAL TREASURES ACQUIRED:

VALUE

DESCRIPTION

ITEM

DEBTS INCURRED:

CREDITOR

TERMS

PAYMENT OF HIRELINGS:

NAME

PAYMENT

NAME

PAYMENT

COMRADES LOST:

NAME

CAUSE

NAME

CAUSE

NAME	CAUSE	NAME	CAUSE

Character Traits: This refers to attitudes and general tendencies which are peculiar to the character's personality. These may include such traits as being a compulsive gambler, a ladies' man, a practical joker, miser, or champion of the underdog, etc.

Favorite Tactics: This details fighting tactics that the character will often use, such as gouging eyes, attacking from behind all the time, or always doing the chivalrous thing and giving the opponent a fair chance.

ADVENTURE RECORDS: These sheets eliminate the constant wear and tear common to a character record and further provide a record for each adventure the character goes on. Pertinent sections should be filled out on the **ADVENTURE RECORD** before the character embarks on an adventure. When the adventure is completed, either in one session or after several days of play, the details should be recorded, the experience totalled and the sheet placed inside the **PERMANENT CHARACTER RECORD**.

EXPLANATIONS: Most of the sections are self-explanatory and the following explanations only concern themselves with sections which may not be clear to the player.

Filing Information: In the upper right hand side of the page is information used in maintaining order and easy identification of each adventure. The location or final goal of the adventure should be noted, as well as a numerical reference to place the adventure in chronological perspective with earlier adventures.

Adventure Dates: The dates of starting and ending the adventure (game time) should be noted here.

Movement: This refers to combat and melee movement rather than travel speeds (for such, inquire of your DM, who will find appropriate tables in the **DUNGEON MASTERS GUIDE**). The movement base is the speed allowed when unencumbered or only carrying a minimum load, and not performing complex actions. Encumbrance reduces movement speed; to $\frac{3}{4}$ of normal for Heavy, $\frac{1}{2}$ for Loaded and $\frac{1}{4}$ for the Maximum encumbrance. Concealed and climbing movement have not been detailed and are left to the domain of the DM. Combining forms of movement will adjust movement speed by both factors. Special movement refers to skills provided by mounts and special devices, such as a *ring of water walking* or *ring of flying*.

Light Source: This refers to any light source the character is carrying during an adventure and what that light source may be. In conjunction, the flame illustration in the upper left-hand corner should be checked when the character is carrying a burning light source to act as a reminder.

Secret Doors: This refers to the chance of discovering a secret door and will vary with the race of the character.

Listening: This refers to the chance for the character to hear noise when listening at a door or similar situation. This number will vary with racial type and appropriate values may be found in the **DUNGEON MASTERS GUIDE** on page 60.

Treasure Policy: Often characters will establish the intended split of any treasure found, among the members of the party, prior to setting off on the adventure.

Appearance/Disguise: In some cases the character may wish to alter his or her natural appearance for concealment or as a disguise. This space should be used to note any change in the character's normal appearance.

Current Adjustments to Abilities: This refers to alterations in the abilities of the character due to magic, disease, curses, wounds, and so forth, of which he or she is currently under the influence. Some of these adjustments may come as the result of an encounter during the adventure.

Armor Class: The number inscribed on the shield is the adjusted value of armor class in optimum circumstances, based on armor plus dexterity and magical adjustments.

Shieldless AC: This refers to the armor class of the character when attacked without shield or from the flank which the shield does not protect.

Rear AC: This refers to the armor class of the character when attacked from behind or when attempting to flee a melee, or if he or she has fallen to the ground and his or her dexterity adjustment does not apply.

Hit Points: This section shows the total survival and endurance value of the character, and also records losses to it. The undamaged, adjusted total of hit points possessed by the character should be written in the boldfaced trapezoid. This number has been adjusted by constitution adjustments which apply to each hit die rolled and by special adjustments due to the possession of magical devices. Instead of constantly changing the hit point total, wounds received should be marked in pencil in the space reserved for wounds by a series of slashes. When hit points are recovered due to healing, the corresponding number of wounds should be erased.

Rear Attack Adjustments: This section is used to indicate any adjustments received for attacking, with surprise, a foe from behind and any conditions or subsequent additional effect received for the action.

Psionic Strength: If psionics are used, current attack and defense strengths should be listed here in pencil and alterations made as the points are used.

Weapon in Hand: This does not imply that this weapon is always in hand, but it will be the weapon for which the character will first grab if threatened. Choice of weapon may be changed and should therefore be written in pencil.

Pummeling, Grappling and Overbearing: This refers to weaponless combat, combat usually intent on causing only temporary damage. Since this form of combat contains many variables, it is helpful to calculate these modifiers prior to the adventure. For each form of weaponless combat there are three similar categories of adjustments. The attack adjustment modifies the chance of success of each attack made. The damage adjustment modifies the damage inflicted by a successful attack on an opponent, and the defense adjustment modifies the amount of damage taken by the character when attacked by his or her opponent.

Saving Throws: These values are the adjusted saving throws of the character pertaining to the character's present experience level. The saving throw adjustments noted on the front of the **AD & D PERMANENT CHARACTER RECORD** should be taken into account.

Morale Modifier: This modifier reflects the most recent deeds of virtue or infamy performed by the character. This value will alter the morale roll of any non-player character in his or her employ. The DM will find tables with morale modifiers on pages 36-37 of the **DUNGEON MASTERS GUIDE**.

Cash Carried: This refers to any monies carried by the character before starting on the adventure.

Thieving Skills: This section records the various skills of thieves or those classes able to use similar abilities. The flag in the right corner of each box is used to note adjustments provided by race and character's dexterity score. The major space is used to record the adjusted scores for success at performing each of these skills at the present level of expertise of the character.

Spells Memorized: The spaces for spells/level are used to note the number of spells that can be memorized at each spell level. The boxed section is to be used in listing the spells carried by the character. The slashed off area is for the player to mark the number of the spells memorized at any given time and their loss when the spells have been cast. This final note should be written with a pencil.

Carrying Capacity: This refers to the maximum volume of treasure and gear which may be carried away in containers brought by the character. Encumbrance limits supercede any extra capacity brought. Since treasure is usually coins, the volume is annotated by a detailing of the gold pieces this equals:

	Volume	G. P. Equivalent
Small pouch or purse	$\frac{1}{4}$ cu. ft.	25 g.p.
Large pouch	$\frac{1}{2}$ cu. ft.	50 g.p.
Small sack or tied shirt	1 cu. ft.	100 g.p.
Backpack	3 cu. ft.	300 g.p.
Large sack	4 cu. ft.	400 g.p.

Volume of a backpack is reduced by the gear already stowed in it.

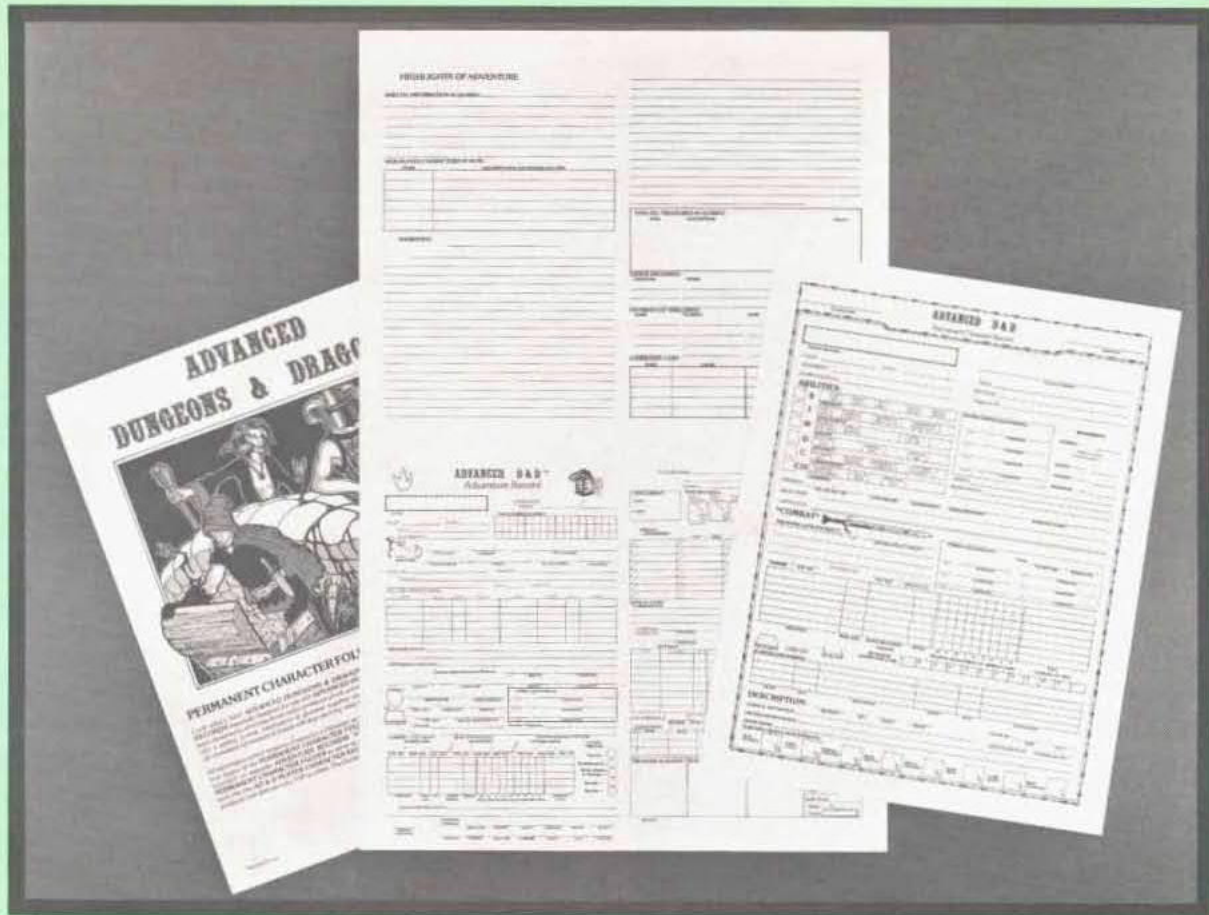
Packing List: This inventory lists where possessions are stowed when the character is carrying them. The weight of the items carried should be listed to aid in determining total encumbrance.

Followers: It is helpful to have separate sheets listing the details about any hirelings in the employ of the character.

Experience: Keeping track of treasure acquired, monsters slain and other actions of major import performed during the adventure will aid in assigning credit by the DM. The final total should be transferred to the permanent record at the end of the adventure.

AFTERWORD: Even though these records are comprehensive they are limited to their physical dimensions and the player may desire to include more detail than space provides. For such information as research, residence, and a detailed diary of the character's adventures it is suggested that the player add inserts on notebook paper.

The **PERMANENT CHARACTER RECORD** and **ADVENTURE RECORDS** are designed to be stored together, with the adventure records in chronological order inside the permanent record when completed. For further protection, it is recommended that the entire character file be kept in a three-ring notebook. It might prove helpful to use the **AD & D NON-PLAYER CHARACTER RECORDS** for detailing hirelings and henchmen of the player character and these may also be stored with the character file.



This item is the only one of the many popular playing aids for **ADVANCED DUNGEONS & DRAGONS™** game produced by TSR Hobbies, Inc. Other playing aids for AD&D™ games currently available include:

The **WORLD OF GREYHAWK™** Fantasy World Setting approved for use with AD&D™ games

AD&D Dungeon Masters Screen (combat saving throws reference)

AD&D Player Character Record Sheets

AD&D Permanent Character Folder and Adventure Record Sheets

AD&D Non-Player Character Record Sheets

Dungeon Module G1 (Steading of the Hill Giant Chief)

Dungeon Module G2 (Glacial Rift of the Frost Giant Jarl)

Dungeon Module G3 (Hall of the Fire Giant King)

Dungeon Module D1 (Descent Into the Depths of the Earth)

Dungeon Module D2 (Shrine of the Kuo-Toa)

Dungeon Module D3 (Vault of the Drow)

Dungeon Module S1 (Tomb of Horrors)

Dungeon Module S2 (White Plume Mountain)

Dungeon Module T1 (Village of Hommlet)

In addition, other playing aids currently available for use with **DUNGEONS & DRAGONS®** game include:

Dungeon Geomorphs, Set One (Basic Dungeon)

Dungeon Geomorphs, Set Two (Caves & Caverns)

Dungeon Geomorphs, Set Three (Lower Dungeon)

Outdoor Geomorphs, Set One (Walled City)

Dungeon Module B1 (In Search of the Unknown)

Monster & Treasure Assortment, Set One (Levels One to Three)

Monster & Treasure Assortment, Set Two (Levels Four to Six)

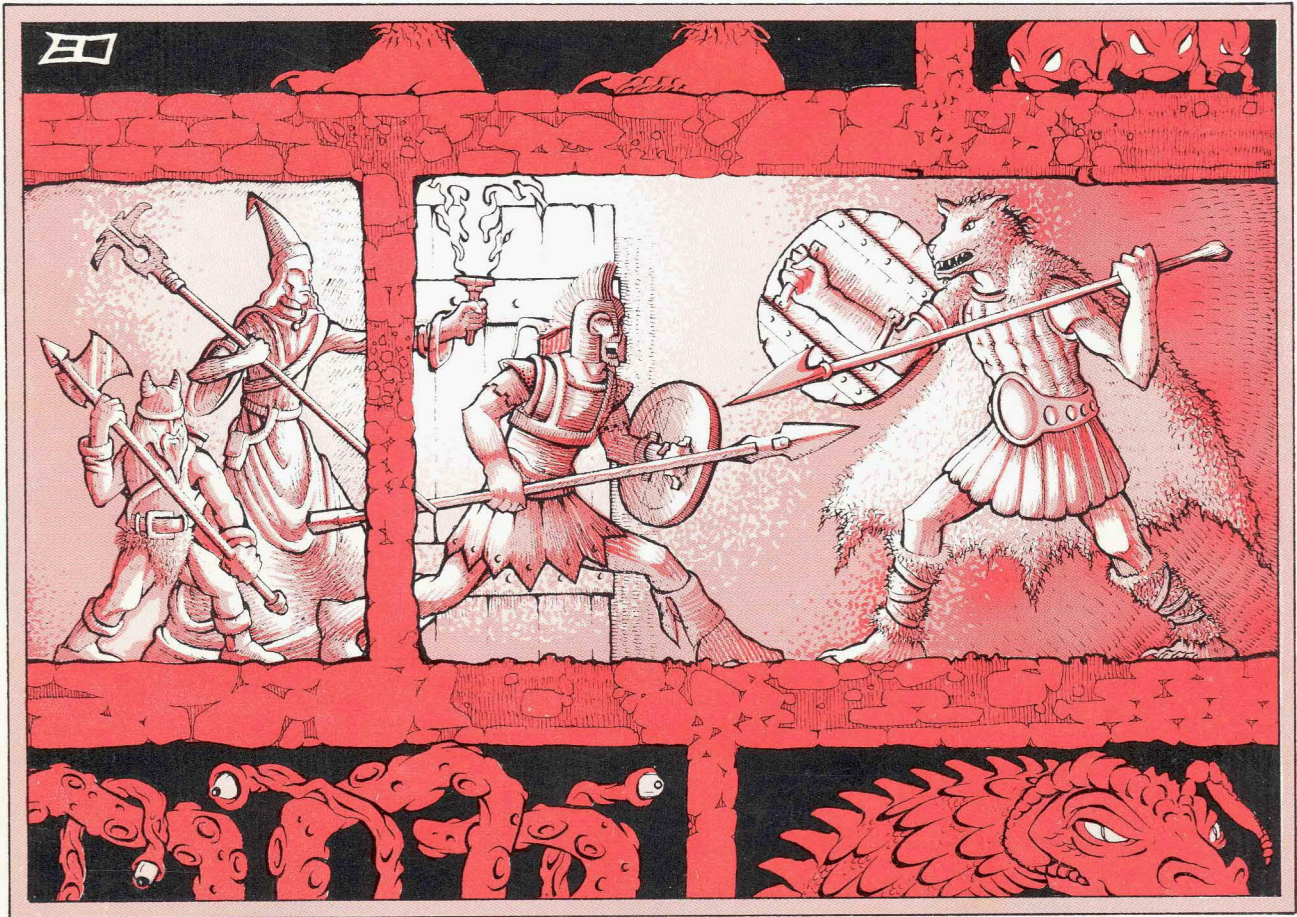
Monster & Treasure Assortment, Set Three (Levels Seven to Nine)

Other releases of additional items relating to AD&D™ games are planned for the future. TSR Hobbies publishes a complete line of fantasy, science fiction, and historical games and rules which are available from better hobby, game, and department stores nationwide. If you desire a complete catalog and/or the name of your nearest outlet, write to: TSR Hobbies, POB 756, Lake Geneva, WI 53147.

ADVANCED D & D™

FANTASY ADVENTURE GAME

DUNGEON MASTERS ADVENTURE LOG



Here's the **ADVANCED DUNGEONS & DRAGONS DUNGEON MASTERS ADVENTURE LOG**, the second playing aid designed specifically for the DM of **ADVANCED DUNGEONS & DRAGONS™**! No longer need the DM rely on memory and sketchy notes to keep track of one's players in the midst of play. Now all the information needed about the adventurers and their exploits can be kept handy in front of the DM at all times.

The **DUNGEON MASTERS ADVENTURE LOG** contains two different sheets (shown on the back cover). The first type is for recording information about the adventurers, their hit points, armor class, magic items and die roll adjustments. The second provides information on the marching order of the party, the monsters they encounter, treasures they recover, and any unusual events that occur. In addition, this book contains many important tables in an easy reference form, including tables for experience point awards, encounter reactions, movement, surprise, listening, and a new table of collected combat modifiers.

If you find this product useful, you should look into our line of other helpful playing aids, and look for the TSR logo on upcoming publications from the Game Wizards.

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The Game Wizards
POB 756
LAKE GENEVA, WI 53147

HOW TO USE THIS PRODUCT

The **ADVANCED DUNGEONS AND DRAGONS DUNGEON MASTERS ADVENTURE LOG** has been designed to assist the Dungeon Master by organizing information about the player characters and their adventures in his or her campaign. These sheets will provide easy reference about a character's abilities and combat adjustments, and at the same time will allow the DM to precisely check what has occurred in an adventure. Furthermore, by keeping sheets detailing past adventures, the DM will be able to record secret information without losing it.

These sheets have been drilled for use in a three-ringed binder but have not been perforated for removal. **Do not tear these pages out.** It is intended that all pages remain together to provide an ongoing history of a campaign. Each adventure should make use of a two-page set. These have been placed to face each other when the booklet is opened to lay flat. The left-hand sheet contains space for noting information on player characters, henchmen, and hirelings. The right page is used to record important details of the adventure. Each of these pages is explained in more detail below.

Character Number: Each line is given a number for the character written there. This number may be used in lieu of a name when noting marching orders, light sources, events that happen to characters and to randomly determine which character an event affects (i.e. the stirge attacks character #3).

Class and Level: This space is for the character's class and level. Below is a listing of recommended abbreviations of each character class:

C = Cleric
D = Druid
F = Fighter
P = Paladin
R = Ranger
MU = Magic-User
I = Illusionist
A = Assassin
M = Monk

Level refers to the current level of the character.

Race and Sex: Recommended abbreviations of Race and Sex are as follows:

H = Human
D = Dwarf
E = Elf
½E = Half-Elf
G = Gnome
½ = Halfling
½O = Half-Orc

M = Male
F = Female

Magic Items and Special Abilities: This large space may be used to list magic items a character may possess and any special powers (due to race or class) a character may have. When listing magic items with charges, the total number can be placed afterwards. During the adventure, appropriate changes should be made. When the same character adventures again, the DM need only refer to the listing of the last expedition that

character was on to learn the number of charges remaining. Special abilities the DM may wish to include are chances of finding secret doors, detecting traps or slopes, hearing noise, speaking unusual languages, etc.

Combat Adjustments: All alterations to the character's chance "to hit" and amount of damage caused may be noted here. This will include magic weapons, strength bonuses and penalties, magical devices and other things.

Armor Class and Type: The final adjusted armor class or the base armor class, whichever the DM prefers, may be listed in this space. The type of armor may also be listed here along with any magical adjustments the armor may have.

Armor type may be abbreviated as follows:

S = Shield
L = Leather
SL = Studded leather
R = Ring mail
SC = Scale mail
C = Chain mail
SP = Splint mail
B = Banded mail
P = Plate mail

Marching Order: By writing in the number of the character, marching orders may be arranged for 5' wide, 10' wide and 20' wide corridors in the space allowed. It may be convenient to imagine 1 shaded block as being equal to 5' in width.

Monster Number: This helps the DM keep track of the number of encounters a party has had. It may also be used to match treasures found to the monsters who guarded them. Alternatively, there may be situations where the DM may create wandering encounters ahead of time. These may also be listed here.

The remaining monster information may be taken directly from the **MONSTER MANUAL** and listed in the spaces provided. **Attacks & Defenses** includes the number of attacks, damage, special attacks and special defenses.

Light: The type of light carried and who is carrying it may be listed by writing in the character number and the light source on a line. The DM may also wish to note the round or turn the light was started.

Unusual Events: This space is given to note any occurrence during an adventure that cannot be covered elsewhere. This is especially useful for recording deaths, changes in characters' abilities or prime statistics, alliances, enemies made, or other notable deeds of the party.

Treasure Number: This may be the same as the number of the monster which guards the treasure, or may be entirely different, according to the DM's wishes.

Treasure Type: In some situations, the DM may wish to indicate the treasure type found, especially in wilderness situations. This will allow the DM to give a more balanced treasure later on when more time to think about such things is available.

COMBAT MODIFIERS

To Hit Modifiers

Circumstance	Modification
Protection from evil	-2
Light	-4
Bless	+1/-1*
Chant	+1/-1*
Prayer	+1/-1*
Holy word	-4/-2**
Pain (symbol)	-4
Scare	-1
Enchanted weapon	+1
opponent slowed	+4
Blur	-4/-2†
Hate (emotion)	+2
Rage (emotion)	+1
Improved invisibility	-4
rear attack	+2
opponent off balance	+2
opponent stunned	+4
opponent partially immobile	+4
opponent completely immobile	automatic
opponent invisible	-4
2 weapons, prime weapon	-2
2 weapons, second weapon	-4
charge	+2
moderate intoxication	-1
great intoxication	-5
thief/assassin backstabbing	+4
giant vs. small	-4
dwarf vs. half-orcs, orcs, goblins, & hobgoblins	+1
gnome vs. kobolds & goblins	+1

* +1 for party, -1 for opponents.

** -4 for 8th-11th level creatures, -2 for 12th+ level creatures.

† -4 on 1st round, -2 thereafter.

Hit Point Modifiers

Circumstance	Modification
Tensor's transformation	hp × 2
Rage (emotion)	hp + 5
moderate intoxication	hp + 1
great intoxication	hp + 3

PROGRESSION ON THE COMBAT TABLES

A quick glance at the progression of numbers on the **COMBAT TABLES** will reveal that 20 is repeated. This reflects the fact that a 20 indicates a "perfect" hit. It also incidentally helps to assure that opponents with high armor class value are not "hit proof" in most cases. Should any DM find that this system offends his or her sensibilities, the following modification is suggested: Consider the repeated 20 as a perfectly-aimed attack which does not gain any benefit from strength or magical properties of any sort — spell, missile, or weapon. That is, the 20 must be attained by a roll of *natural* 20. All bonuses accrue only up to and including a total of 20, so that even if a character attacked with a bonus for strength of +3 and a +3 magic sword he or she would have to roll a *natural* 20 in order to score a hit on any creature normally hit by the second or successive repetitions of 20, i.e. the bonus (+3 in the example) could not exceed a total score of 20 unless an *actual* 20 is rolled. Thus, the **COMBAT TABLES** could be amended to read like this:

21 (natural 20 plus at least +1 bonus)
20 (natural)
20 (natural)
20 (natural)
20 (natural)
20 (natural)
20 (die result + bonuses to total)
19 (die result + bonuses to total)

Damage Modifiers

Circumstance	Modification
Bless	+1
Chant	+1/-1*
Prayer	+1/-1*
Hate (emotion)*	+2
Rage (emotion)	+3
Enchanted weapon	+1
Tensor's transformation	+2
weapon set against charge	double
opponent immobile	maximum
thief/assassin, backstabbing	× 2, × 3, × 4, × 5**
ranger vs. giant class	+ level of ranger
monk with weapon	+ ½ level of monk

* +1 for party, -1 for opponents.

** depends on thief/assassin level, see page 27 **PLAYERS HANDBOOK**.

Armor Class Modifiers

Circumstance	Modification
Otto's irresistible dance	AC -4
Tensor's transformation	AC -4
flank attack	AC without shield
rear attack	AC without shield
flank attack	no dexterity bonus
rear attack	no dexterity bonus
large missiles	no dexterity bonus
magical attacks	no dexterity bonus
charge	no dexterity bonus
charge	AC +1*
great helm	AC -1 (head only)

Missile Fire

Cover/Concealment	Armor Class Bonus
Target, 25% cover	+2
Target, 50% cover	+4
Target, 75% cover	+7
Target, 90% cover	+10
Target, 25% concealment	+1
Target, 50% concealment	+2
Target, 75% concealment	+3
Target, 90% concealment	+4

*Penalty only if creature had no dexterity bonus.

TYPICAL INHABITANTS

The bulk of the people encountered on an adventure in an inhabited area — whether city, town, village, or along the roads through the countryside, will be average folk, with no profession as adventurers know it, and no special abilities for clericism, fighting, magic, or thievery. They are simply typical, normal people (as you define typical and normal for the milieu, of course). When dealing with these types, it is suggested that the following factors be used:

General Classification	Hit Points	Combat Ability
sedentary females	1 - 3	-3
sedentary males	1 - 4	-2
active females	1 - 4	-1
active males	2 - 5	0 level
laboring females	2 - 5	0 level
laboring males	2 - 7	0 level

Sedentary occupations are those where the individual does nothing, or is a clerk, scribe, etc.

Active occupations are those involving considerable movement and activity such as a serving maid, carpenter, etc.

Laboring occupations are strenuous and include farming, mining, and most menial labor tasks.

SURPRISE

Surprise is determined by rolling a six-sided die for each party concerned, modifying the result by using the most favorable member of the party concerned, i.e. a ranger, surprised only on a roll of 1, will represent the whole of a group of other character types. Note, however, the effect of dexterity as detailed below. The same holds for mixed types of monsters. If surprise is indicated for both parties concerned, the party which has lesser surprise subtracts its result from the result of the greater to find the number of segments the latter are inactive. Nonetheless, it is possible for both parties to be surprised equally — with surprise thus having no effect.

Surprise Dice Difference	Lost Segments
0	0
1 (2-1, 3-2, etc.)	1
2 (3-1, 4-2, etc.)	2
3 (4-1, 5-2, etc.)	3

Party's Die	Monster's Die	Surprise Effect
3 to 6	5 or 6	none
1	1	both surprised
2	2	both surprised
1 or 2	5 or 6	party surprised
3 to 6	1 to 4	monster surprised
1	2 to 4	monster surprised
2	1	party surprised

Example: Party A is surprised on a roll of 1 or 2, while party B is surprised only on a roll of 1. A rolls 2 and B rolls 1, so A is inactive due to surprise for 1 segment. Had B rolled a 2, it would not have been surprised at all, and A would have been inactive for 2 segments.

Example: Party A is surprised only on a roll of 1, but party B surprises on 5 in 6 (d6, 1-5) due to its nature or the particular set of circumstances which the DM has noted are applicable to this encounter. The favorable factor normally accruing to party A is 1, i.e., parties of this sort are normally surprised on 1 or 2, but this party is surprised only on a 1 — therefore they have an additional 1 in 6 to their favor (and *not* a 50% better chance). Party B will surprise them on 5 in 6 less 1 in 6, or 4 in 6. Assume A rolls a 4, so it is surprised for 4 segments unless B rolls a 1, in which case A party's inactive period will be only 3 segments, or if B rolls a 2, in which case surprise will last for only 2 segments (4 - 1 = 3, 4 - 2 = 2).

AVOIDING ENCOUNTERS

It is always possible to flee from an undesired confrontation if the other party is surprised. It is never possible to flee from an encounter where the opponent party is in striking range. A party can always flee an encounter if it gains the *first* initiative. Whether or not the opponent party will follow in pursuit of the fleeing party depends on the following factors:

1. What you, the Dungeon Master, have stated in your key concerning the encounter, if applicable. This is first and foremost in ALL cases.
2. What the stated characteristics of the creature(s) involved are. That is, if player characters, do they say they will pursue, or if monsters, does their description say that they will always seek to pursue?
3. Obvious deterrents to pursuit, such as a pool of flaming oil, a secured portal, etc. will modify monster behavior accordingly.
4. Fleeing party behavior and/or possessions noted by the opponent party will modify pursuit desire.
5. Relative speed will cause the pursuing party to cease fruitless chase if they are obviously being outdistanced (except if the pursuers are player characters who must state they are halting such chase).
6. Otherwise 50% of the time (d6, 1-3 = pursuit, 4-6 = break off pursuit).

ENCOUNTER REACTIONS

Any intelligent creature which can be conversed with will react in some way to the character that is speaking. Reaction is determined by rolling percentile dice, adjusting the score for charisma and applicable loyalty adjustment as if the creature were a henchman of the character speaking, and the modified score of the percentile dice is compared to the table below:

Adjusted Die Score	Reaction
01 (or less)-05	Violently hostile, immediate attack*
06-25	Hostile, immediate action*
26-45	Uncertain but 55% prone toward negative
46-55	Neutral — uninterested — uncertain
56-75	Uncertain but 55% prone toward positive
76-95	Friendly, immediate action
96-00 (or greater)	Enthusiastically friendly, immediate acceptance

*Or morale check if appropriate.

ENCOUNTER DISTANCE

When encounters occur, the distance between concerned parties will be 5' to 10' (d6 + 4) subject to the following modifying factors:

1. **Line of Sight:** If this is unobstructed and light is present the distance possible for determination of another party present is virtually several miles. It could likewise be sharply restricted due to obstructions.
2. **Noise:** If one party is making considerable noise which is discernible by the other party, the latter will have the options of fleeing or seeking concealment; the former negating the encounter, the latter allowing distance to be 1' to 4' before discovery by the noisy party.
3. **Actual Area:** If the encountered party is in a small area, distance between the two can be no greater than the maximum distance possible for discovery of the one by the other, i.e. opening a door into a 20' x 20' room will mean the distance between the two parties can be under 10', 10' or thereabouts, or 20' (d6, 1-2 = striking distance, 3-4 = 10' distance, 5-6 = 20' distance).
4. **Planned or Unplanned Appearance:** The sudden precipitation of one party upon the other due to any of a number of factors (*teleportation*, *dimension door* spell, other magical means, a chute, etc.) will cause distance similar to that found when actual area is a factor.
5. **Surprise:** Surprise can only be a factor in close encounter situations. If either or both parties are surprised, the distance must be either 1' to 3' or it must be less as determined under the actual area modifier. Thus if the actual area were a 40' x 60' room, if surprise exists the distance between the parties will be 1' to 3'.
6. **Light:** The illumination factor or visual capability of the concerned parties will affect encounter distance as follows:
 - A. A light source reliance limits the encounter distance to twice the normal vision radius of the party (2 x radius of the light source).
 - B. Infravision and/or ultravision operate only to the stated limit of their range and limit encounter distance accordingly.

DETECTION OF THE INVISIBLE TABLE

Level or Hit Dice of Creature	Intelligence Ability Rating							
	0-1	2-4	5-7	8-10	11-12	13-14	15-16	17+
7/7 & 7+	—	—	—	—	—	—	—	5%
8/8 & 8+	—	—	—	—	—	—	5%	10%
9/9 & 9+	—	—	—	—	—	5%	10%	15%
10/10	—	—	—	—	5%	15%	20%	25%
11/10+ to 11	—	—	—	5%	15%	25%	30%	35%
12/11+ to 12	—	—	5%	15%	25%	35%	40%	45%
13/12+ to 13	—	5%	10%	25%	35%	45%	50%	55%
14/13+ to 14+	5%	10%	15%	35%	45%	55%	65%	75%
15 & +	10%	15%	20%	45%	55%	65%	80%	95%

Note: You may give unintelligent creatures with keen hearing or sense of smell the equivalent of intelligence to reflect detection of invisible creatures.

LISTENING AT DOORS

Race Of Listener	Chance Of Hearing Noise
Dwarf	2 in 20 (10%)
Elf	3 in 20 (15%)
Gnome	4 in 20 (20%)
Half-Elf	2 in 20 (10%)
Halfling	3 in 20 (15%)
Half-Orc	3 in 20 (15%)
Human	2 in 20 (10%)

EXPERIENCE POINTS VALUE OF MONSTERS

The following table is for determination of x.p. to be awarded for slain opponent creatures. If the monster is particularly powerful, double the Exceptional Ability Addition may be awarded.

Experience Level or Monster's Hit Dice*	Basic X.P. Value (BXPV)	X.P. Per Hit Point (XP/HP)	Special Ability X.P. Bonus (SAXPB)**	Exceptional Ability X.P. Addition (EAXPA)***
up to 1 - 1	5	1	2	25
1 - 1 to 1	10	1	4	35
1 + 1 to 2	20	2	8	45
2 + 1 to 3	35	3	15	55
3 + 1 to 4	60	4	25	65
4 + 1 to 5	90	5	40	75
5 + 1 to 6	150	6	75	125
6 + 1 to 7	225	8	125	175
7 + 1 to 8	375	10	175	275
8 + 1 to 9	600	12	300	400
9 + 1 to 10+	900	14	450	600
11 to 12+	1300	16	700	850
13 to 14+	1800	18	950	1200
15 to 16+	2400	20	1250	1600
17 to 18+	3000	25	1550	2000
19 to 20+	4000	30	2100	2500
21 and up	5000	35	2600	3000

*Treat peasants/levies as up to 1 - 1, men-at-arms as 1 - 1 to 1, and all levels as the n + 1 hit dice category.

**Typical *special abilities*: 4 or more attacks per round, missile discharge, armor class 0 or lower, special attacks (blood drain, hug, crush, etc.), special defenses (regeneration, hit only by special and/or magic weapons), high intelligence which actually affects combat, use of minor (basically defensive) spells.

***Typical *exceptional abilities*: energy level drain, paralysis, poison, major breath weapon, magic resistance, spell use, swallowing whole, weakness, attacks causing maximum damage greater than 24 singly, 30 doubly, 36 trebly, or 42 in all combinations possible in 1 round.

Judicious application of these guidelines will assume that an equitable total number of experience points are given for slaying any given monster. Special ability bonus awards should be cumulative, i.e., a gargoyle attacks 4 times per round and can be hit only by magic weapons, so a double *Special Ability X.P. Bonus* should be awarded. Likewise, if there are multiple *exceptional abilities*, the awards should reflect this. If an otherwise weak creature has an extraordinary power, multiply the award by 2, 4, 8, or even 10 or more.

MAGICAL AGING CAUSES

casting <i>alter reality</i> spell	3 years
casting <i>gate</i> spell	5 years
casting <i>limited wish</i> spell	1 year
casting <i>restoration</i> spell	2 years
casting <i>resurrection</i> spell	3 years
casting <i>wish</i> spell	3 years
imbibing a <i>speed</i> potion	1 year
under a <i>haste</i> spell	1 year

HIRING NON-PLAYER CHARACTERS TO CAST SPELLS OR USE DEVICES

It is a certainty that your players will seek outside aid many times during the course of your campaign. At times a particular spell — or device able to deliver a magical power — will be necessary or very helpful to a party, and so they will seek out a cleric or magic-user to hire for the service. The most common spells sought are various cures and informational spells. The players should know from the outset that there is no free lunch anywhere, and that the performance of any service is going to cost a "reasonable" sum. A few sample prices for spells are listed below. Note that these charges are based on the assumption that the characters requesting the service are of the same religion and alignment of the cleric and that the request is made at the cleric's headquarters.

Cleric Spell Requested	Cost in Gold Pieces (See Below)
<i>astral spell</i>	5,000 per person
<i>atonement</i>	500 per level of experience of the recipient
<i>augury</i>	300
<i>bless</i>	5 per person per level of spell caster
<i>commune</i>	1,000 plus 500 per question
<i>continual light</i>	500
<i>control weather</i>	10,000
<i>cure blindness</i>	1,000
<i>cure disease</i>	1,000
<i>cure light wounds</i>	100
<i>cure serious wounds</i>	350
<i>cure critical wounds</i>	600
<i>detect evil/good</i>	100 (assumes device being checked)
<i>detect magic</i>	150 (assumes device being checked)
<i>dispel evil/good</i>	1,000
<i>dispel magic</i>	100 per level of spell caster
<i>divination</i>	1,000
<i>earthquake</i>	10,000
<i>exorcise</i>	1,000 per level of spell caster
<i>find the path</i>	500 per level of spell caster
<i>gate</i>	50,000
<i>glyph of warding</i>	100 per level of spell caster
<i>heal</i>	200 per point of healing
<i>neutralize poison</i>	1,000
<i>part water</i>	1,000 per level of spell caster
<i>plane shift</i>	4,000
<i>prayer</i>	50 per level of spell caster
<i>protection from evil</i>	50 per level of spell caster
<i>purify food & drink</i>	100
<i>raise dead</i>	1,000 plus 500 per level of spell caster
<i>regenerate</i>	15,000
<i>remove curse</i>	500 per level of spell caster
<i>resist cold</i>	50 per level of spell caster
<i>resist fire</i>	100 per level of spell caster
<i>restoration</i>	10,000 plus a like amount per level of experience of the recipient
<i>silence</i>	100 per level of spell caster
<i>slow poison</i>	200 per level of spell caster
<i>speak with dead</i>	100 per level of spell caster
<i>tongues</i>	500
<i>true seeing</i>	400 per level of spell caster

Prices can be adjusted for faithful, lower-level characters. Likewise, they can be upped a bit for those who are not regular attendees of services. If the caster is expected to travel any distance, but not at risk, factors will be as much as doubled. If at any risk, the cleric is likely to refuse or charge five or more times the rates shown.

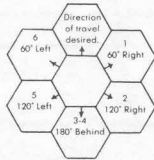
Attack spells are not shown in order to discourage hiring of spell casters for such purposes. As a general rule, *no specially hired spell caster will ever accompany a party on an adventure of any sort*, except in circumstances planned and directed by the Dungeon Master.

BECOMING LOST

Any party not guided by a creature knowledgeable of the countryside through which the party is moving, or is not following a well defined course (river, road, or the like), is not using a well-drawn and correct map, might become lost. This is determined prior to the commencement of a day's movement. Determination is based on the terrain:

Terrain Type	Chance Of Becoming Lost	Direction
Plain	1 in 10	60° left or right
Scrub	3 in 10	60° left or right
Forest	7 in 10	any
Rough	3 in 10	60° left or right
Desert	4 in 10	60° left or right
Hills	2 in 10	60° left or right
Mountains	5 in 10	120° left or right
Marsh	6 in 10	any

To find the direction of movement if a party is lost, roll d6, 1-3 indicating left, 4-6 indicating right. Each hex face is 60°. If a loss of direction of 120° is possible, roll a second d6, 1-3 indicating a 60° direction loss, 4-6 indicating 120°. In any direction, roll a single d6, with results being read off clockwise considering the intended direction of travel as 12 o'clock, and giving 2 chances for complete loss and movement in the exact opposite direction, thus: 1 = right ahead, 2 = right behind, 3-4 = directly behind, 5 = left behind, and 6 = left ahead, i.e. there is NO chance of the party ever accidentally moving in the desired direction when the die indicates the condition of being lost exists. Direction of lost movement is illustrated below:



CHANCE OF ENCOUNTERS

Population Density	Base Chance Of Encounter
relatively dense	1 in 20
moderate to sparse/patrolled	1 in 12
uninhabited/wilderness	1 in 10

FREQUENCY OF ENCOUNTER CHANCE TIME CHECKS:

Type Of Terrain	Check For Encounter At					
	Morning	Noon	Evening	Night	Midnight	Pre-Dawn
Plain	X	—	X	—	X	—
Scrub	X	—	X	X	—	X
Forest	X	X	X	X	X	X
Desert	X	—	—	X	—	X
Hills	—	X	—	X	—	X
Mountains	X	—	—	X	—	—
Marsh	X	X	X	X	X	X

X = check for encounter

— = do not check unless party numbers over 100 creatures

ENCOUNTER DISTANCE

If either party is surprised, the encounter distance is determined by subtracting the value of surprise (as determined by the die which indicated that the condition existed) from normal encounter distance. **Normal encounter distance is 6" to 24" (6d4).** Thus, on a surprise roll of 1, for example, encounter distance is 5" to 23" (6d4 - 1), on a 2 the distance is 4" to 22", etc. In addition to shortening encounter distance, surprise also allows the surprising party to have that number of segments as shown on the die as the surprise factor as free and unanswered activity to move, attack, flee, etc. (See **SURPRISE**.) In addition to modification for surprise, terrain will also modify encounter distance as follows:

Scrub —	-1 per die on all 3's and 4's
Forest —	-1 per die on all numbers (0's are possible)
Marsh —	-1 per die on all 2's, 3's, and 4's

Plain, desert, hills, and mountains do not alter encounter distance variables unless one of the three modifying types of terrain also exists. If final encounter distance is 1" or less, then a *confrontation* will usually take place.

MOVEMENT AFLOAT, OARED OR SCULLED IN MILES/DAY

Vessel Type	Lake	Marsh	River*	Sea	Stream
raft	15	5	15	—	10
boat, small	30	15	35	—	25
barge	20	5	20	—	—
galley, small	40	5	40	30	—
galley, large	30	—	30	30	—
merchant, small	10	—	15	20	—
merchant, large	10	—	10	15	—
warship	10	—	10	20	—

MOVEMENT AFLOAT, SAILED IN MILES/DAY

Vessel Type	Lake	Marsh	River*	Sea	Stream
raft	30	10	30	—	15
boat, small	80	20	60	—	40
barge	50	10	40	—	—
galley, small	70-80	—	60	50	—
galley, large	50-60	—	50	50	—
merchant, small	50-60	—	50	50	—
merchant, large	25-35	—	35	35	—
warship	40-50	—	40	50	—

*See page 58 DMG for the effects of current and winds on movement.

MOVEMENT AFLOAT IN MILES/DAY

Burden	Terrain Is		
	Normal	Rugged	Very Rugged
light	30	20	10
average	20	10	5
heavy	10	5	2

MOVEMENT MOUNTED IN MILES/DAY

Mount	Terrain Is		
	Normal	Rugged	Very Rugged
light	60	25	5
medium	40	20	5
heavy	30	15	5
draft	30	15	5
cart*	25	15	—
wagon*	25	10	—

*Road, track or open terrain only.

EVADING PURSUIT OUTDOORS

BASE CHANCE OF EVADING PURSUIT OUTDOORS 80%

MOVEMENT SPEED ADJUSTMENT

— Pursued is faster	+ 10%
— Both parties are of equal speed	0%
— Pursuer is faster	-20%

TERRAIN ADJUSTMENT

— Plain, desert, open water	-50%
— Scrub, rough, hills, marsh	+ 10%
— Forest, mountains	+ 30%

SIZE OF PARTIES INVOLVED ADJUSTMENT

— Pursued party totals fewer than 6 creatures	+ 10%
— Pursued party totals 6-11 creatures	0%
— Pursued party totals 12-50 creatures	-20%
— Pursued party totals over 50 creatures	-50%
— Pursuing party totals fewer than 12 creatures	-12%
— Pursuing party totals 12-24 creatures	0%
— Pursuing party totals over 24 creatures	+ 10%

AVAILABLE LIGHT ADJUSTMENT

— Light equal to full daylight	-30%
— Light equal to twilight	-10%
— Light equal to bright moonlight	0%
— Light equal to starlight	+ 20%
— Light equal to dark night	+ 50%

SAMPLE ADVENTURE LOG PAGES

CHARACTER NUMBER	PLAYER NAME	CHARACTER NAME	CLASS AND LEVEL		ALIGNMENT	SPECIAL ABILITIES		(MAGICAL ITEMS OR PERSONAL ABILITIES)	COMBAT ADJUSTMENTS		ARMOR CLASS AND TYPE	HIT POINTS
			AGE AND SEX	CLASS AND LEVEL		ADJUSTMENTS	ADJUSTMENTS					
1	DAVE COOK	FRED 9802	F 5 TH M	D LN	POTION OF GROWTH. RING OF FREE ACTION. SHIELD +2, SWORD +1	+2 +5	0 PLATE + SHIELD				38	
2	HELEN COOK	KNOCK GRAFTON	T 7 TH M	H N	POTION OF LEVITATION. RING OF INVISIBILITY.	N N	4 LEATHER				26	
3	KEVIN HENDRYX	BLACK DOUGAL	R 7 TH M	H LN	SCALE MAIL +2. SWORD +2, DRAGON SLAYING.	+1 +3	2 SCALE + SHIELD				36	
4	JEFF R. LEASON	HARRY FURRYFOOT	F 6 TH T M	1/2 CN	NET OF SNARING. SWORD +1. LEATHER ARMOR +2.	N N	3 LEATHER				30	
5	STEVE MARSH	ILLYSIO MORNINGSTAR	M-U 5 TH F	1/2 LG	SCROLL: MAGIC MISSILE, ESP. SCARE, FIREBALL, FEAR, ICE STORM. SWORD +1	+1 +1	2 PLATE + SHIELD				22	
6	JOLAN MOLDVAY	YOLANDA MIRABILIS	M-U 6 TH H F	H NG	WAND OF FIRE. RAGGER +1. RING OF PROTECTION +1	N N	9 NONE				17	
7	REBECCA MOLDVAY	SISTER REBECCA	C 7 TH H F	H LN	POTION OF EXTRA HEALING. MACE +1. PLATE MAIL +1.	N +1	1 PLATE + SHIELD				31	
8	TOM MOLDVAY	MORGAN IRONWOLF	F 8 TH H F	H CG	RING OF WARMTH. SHIELD +1. SPEAR +2	+1 +3	-1 PLATE + SHIELD				43	
9	LAWRENCE SCHICK	EURON HUBBARD	M-U 6 TH E M	E CN	ELVEN CLOAK. POTION OF FLYING.	N N	7 NONE				19	
10	JEAN WELLS	LAKESLA	I 7 TH G F	G LG	SCROLL: COLOR SPRAY, LIGHT, WALL OF FOG, BLUR, ROPE TRICK, WAND OF FEAR	N N	7 NONE				18	

MARCHING ORDER	NUMBER	MONSTER NAME	HIT DICE	HIT POINTS	ARMOR CLASS	MOVE	ATTACKS & DEFENSES	DAMAGE	UNUSUAL EVENTS
8	1	4 GARGOYLES	4+4	22, 21, 24, 20	5	9"	1-2/1-3/ 1-6/1-4	1-6	IRONWOLF'S CONST. +1 FROM MAGIC CHAIR. FRED 9802 TALKED BACK TO OPIN--AND LIVED! BLACK DOUGAL SLAIN BY FIRE GIANT. KNOCK GRAFTON ROCKETS RING OF DELUSION WITHOUT KNOWLEDGE OF PARTY. SISTER REBECCA FALLS IN VALIANT COMBAT WITH A BLACK DRAGON.
4	2	3 OGRES	4+1	19, 20, 17	5	9"	1-10	1-8	
6	3	42 ORCS	1	189 Total	6	9"	1-8	1-6	
10	4	2 MINOTAURS	6+3	30, 32	6	12"	2-8	2-8	
7	5	17 GNOLLS	2	153 Total	5	9"	2-8	2-8	
	6	1 FIRE GIANT	11+3	51	3	12"	HURLED ROCKS = 2-20	5-30	
	7	1 LURKER ABOVE	10	45	6	1"/4"	SURPRISE ON 1-4	1-6	
	8	3 GIANT SPIDERS	4+4	23, 19, 22	4	3"/4"	POISON	2-8	
	4	10 BULLSEYE LANTERN	6+3	30, 28	4	12"/18"	6 TAIL SPIKES	1-3/1-3/ 1-6/1-8	
	9	3 WIGHTS	4+3	22, 18, 19	5	12"	ENERGY DRAIN	1-4	
	11	1 ADULT, LARGE BLACK DRAGON	8	37	3	12"/24"	ACID BREATH	1-4/1-4 3-18	
	12	1 UMBER HULK	8+8	44	2	6"	BURROW THROUGH STONE	2-10	
NUMBER	TYPE	TREASURE	NUMBER	TYPE	TREASURE	NUMBER	TYPE	TREASURE	UNUSUAL EVENTS
1	M	200 G.P.	9	E	6000 G.P., 5000 G.P., 1 JEWEL WORTH 1300 G.P.				MORGAN
3	L	380 G.P., 3000 G.P., 20 GEMS WORTH 4900 G.P.	11	H	16000 G.P., 59 GEMS WORTH 7200 G.P. TOTAL				
-	-	MISC CORPSE; 170 G.P.	-	-	MISC 1900 S.P.				
6	E	7000 S.P., 3000 G.P., M-U SCROLL: 3 SPELLS, POTION OF ANIMAL	12	G	3000 R.P., 5 PIECES OF JEWELRY: 1100 G.P., 900 G.P., 800 G.P., 1500 G.P., 1200 G.P.				
"	"	CONTROL RING OF DELUSION, STAFF OF STRIKING							

Advanced Dungeons & Dragons®

Fantasy Adventure Module

Pharaoh

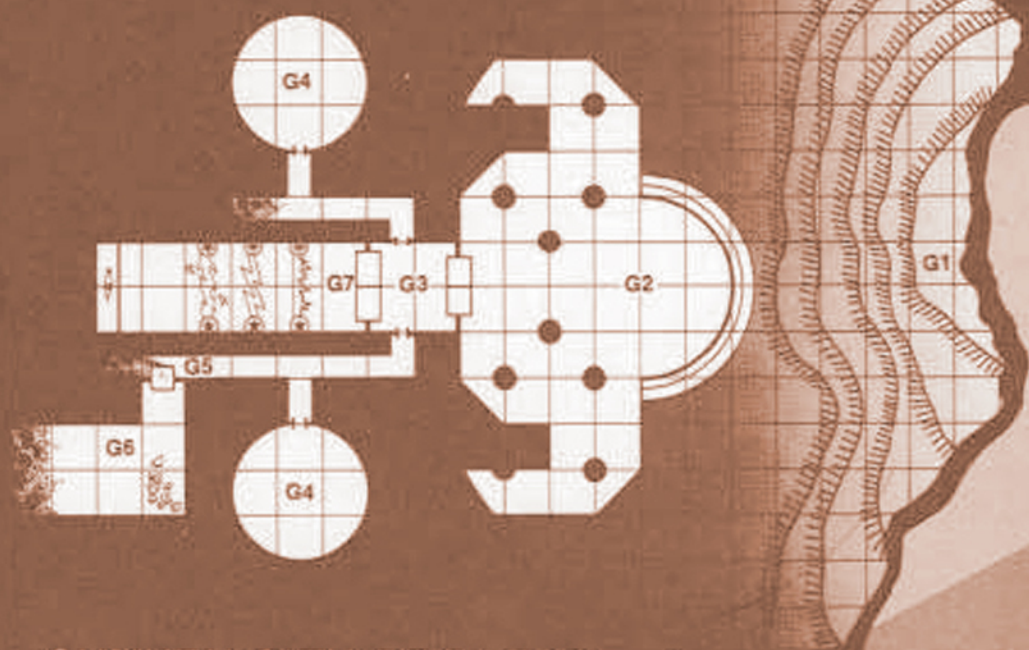
by Tracy and Laura Hickman

The 1st module in the DESERT OF DESOLATION Series.



Condemned to wander the desert wilderness, the ghost of Pharaoh Amun-re pleads with adventurers to free his cursed soul — but no one has ever returned from his ancient pyramid — will you?


















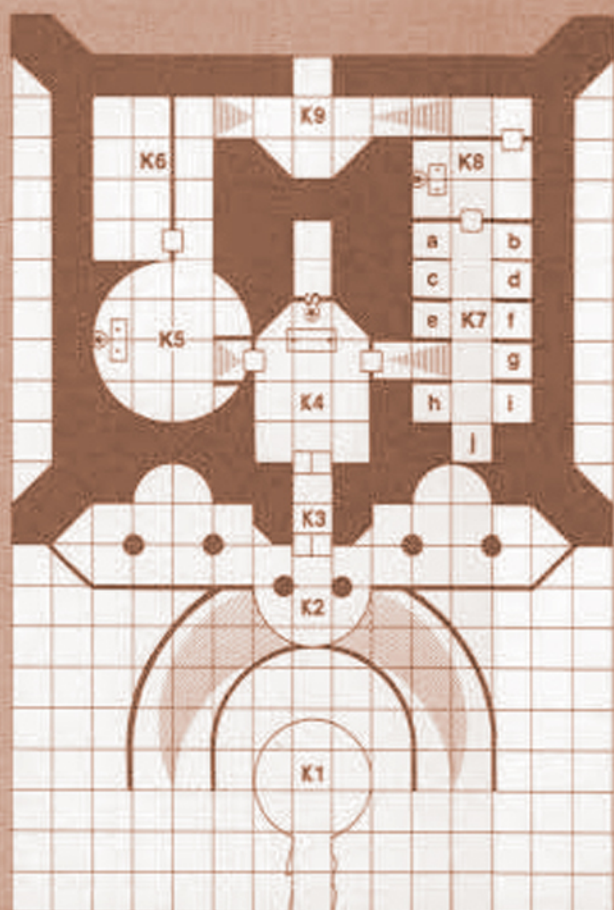
SUNKEN CITY OF PAZAR



KEY

-  DOOR
-  CONCEALED DOOR
-  SECRET DOOR
-  ARCHWAY
-  WATER
-  ALTAR
-  STATUE
-  SARCOPHAGUS STANDING
-  SARCOPHAGUS OPEN
-  SARCOPHAGUS
-  STAIRS
-  THRONE
-  MISTS

1 SQUARE = 10 FEET



TEMPLE

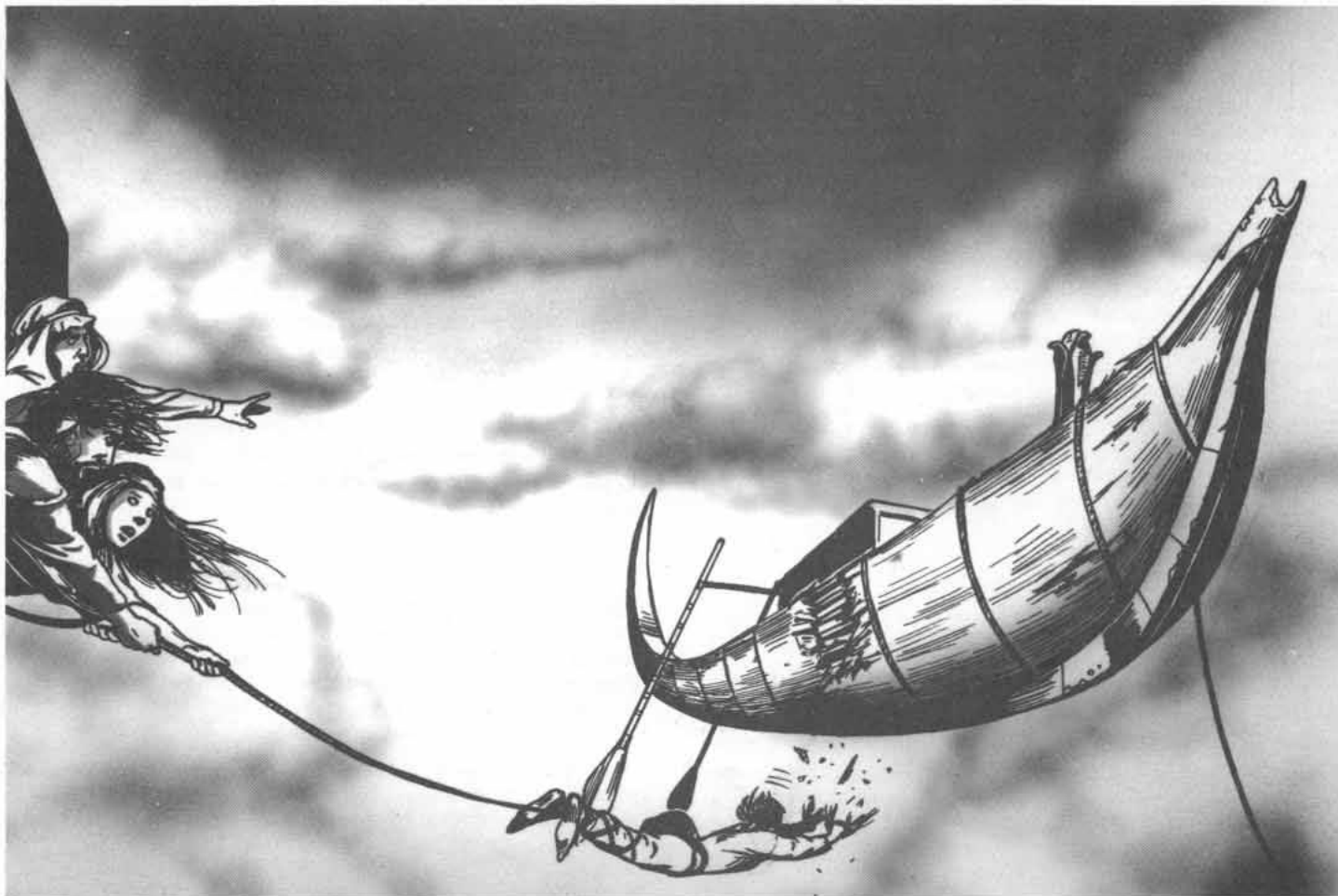
- TOMB LEVEL
- GAUNTLET LEVEL
- PRIESTHOOD HALLS LEVEL
- MAZE LEVEL



pharaoh

by Tracy and Laura Hickman

This module can be played by itself or as the 1st part of the **DESERT OF DESOLATION** Series.
AN ADVENTURE FOR CHARACTERS LEVELS 5-7



No one has ever returned from the tomb of Amun-re: his Star Gem must still lie unclaimed! You will need all your cunning, imagination, strength and magic — just to survive!

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pharaoh

introduction

A lonely group of horsemen stands huddled at the base of a range of craggy, dry mountains, the red light of a dying day casting long shadows behind them. A parched wind, still alive with the desert heat, rustles their capes over their sweat-soaked leather armor. The horsemen have formed a circle astride their steeds and hunch down sadly against the sandy wind.

It is your party that stands within this circle of grizzled soldiers. The last thing you recall is enjoying the richness of this land and absorbing all of its strange tales of wealth and greatness. But now you are awake, confused amid these heavily shadowed faces under a deep red sunset.

The weathered face of the commander turns toward you, leather-brown skin setting off his steel-blue eyes. He pulls from his saddle pouch an elegant scroll and reads loudly over the rustling wind its flowing, formal message:

know ye
By ORDER of his majesty
ruler and trustee of the realm

WHEREAS IT HATH BEEN REPORTED OF LATE TO OUR MAJESTY THAT CERTAIN DARK AND VILE DESERT RAIDERS HAVE CROSSED THE TERRIBLE MOUNTAIN WASTES OF THE SOUTH, OVER LONG—FORGOTTEN PATHS, THENCE TO RAID AND PILLAGE OUR HAMLETS AND TOWNS AND THENCE DISAPPEARING INTO THOSE SAME FORBIDDING HILLS, AND

WHEREAS OUR VALIANT TROOPS HAVE TRACKED THESE SAME VILE CREATURES THROUGH THE VERY TEETH OF THAT AWESOME RANGE TO THE VERY BORDERS OF THE MOST ACCURSED LAND, KNOWN TO THE WISE AS THE DESERT OF DESOLATION, AND BEING KNOWLEDGEABLE AS TO THE CURSES OF THAT DEAD AND HAUNTED LAND DID OUR HOST OF BRAVE KNIGHTS WISELY HALT THEIR PURSUIT,

AND FURTHERMORE, WHEREAS CERTAIN FOREIGN CHARACTERS, WHOSE DESCRIPTIONS MATCH THOSE OF THE VERY GROUP HERE ASSEMBLED AT MY MOST HONORED AND REVERED REQUEST, WERE SEEN IN THE VICINITY OF THE TENT OF WAN-DOO THE WONDROUS, WIZARD OF THE COURT, IN THE LATTER PART OF THE EVENING AND

WHEREAS THOSE PERSONS DID ATTAIN ENTRY TO SAID TENT AND DID SHORT-SHEET THE WIZARD'S BED AND DO ALL MANNER OF PETTY PRANKS AND DID LEAVE FOR THE WIZARD A CERTAIN MAID FOR AN ALLEGED DATE WITH SAID WIZARD, AND

WHEREAS SAID WIZARD DID RETURN TO SAID TENT WITH YET ANOTHER WENCH WHEREUPON BOTH THE FIRST MAID AND THE SECOND WENCH DID BEGIN A LOUD COMMOTION AND DISTURBANCE THE LIKE OF WHICH HAS NEVER BEFORE SHAKEN THIS STATELY COURT AND UPSET THE WIZARD TO NO END,

THEREFORE BE IT DECREED THAT SAID PERSONS BE APPOINTED SPECIAL FORCE UNDER OUR MAJESTY TO TRACK THE COURSE OF THE RAIDERS FROM THE DESERT OF DESOLATION, WHERE SURELY EVEN THE RAIDERS COULD NOT SURVIVE, SEARCH OUT THEIR HIDING PLACE AND BRING US BACK PROOF THAT THEY HAVE FOUND THAT HIDDEN FORTRESS IN THE DESERT. WE FURTHER DECREE THAT THEY MAY RETAIN ALL THAT THEY BRING FORTH WITH THEM FOR THEIR OWN USE FROM THAT FABLED LAND OF TREASURE AND DEATH.

BE IT YET FURTHER DECREED THAT IF THEY PREFER NOT THIS QUEST THEY MAY CHOOSE OF DEATH BY HANGING, DEATH BY FIREBALL, DEATH BY POLYMORPH, DEATH BY FLAME STRIKE, DEATH BY LIGHTNING . . .

Rolling the scroll back up with his calloused hands, the commander leans down toward you. "What this means, you poor foreigners, is that you have been chosen to enter that cursed dead land south of here. It means that it doesn't matter whether you were in the tent that night or not, because you are easy to get rid of without ruffling any feathers."

"And it also means," speaks the aged, though rugged, form beside the commander, "that these here raiders has caused his majesty a good deal of trouble with the Barons. You're his proof that he is doing something about them." His laugh rolls through the hills.

The commander silences him with a sharp look, then continues. "We have brought you certain supplies and mounts from which you may choose. There is no water within two weeks' tortured ride over the mountains from this spot, and those hills are full of cutthroat barbarians that kill for the sheer joy of it. Without this armed escort, it would be suicide to attempt crossing back from whence we have come. Your only hope, for what it may be worth, will be to follow those tracks and hope that they lead to water." His lifted arm points southward, and all eyes follow its direction. There in the desert sands, a confused trail mars the surface and leads straight into the heart of the burning land.

Looking south across the barren wastes, lifeless dunes roll in an endless succession away from the mountains to the south, east and west. You have heard tales of this place. Fabulous wealth as yet unclaimed lies there waiting to be freed. It is all yours for the taking—if only you can survive this haunted land.

STOP! If you plan to play in this module, do not read any further. The information in the rest of this module is for the Dungeon Master to use in guiding the adventure.

notes to the dungeon master

This module is the first in the three-part **Desert of Desolation** series. As with all modules in this series, you may play this module either with or without the other modules of the series. Players who enjoy this module might wish to continue their desert adventuring in the "OASIS OF THE WHITE PALM" and "LOST TOMB OF MARTEK" modules.

This module is designed for a party of six to eight players of the 5th to 7th levels of experience. A balance of character classes is suggested, for a wide variety of problems will confront the players. Each character class will certainly have its moment to shine.

Players should be directed through the wilderness setting to the pyramid tomb. This pyramid tomb of Amun-re represents the main area of play in this module. **The Sunken City of Pazar** and the treasure hidden there may either be an interesting sidetrack, or, if the party is playing through all three modules in the series, a major event.

SECTION DETAILS: Each section begins with a **SECTION PROLOGUE**. The prologue outlines the section and how the section works. Random Encounter tables and other information for each section are found in the prologue. Under **ENCOUNTERS**, each section is divided into individual areas that are numbered and keyed to the maps for easy reference. The details concerning each numbered room or area are then listed under the following subheadings:

Description: This is a general description of the area as the players first see it. Any readily noticeable and obvious features are generally described here to allow the DM to read the text directly to the players. These descriptions are boxed-in to be easily distinguishable for the DM. The descriptions were written with the assumption that the characters are using a torch to see by. A torch normally lights a 30 foot radius area.

Play: This outlines the general sequence of events that may take place in the room. For example: "Players entering the room from the door must first encounter the **Trap**, which releases the **Monster**. Only by defeating the **Monster** can the **Treasure** be found." **Play** explains the general order that the sections should be used in. Additional size and dimension information about the area is also included here.

Monster: All important creatures that are encountered in the module, regardless of whether they are man or beast, good or bad, plant or animal, intelligent or not, are described in this section. Each person/creature noted in this section is described by an abbreviated listing of its characteristics as detailed below. For the convenience of the DM, whenever a monster or NPC is described in the text, the game statistics will be listed in parentheses in the following order:

Monster Name (Armor Class; Movement; Hit Dice; hit points; number of Attacks per round; Damage; Alignment; and Special abilities of the character.)

ABBREVIATIONS USED IN MONSTER STATISTICS

AC = Armor Class	S = Strength	AL = Alignment
MV = Movement	I = Intelligence	LG = Lawful Good
HD = Hit Dice	W = Wisdom	NG = Neutral Good
hp = hit points	D = Dexterity	CG = Chaotic Good
#A = Attacks/round	Con = Constitution	CN = Chaotic Neutral
Dmg = Damage	CH = Charisma	LN = Lawful Neutral
C = Cleric		N = True Neutral
F = Fighter		CE = Chaotic Evil
MU = Magic User		NE = Neutral Evil
T = Thief		LE = Lawful Evil

Character: This is a description of the creature encountered, how it might react, and what its attitude might be. Information that monsters have that might be of use to the player characters (PCs) is also listed here. The personalities of the monsters and characters that the PCs meet are left up to the Dungeon Master—so ham it up!

Treasure: All the treasure that can be found in the room or area is detailed here.

Trap/Trick: Traps, such as sliding walls, booby-trapped trunks, spears from the walls, etc., are explained in this section.

Lore: This catch-all contains points of interest about the room or area, its purpose, its history, etc. These details will help you to make your game more interesting. Characters will have opportunities to read from runes (verses written in an ancient alphabet), scrolls, tablets, etc., that they find while adventuring. The percent chance of their reading the writing correctly is given in **Lore**. If the characters fail their chance of reading the writing correctly, the DM should tell them, for example, "You cannot read or understand the writing."

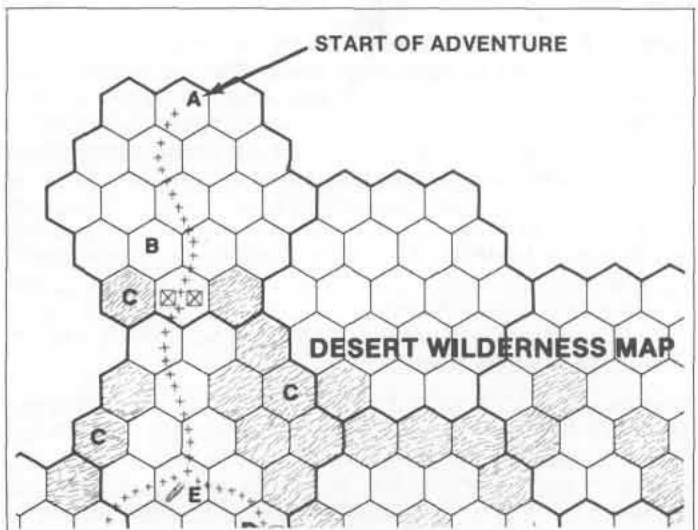
FINAL NOTES: Occasionally, the text calls for dexterity or constitution checks. This means that the character must roll his dexterity/constitution or less on 1d20. The effects of the roll are explained in each case.

A "cumulative chance" means that each time a roll is made, the chance becomes greater. For example: As long as a character sits under a palm tree, there is a 5% cumulative chance, per turn, that a coconut will fall onto his head. This means that there is a 5% chance of a coconut falling the first turn, a 10% chance the second turn, a 15% chance the third turn, and so on.

Some sections of the tomb are fixed with complicated magical spells and traps. The DM should pay special attention to these areas before playing this module, to make the game flow more smoothly.

Certain areas in the tomb are duplicates of other areas on the same level. Areas that are exactly alike have the same area number on the map. There is only one text description to use for each of these areas.

Players begin their adventure in **SECTION I**, area A on the **DESERT WILDERNESS MAP**.



SECTION I: DESERT WILDERNESS

DESERT PROLOGUE:

Any time the players are not at any specifically numbered, set location, they are considered to be in the desert, where the following description may be used. The characters should meet the ghost of Amun-re and discover his tomb in the desert. Details about the desert should be avoided since they do not directly affect the outcome of this adventure and will tend to slow things down. A reasonable example of play in the desert would be: "You have journeyed for two days without incident and see an oasis in the distance." Run random encounters as explained below in RANDOM ENCOUNTERS.

Stretching to the limits of your sight, the grey mounds of the desert roll with ashen stillness into the distance, baked by the blazing sun. Not a single stone shows through the powdery plane nor a single insect scurries across its surface. All about you, the burning silence of the sand-sea is oppressive and forbidding. No landmark steers your way, except the sun, its track seeming to sink ever closer and hotter towards your own path. The ash-dust billows under your feet and chokes your parched throats.

WATER: The soldiers who escort the player characters to the desert will give them enough water for their party, including their pack animals, to travel in the desert for seven days. If they ration their water and travel only at night, their water will last for 10 days. Player characters will lose two strength points for every day they are in the desert without water. They will regain three strength points every day they drink at least eight pints of water.

MOVEMENT: It takes a human, moving at a scale speed of 12," two hours to cross any hex on the Desert Wilderness Map. All other movements should be adjusted to that scale. For example, a dwarf who moves at a movement rate of 6" would take four hours to cross a hex. A wild horse that moves at a rate of 24" would take only one hour. Ten hours is certainly a full day's trek. Movement is also affected by terrain. Movement through hilly regions is ½ normal for all characters except dwarves.

The pack animals available are camels and horses (see below). Heavy loads affect movement, so each character must list what his pack animal is carrying, including the character's own weight if he is also riding. Should an animal disappear into a sinkhole, the list will also be helpful in determining what has been lost.

Camel: (AC 7; MV 21"; HD 3; hp 3d8; #AT 1; Dmg 1-4; AL N; spits) The weight camels carry affects their movement. They move at a maximum of 9" if carrying between 500 and 600 lbs. (5,000-6,000 gp weight) or at 15" if weighted between 400 to 499.9 lbs. (4,000-4,999 gp weight). Camels attack by biting and spitting. There is a 50% chance that they will spit at those trying to ride them. If they do, there is a 25% chance of blinding that rider for one to three rounds. They are ill-tempered and will refuse to rise for travel 40% of the time. Check again after 2 turns of coaxing. Once they have risen, however, they will continue on without much further difficulty. If the camels remain in one place without moving for one hour, there is a 20% chance they will lie down.

Draft Horse: (AC 7; MV 18"; HD 2+2; hp 2d8+2; #AT 3; Dmg 1-6/1-6/1-3; AL N). A medium horse can carry up to 650 lbs. (6,500 gp weight) but its movement is slowed to 9" with any weight in excess of 400 lbs. (4,000 gp weight). Horses are panicked by raging fire, sudden movement, loud noises or strange smells 90% of the time.

SIGHTING DISTANCE: Sighting distance is also affected by terrain. While in the dunes area, all above-ground objects that are numbered on the Desert Wilderness Map can be seen from a distance of 2 hexes (4 miles).

Distances are difficult for any character to determine in the desert. There is a 90% chance that the distance guessed by just looking will always appear to be ¼ to ½ mile away, regardless of the actual distance involved. Pillars of smoke that are many miles away will seem to be right over the next dune.

RANDOM ENCOUNTERS: While in the desert, check for random encounters once every four hours. A roll of 1 on a 1d10 indicates that an encounter takes place. If an encounter is indicated, roll 1d12 to determine which encounter to use from the RANDOM ENCOUNTER TABLE below. See **MONSTERS, CREATURES, AND MEN** for monster descriptions.

DESERT OF DESOLATION RANDOM ENCOUNTER TABLE

1. **5 Dustdiggers** (AC 4; MV 3"; HD 4; hp 14, 12, 12, 12, 12; #AT 1; Dmg 1-8 + AC of victim; AL N).
2. **1 Sandman** (AC 3; MV 9"; HD 4; hp 13; #AT nil; Dmg nil; AL N/E; sleep attack). Roll 1d6. If the result is a 1, then roll again on this table for another encounter after the sandman attacks, ignoring any other sandman results.
3. **40 Thunderherders** (AC 3; MV 20"; HD 7; hp 7d8; #AT nil; Dmg nil; AL N; earthquake) As they stampede, their trumpeting can be heard up to four miles away. The party cannot be surprised by these thunderherders.
4. **1 Dustdigger** (AC 4; MV 3"; HD 4; hp 11; #AT 1; Dmg 1-8 + AC of victim; AL N).
5. **6 Sandmen** (AC 3; MV 9" HD 4; hp 10, 13, 21, 11, 7, 15; #AT nil; Dmg nil; AL NE; sleep attack).
6. A **dust storm** rises on the wind. The party will risk an 80% chance of being lost unless they halt all movement. Parties that are lost change the direction of their travel randomly and then move in that direction for the distance their movement indicates. Movement during a dust storm is at half the normal rate. The storm will last 3-22 (1d20+2) turns.
7. Clouds start to build on the horizon. Within 21-30 (1d10+20) minutes, black clouds will close overhead and an **acid rain** will start to fall, doing 1-4 points of damage per round to any exposed flesh or food supplies. Cloth and other coverings seem to shed the rain without damage. Animals must be sheltered or take the damage. The rain will last for 1-10 minutes before it ends and moves on.
8. **120 Thunderherders** (AC 3; MV 20; HD 7; hp 7d8; #AT nil; Dmg nil; AL N; Earthquake) will stampede by in relative silence.
9. **3 Dustdiggers** (AC 4; MV 3"; HD 4; hp 12, 14, 8; #AT 1; Dmg 1-8 + AC of victim; AL N).
10. **5 Giant Tarantulas** (AC 6; MV 18"; HD 2+2; hp 10, 8, 8, 6, 13; #AT 1; Dmg 1-4 + paralysis poison; AL N). Save vs. Poison or be paralyzed for 1-6 turns.
11. Use the DESERT OF DESOLATION SPECIAL ENCOUNTER TABLE at right.
12. Use the DESERT OF DESOLATION SPECIAL ENCOUNTER TABLE at right.

DESERT OF DESOLATION SPECIAL ENCOUNTER TABLE

Roll 1d6 and use the corresponding encounter number.

1. In the distance, directly to the south, a pillar of smoke will appear on the horizon and continue for four days. This pillar of smoke comes from area H on the desert map.
2. A pillar of smoke rises above the horizon. It will continue for 4 days and comes from area K on the desert map.
3. 10 Members of **Dervish Hunting Party** (AC 6; MV 12"; HD 4; hp 4d10; #AT 1; Dmg 1-8 + 2; AL LN) These Thune Dervishes are looking for a caravan which was reported to be in this area and could provide much needed food and supplies for their encampment. They will not give up their search, but if they are treated nicely, they will point the way to their camp at desert area K.
4. 10 **Symbayan Airlancers** (AC 6; MV 12"; HD 4; hp 4d6; #AT 1; Dmg 1-8 + 2; AL LG) fly overhead in the distance on the backs of Pegasi (AC 6; MV 24"/48"; HD 4; hp 4d6; #AT 3; Dmg 1-8/1-8/1-3; AL CG). The riders appear to be carrying lances and flying in a pattern. They will land to investigate the party but will not trust them and will not disclose their place of origin under any circumstances. They are looking for a caravan that is lost in the desert as well as guarding against evil Thune invaders and spies. They will quickly depart. They have only one gallon of water that they might sell to the party. They jealously guard the location of their empire, and inquiries will gain a hostile response. They will offer no aid to the party and certainly will never take any party member with them when they leave. Their steeds will serve no one but their original masters.
5. The ground beneath the party begins to shake when suddenly, breaking from beneath the ash, rises a **Purple Worm** (AC 6; MV 9"; HD 15; hp 54; #AT 1 and 1; Dmg 2-24 (2d12)/1-4; AL N; tail has death poison).
6. An oasis is seen in a random direction two hexes in the distance. It is actually a **mirage** that will disappear whenever the party gets within 100 yards of its apparent location. Players may attempt to save vs. Spells at -2 per day without water to disbelieve the illusion.

DESERT ENCOUNTERS

Use the DESERT WILDERNESS MAP.

A. Start of the Adventure:

PLAY: Read the **INTRODUCTION** found at the beginning of the module, to the players. The guards will not allow the player characters to return over the mountains. Characters attempting to do so will always encounter the guards. The guards will distribute the items found in **Treasure** to the party. Give each character a rumor as detailed in the **TABLE OF RANDOM RUMORS** below.

Treasure: The following items are presented by the guards as a token gift from the king to his Advanced Scouting Party:

GENERAL PROPERTY:

Enough water for the entire party to travel in the desert for seven days (10,000 gp weight).

Three large tents with poles, 10 feet x 20 feet in size, weighing 4,000 gp each. They require four turns (40 minutes) to set up or take down.

One Writ of Authority granting permission to be in the Desert of Desolation. It weighs 1 gp.

Ten bundles of firewood weighing 20 lbs. (200 gp weight) each. One bundle provides one night's fire.

One old map of a pyramid. It weighs 1 gp.

EACH CHARACTER IS GRANTED:

2,000 sp for expenses.

Two bags containing food. One bag contains one week's standard ration weighing 20 lbs. (200 gp weight) while the other contains two weeks' iron rations weighing 15 lbs. (150 gp weight).

Their choice of either a camel or a draft horse. (See **DESERT PROLOGUE** under **MOVEMENT** for a description of these animals.)



TABLE OF RANDOM RUMORS

These are rumors that players may have overheard prior to their arrest and banishment into this land. The true (T) and false (F) notes are for the DM only.

Roll 1d10 for each player on the table below. Give the corresponding rumor to that player secretly. The player may keep the rumor secret or tell the rest of the party.

1. (F) The greatest pharaoh of the ancient days was entombed in a great city. The city was buried under the sands of time, and the power and the wealth of the pharaoh was buried with him. The accursed wealth sits there still, buried in a city under the desert sands.
2. (F) A palace of gold and gems once glittered as a beacon on the southern horizon. Many men have seen its spires of gold, but to this day none have ventured in their direction.
3. (T) There are obelisks in the desert that speak of greatness, but they are evil places where death awaits. None who have gone forth to study those ancient stones have ever returned. (These obelisks appear in the third **Desert of Desolation** module, but do not affect the play of this module.)
4. (T) Part of an epic poem tells:
When the Evil walks our land again,
Will Nomadic princes come to Set
His power into his first bride's hand,
That good and evil then are met.

Then as needs be
The Star Gems three
To my tomb be borne hither
And a hope shall not wither
Open the gates to my sphere of power
And put off evil in its appointed hour.

(These two verses appear in the second and third **Desert of Desolation** modules, but do not affect the play of this module.)
5. (T) Beyond the hills the world ends in a bottomless sky. There death stalks in ships that sail the clouds and attempt to bring the souls they capture to their ancient City of Damnation. (These things are revealed in the third **Desert of Desolation** module, but do not affect the play of this module.)
6. (T) One of the greatest Pharaohs of the ancient days cursed his land and set to ruin all his fertile domain. Yet even after his death, the people worshipped him — for he had a power even from beyond the grave.
7. (T) Some of the most fabulous treasures lost in the desert were the Star Gems. Of great power and tremendous wealth, they were part of a prophecy concerning the release of evil across the desert and the return of power into the land.
8. (T) A mighty pyramid lies to the south, which all and sundry have acclaimed as theft-proof.
9. (T) The tales of the pharaohs' greatness were surpassed only by the tales of their wealth. Many great and wondrous items of antiquity vanished from the knowledge of men. These treasures are rumored to be within the pharaohs' tombs. Surely untold wealth must still be found there.
10. *For this rumor, tell the most outrageous lie about a fabulous desert wealth you can think of.*

B. The Gates of Sule:

Rising up out of the dust, twin pillars of stone stand slanting at odd angles, their surfaces pockmarked and sand-worn. Odd inscriptions are faintly visible in the pockmarked surfaces.

Play: If no storm has immediately preceded the party's arrival, the trail of horse and human footprints continues only between the two pillars (this track is indicated on the **DESERT WILDERNESS MAP**). **Sinkholes** extend up to either side of the pillars (See Area C). Those attempting to go around the pillars must enter area C. The rune inscriptions on the pillars are found in **Lore**.

Lore: There is a base 30% chance of reading the writing correctly as:

the gates of sule curse ye who enter unbidden.

C. Sinkholes:

Play: These areas will seem different than normal desert only 10% of the time. These are places where the ash is especially fine and shifts easily under weight. *Each character moving over such an area must make a dexterity check or start to sink into the ashen sands.* Camels will sink on a roll of 1 thrown on 1d10, with all other animals sinking on a roll of 1 thrown on 1d6. Wagons sink on a roll of 1-2 on 1d6. This check is made once per hour if the party is moving or once per turn if they are not. Every round a character is sinking, he must make a dexterity check at -5 to pull himself out. Complete submersion takes one to six minutes (rounds), thereafter doing 1-4 points of damage per round with the character suffocating to death in eight rounds. Every round a player is completely submerged, he must make a dexterity check at -10 to pull himself out. Saving anything before it disappears beneath the sands forever requires finding a way to stop further sinking, like throwing a rope to a person, or around a camel. Then, 20 strength points are needed to pull out small creatures (halflings, dwarves, small animals), 30 strength points to save medium (human-sized) creatures, and 80 strength points for large creatures. The strength of the player characters (but not pack animals) who are sinking may be applied to the total. It will take 11-20 (1d10+10) minutes to extract anything or anyone. Note that those assisting in saving something will have to stop and must therefore check every turn to see if they sink as well. Objects will sink to a depth of 11-20 (1d10+10) feet below the surface, with ashen sand filling up the hole. Digging to any depth in such sand is impossible, as the sides of the hole simply collapse and fill in the excavated area.



D. Hills:

Craggy, low hills of broken and baked stone jut upwards at weird angles, casting tortured shadows across themselves.

Play: Movement rate is ½ normal in such areas for all persons except dwarves. There is a 60% chance per hour spent searching of finding a cave shelter area large enough for the party.

E. Fork in the Trail:

Lying here in the sands, half buried, is a fallen obelisk (a four-sided pillar), its top pointing toward the southwest. Carved runes are visible on its surface.

Play: If there has been a storm before now, the trail here will be gone, otherwise it will still be visible. The trail seems to fork from its southward track into two directions: one to the southwest, the other toward the southeast. See **Lore** to read the runes.

Lore: There is a base 30% chance to read the writing, which says:

here lies the road of the kings to the garden city of pazar, whilst there lies the road to terbakar, keeper of the pyramid.

The directional arrows on the obelisk have been weathered away.

F. End of the Trail:

Play: The trail suddenly ends here. (Read the boxed players' description from the **DESERT PROLOGUE** on page 4.)

G. Sunken City of Pazar:

The upper half of a statue thrusts up from the ash dunes of the desert. The noble face is pockmarked and scarred by the ravages of time and sand. The statue seems to be holding a tablet, half buried in the sand, against its chest.

Play: The PCs may uncover the tablet to read its message as described in **Lore**. There is a 20% cumulative chance per round that a person remains in front of the statue that his weight will cause a stone in the dome beneath to give way. The sand will suddenly fall through and that person will drop onto and down the side of the sand pile in G1. Thereafter, the sands stop filling in and the hole may be approached by the characters remaining above in relative safety. The character who falls through the hole will drop 30 feet onto steeply sloping soft sand (taking 1-6 points of damage) and then slide down the sand mound to the floor of the chamber an additional 70 feet below. Use the **SUNKEN CITY OF PAZAR MAP** to continue play there.

Lore: The inscription can be understood 30% of the time. It reads:

my name is maniozimus, look upon the ruins of the great city that surrounds you and despair. here, great magic once was, now you see only the mighty ruins of men's works.

G1. Sunken Dome of Eilish:

You see a 100 foot tall dome of fitted stone above a broken flagstone floor. The entire area slants toward the southeast, lit only by the single shaft of light from the hole in the ceiling overhead. Sifted dust and sand have spilled into the vast chamber where the dome has crumbled on the southeast side. On the west, a darkly stained dome leans on top of a building that rises up majestically from the sand. Partially broken stairs lead up to its rubble-strewn front platform.

Play: Climbing the sand pile unaided can be done only 40% of the time by normal players or as **climb walls** by thieves at +10% to their normal roll. Checks on climbing are made three times, once at the bottom, once at the middle, and again as the player reaches the top. Those failing slide back to the bottom of the pile. Movement while climbing the pile is at ¼ normal for all

except thieves (who move as normal) and as noted in G2 below. This sand pile ends 30 feet short of the entrance hole. Melee conducted on this sand pile will be at -4 to hit except as in G2 below.

G2. Platform of Eilish:

A rubble-strewn platform with leaning pillars supports a crumbling roof. Stained bronze double doors stand closed at the back of the platform.

Play: A **Monster** will attack the first person to step onto the platform. Thereafter, the rest of the remaining **Monsters** will jump into area G1 and attack any other players there.

Monster: Five Huge Tarantulas (AC 6; MV 18"; HD 2+2; hp 10, 4, 7, 8, 5; #AT 1; Dmg 1-6 + paralysis poison; AL N; save vs. Poison or be paralyzed for 2-12 (2d6) turns) lurk on the platform until someone steps onto it. One of the spiders will then attack that person while the rest scurry into area G1 and attack anyone there. The sand pile does not affect the **Huge Tarantulas'** movement or combat. They will pursue hapless creatures that fall into this area as far as the exit hole in the dome above.

G3. Entry Cell:

The slanted floor of the dark 20 foot square entry leans to the south. Before you, two golden doors, bright and shining, gleam in your torchlight. The doors have no handles or fixtures but are carved with strange writings. To the north and south, 5 foot wide passages lead off into the darkness.

Play: The doors are magically locked. They will not open unless the palms of a character's hands wave before them and the player says "Sakhr al Jinni" (see area G6). A **knock** spell will also open the door. The meaning of the strange writings on the door is found in **Lore**.

Lore: These are magical writings and may only be read by a **read magic** spell. The writing says:

do not disturb the vanquished one, he is the treasure that must be kept.

G4. Meditation Room:

This 15-foot diameter room is entered through an arched door. Sand and dust have spilled into this room.

G5. Buried Entrance:

The leaning corridor ends with sand obstructing the entire hall. A partially blocked door lies half buried under the sands on the south side of the corridor.

Play: The door opens toward the players and the sand blocking it must be removed before it may be opened to room G6. This will take 1-4 turns to accomplish.

G6. Scroll Room:

A 20-foot wide by 30-foot long slanting room ends on the west with ash and sand filling the entire end of the hall. The walls here are lined with racks of bone cases. A statue lies broken on the floor to the east. A carved tablet that it once held lies beside it, the upper and lower portions shattered.

Play: The bone cases are empty. The section on **Lore** describes the tablet.

Lore: On the tablet is an engraved incantation whose remaining part translates roughly as follows:

—thus facing the great doors, and passing the right hand before them speak "sakhr al jinni." then approach the first and speak "alhamduhla," so shall the way be open unto you. speak yet "bismilla" and "duban" and ye shall be within thy hand's reach of the greatest of all—



G7. Room of the Guardians:

This 20-foot wide hall, and its ceiling, disappear into the darkness. Three pairs of huge statues line the side walls, their tops not visible in the darkness. What appears to be a light blue curtain of translucent material fills the space between the first two statues.

Play: The hall is 60 feet long, with a 60-foot ceiling. The statues are 50 feet tall. On a platform, in front of the back wall, there is a huge bronze lamp. There are three **Trap/Tricks** that must be passed before reaching the platform. There, the **Treasure** will be found. If the **Treasure** seal is broken, the **Monster** will appear. The **Treasure** cannot be moved until the **Monster** is released.

Monster: An Efreeti Pasha (AC -3; MV 24"/24"; HD 12; hp 101; #AT 2; Dmg 2-20/2-20 (2d10); AL N (LE tendencies); with spells as below) is held within the lamp. The Pasha can perform the following, as a 15th level magic user, at will: **fireball**; **flame strike**; **detect magic**; **enlarge**; **become invisible**; **assume gaseous form**; **wall of fire**; **polymorph self**; **create illusion** with both visual and aural effects; and **fulfill another's wish**, although loath to do so.

If released, his form fills the room to its full height, the very stones quaking under his arrival.

Character: The Efreeti has been captive a long time and, being of a snobbish royalty, is not at all disposed to treat the party kindly. He is, however, in a hurry to get out of this place where he has been kept for over 1,000 years and wants to see the world above. He is not bound to perform a service for the player characters. He will laugh at them and, after informing them of his plans to lay waste to all civilization, will rush out through the opening. He will not fight the characters unless attacked.

Trap/Trick #1: This curtain is in fact a wall of absolute cold. Players failing saving throws vs. Spells will take 3-18 (3d6) points of damage and become instantly frozen, turning a blue color and frosted all over. All implements of the character are frozen to the character and cannot be removed. The character is not dead, and may be revived by throwing the character's system shock or less on percentile dice after a slow thaw. The character can also be defrosted suddenly, by being hit by a

flame strike or **fireball**, for example. Such high intensity fire spells will not harm the frozen characters, just defrost them. Those making saving throws against the curtain will take half damage and remain active. The curtain is removed either by speaking the word "Alhamduhla" (found in area G6), casting a **dispel magic** against tenth level magic, or doing 50 points of magical fire damage against it.

Trap/Trick #2: Upon the removal of the blue wall, a yellow translucent curtain will appear between the second two statues in the hall. Players contacting the curtain and failing saving throws vs. Rods will be struck by a lightning bolt for 5-30 (5d6) points of damage. The bolt seems to cross from the right statue to the left. Those making saving throws will take only half damage. This curtain is removed either by saying the word "Bismilla" (found in area G6), by casting a **dispel magic** against tenth level magic, or when 200 points of damage have been inflicted by the wall. Metal laid touching between the two statues will short-circuit the two poles and blow the statues apart, removing the curtain permanently.

Trap/Trick #3: Upon the removal of the yellow wall, a red translucent curtain will appear between the last pair of facing statues in the hall. Players contacting the curtain and failing their saving throws vs. Breath Weapons will be struck by fire for 5-50 (5d10) worth of damage. Those making their saving throw take half damage. The fire seems to come from the top of the translucent wall in a column, striking the character. This final curtain may be removed either by saying the word "Duban" (found in area G6), casting a **dispel magic** against tenth level magic, or when 500 points of damage have been inflicted by the wall. A **cone of cold** or other cold-based spells that do a cumulative total of 50 points damage will destroy the field as well.

Treasure: On the platform, a large brass lamp sits, its surface dusty. The lamp seems fixed to the floor, standing 3 feet high and 4 feet in diameter. The lid of the lamp is welded shut and the wick spout is blocked by lead. Players carefully inspecting the lamp will see that there is a symbol on the lead plug of two interlacing triangles. The lamp gives no alignment emanations. Rubbing the lamp will do nothing until the lead seal is removed. If the seal has been removed and the lamp is rubbed, the **Monster** above will be set free.

H. Remains of a Camel-fry:

All about this area of grey dunes are found horse and human tracks. In the center of the area, a large smoking mass lies on the sands, still warm from the heat of its dying flame. Bones of camels lie amid the charred remains. A trail of hooves and human feet leads to the northeastern horizon.

Lore: Here is what has been making the smoke in the desert sky. It is the remains of a camel-fry held by the Thune Derivishes some nights ago.

I. Pool of Tefnut:

From a distance you see palm trees and shimmering water. The water and palms do not disappear, but steady as you approach. The palms offer shade and comfort, the water is cool and quenching.

Play: The first Good aligned character that looks into the pool will have a vision presented to him from the **Monster**. Upon completion of that vision, the entire oasis will disappear, leaving the party refreshed and all the water bags full.

Monster: A set of sultry almond eyes will appear in the ripples of the pool. A watery voice like the lapping of waves upon the shore will address the character and answer *only three yes/no questions* for that character. The answers will all be as truthful as it is possible for the DM to answer. Only the person who is having the vision will be able to see the eyes or hear the voice.

J. Lands of Bakar:


Play: For each hour that a character remains in this area, there is a 5% cumulative chance that they will encounter the **Monster**. Outside this area, this encounter will not take place.

Monster: A solitary man in rags appears over the crest of a hill only 100 yards away. His features are indiscernible as he shuffles through the dust. This is the ghost of Amun-re, pharaoh of Bakar. He will not be able to notice the party until they are within 15 meters, at which time he will turn and address the party directly by reciting his sad story (as told in **Lore**) then

turn and walk exactly in the direction of area 11, the pyramid and temple. As a soul cursed by the gods, Amun-re cannot be destroyed, nor can he harm the party. He must stay in limbo until his curse on him is removed. This will not happen until someone breaks his curse on the land.

Character: Amun-re will not communicate more than the words in **Lore**.

Lore: Amun-re will recite these words when he encounters the party. He will continue to do this each evening until the party is within sight of the pyramid, when he will stop and slowly raise his arm up to point towards the ancient tomb.



"I am amun-re, son of takosh-re of the house of mo-pelar! these rags you see are but my shadow which has walked these lands for time uncounted, in search of mighty men of valor, to plead their aid.

"in my time was i pharaoh of this land before you. it was a green and beautiful land, blessed by the gods of heaven westward with a wondrous spring that gave life to our land and nurtured our crops. yet robbers did raid the tombs of my forefathers and take from them tokens of their passage into the lands of the dead, thus keeping them from their reward after life. i swore that at all costs would i not fall prey to their evil deeds.

"so it was that i made mighty and terrible war upon my neighbor lands, plundering their wealth for my own passage. i did enter contract with a great mage who did work a mighty wonder and, upon the sweat and blood of my people, did i build a theft-proof tomb.

"my people turned against me with bitter hatred. i not only robbed our borderlands but did tax and plunder my own people and take from them their wealth. they rose up in anger, demanding their gold and precious gems, their lives and freedom, but i cursed them, saying,

"by the ruling staff and the star gem of mo-pelar, i curse you. threaten not my life, or by these implements of my power and holy name of osiris, will the stopping of my heart also stop the spring of athis from her life-giving flow. if the river stops, so shall your land wither in the wilderness. this do i swear by osiris' holy name and these implements."

"from a sea of upraised fists before me rose one with a spear. the shaft sped from the darkness, and so that night did the spring of athis stop its flow.

"in death my spirit gleefully approached my pyramid but osiris stopped my spirit from entering that tomb. for, said he, 'your monument to life was to be the benefit you brought to the people under your stewardship, not this edifice of stone. as you looked only to your death in life, so shall you look only to your life in death. i am bound to fulfill your curse, for you have called it down with power in my name. but i do curse you, amun-re, that you shall not enter this tomb where are the implements of your voyage to heaven, until some mortal soul does despoil this place, taking your staff of ruling and the star gem of mo-pelar from your theft-proof tomb.'

"i have even talked with the wind in hopes of help. uncounted seasons have passed and my kingdom is not now to be seen in these desert lands, save for my tomb which stands now as then. many have tried, i trust, and none have succeeded, my wealth is thine. if thou can be undo this thing that i have done. remove both my staff of ruling and the star gem from my tomb that you may have wealth and release me. follow my path to wealth or woe, to thy destiny or doom."

K and L. The Outer Temple and Pyramid:

Play: See **SECTIONS II** and **III** for these areas.

section II: temple

TEMPLE PROLOGUE:

In the midst of the vast desert sands, the last relic of a dead civilization stands before you. Surrounded by the broken foundations of a once mighty city, the great pyramid itself rises up from the sands, looking barely touched by time. It is 745 feet square at the base and rises to a height of 700 feet. The pyramid's four surfaces face the points of the compass. Surrounding the pyramid is a wall 5 feet wide and 20 feet tall. A temple structure is attached to the south face of this wall. It is the only existing way through the pyramid's wall. Stairs lead up to a platform in front of the temple's entrance. Behind the temple, running up the south face of the pyramid, a stairway rises 50 feet up to a platform and an opening into the pyramid.

See Players' Map.

BACKGROUND: The tombs of the pharaohs were not just burial grounds. They were complex religious places that were used to change the dead pharaohs into gods. Temples such as this one were used in the sacred processes that readied the pharaohs for their trips to heaven and the next world.

RANDOM ENCOUNTERS: Check for random encounters once every three turns. A roll of 1 or 2 on 1d6 indicates that an encounter takes place. If an encounter is indicated, roll 1d6 and use the corresponding encounter number from the RANDOM ENCOUNTER TABLE below.

TEMPLE RANDOM ENCOUNTER TABLE

- 1 **Dwarves** (3) (AC 4; MV 6"; HD 4; #AT 1; Dmg 1-8; AL LN)
- 2 **Dervishes** (5) (AC 6; MV 12"; HD 4; #AT 1; Dmg 1d8+2; AL LN)
- 3 **Dervishes** (10) (AC 6; MV 12"; HD 4; #AT 1; Dmg 1d8+2; AL LN)
- 4 **Bandits** (8) (AC 7; MV 12"; HD 1; #AT 1; Dmg 1-6; AL NE)
- 5 **Giant Rats** (35) (AC 7; MV 12"; HD 1; #AT 1; Dmg 1-3 + Disease; AL N)
- 6 **Dervishes** (3) (AC 6; MV 12"; HD 4; #AT 1; Dmg 1d8+2; AL LN) These Dervishes will be drunk 25% of the time.

TEMPLE ENCOUNTERS

K1. Fountain of Athis:

A broken lime-cement basin, 100 feet in diameter, with no apparent openings in the bottom lies before you. The dried basin empties into a deep channel that cuts a path into the desert ground to the south.

Lore: This is the fountain of Athis. After the construction of the pyramid, irrigation water for the entire valley sprang from this source. It was originally filled by a teleport spell that moved an incredible volume of water from the pyramid to this spot. The spell was stopped by Amun-re's curse. This spell will begin to function again when the curse is broken, teleporting water from the temple silos (See SECTION III, room L6) to this basin. The water will then flow into its original channel to the south.



K2. Temple Exterior:

The temple's stone walls are worn by time, yet are still quite solid and sturdy. There are no windows in the temple walls and only one entrance, behind a platform, shaded by pillars. A staircase leads up to the platform. The temple's roof is capped by one large and two small domes.

Play: Monsters are on the entrance platform.

Monster: On the platform, standing on either side of the arched entrance, are 2 Thune Dervishes (AC 6; MV 12"; HD 5; hp 15, 5; #AT 1; Dmg 1d8+2; AL LN) on guard duty. They will verbally challenge anyone approaching to within 50 feet of the platform. The Thune Dervishes will attack if the characters do not give an acceptable response, such as, "We come to worship this temple."

K3. Corridor of the Supplicant:

A shallow ramp/corridor runs down from south to north some 20 feet between two sets of double doors.

K4. High Altar of Amun-re:

This 30-foot wide by 40-foot long room is lit by torches attached to the walls. The torches cast flickering light on the very decorative carved walls and high, domed ceiling. A Dervish cleric, the Holy Iaseda, stands at an altar in front of a huge statue of Amun-re. Five other Dervishes stand around him, casually studying the wall carvings. The Holy Iaseda is reading from a large white book with platinum fittings.

Play: The players will immediately notice the **Monsters** and will need to deal with them before the **Treasure** or **Trap/Trick**. **Lore** may be used whenever the characters inspect the wall carvings.

Monster: The Holy Iaseda (AC 4; MV 12"; HD 5; hp 28; #AT 1; Dmg 1d4+1; AL LN) has a horseman's flail, and a party of five Dervishes (AC 6; MV 12"; HD 4; hp 13, 12, 23, 17, 10; #AT 1; Dmg 1d8+2; AL LN) with him. The Iaseda can use these spells at fifth level: **command**, **cure light wounds**, **sanctuary**, **know alignment**, **snake charm**, **spiritual hammer**, and **cause blindness**.

Character: The Holy Iaseda is attempting, with little success, to find some clue to the whereabouts of the Dervish leader and his group that entered the pyramid and did not return. The Iaseda knows that they disappeared, but nothing more, and is having little luck with the book, as the written form is strange to him. His reactions are typically Dervish (See **MONSTERS, CREATURES, AND MEN**), and under no circumstances will he knowingly release the book out of his hands.

Treasure: The *Tome of Amun-re* is the clearly legible title of the book, but the writing inside is of an old and outmoded form. The book is worth 3,000 gp. See the **Tome of Amun-re** section at the back of the module for text passages and how to read them.

Trap/Trick: The Statue of Amun-re is cut from stone different than that of the surrounding walls. The statue is a secret door which swings outward into the room. Behind it is an area 10 feet wide by 20 feet deep with an arched ceiling 10 feet tall. This is the receiving end of a one-way teleport designed for the king's transfer of spirit into the stone. The area radiates magic, but entering it has no effect.

Lore: Inspecting the wall carvings will show that a rune is often repeated in the carvings. There is a base 30% chance to read the writing, which translates as:

though his spirit lies far from us in heaven westward, into this likeness does his spirit come that he may commune with men.



K5. Holy Circle of Osiris:

This is a circular room 40 feet in diameter. A large white marble altar stands at the west end of the room. Behind the altar, a large statue of a man, carved from greenish stone, glares down with jeweled eyes.

Treasure: In each of the eyes of the statue, there is a small star ruby gem worth 1,550 gp. It is a fairly simple matter to cut the gems out of the sockets, but the Dervish consider such an act sacrilege to this holy place. Any Dervish witnessing such an act will mark the characters removing the gems for "Blood-quest" (See **MONSTERS, CREATURES, AND MEN**). If no Dervish is present, there is a 15% cumulative chance per turn that a wandering Dervish will notice the gems' absence—and the Dervishes are excellent trackers.

K6. Worship Room:

Long neglected, this room gives off a slight herbal smell and appears empty.

K7. Priests' Quarters:

This is an unlit corridor, running north to south. The end of the corridor is lost in darkness. There are 10-foot square cells opening off to either side.

Play: The corridor is 60 feet in length. There is a bunk of hard wood and a woolen blanket in each cell. The **Monsters** are resting in the cells, unseen as the players enter the room. There is a base 70% chance that the Thunes in each cell are asleep. Roll for surprise as the party approaches each cell. Each Thune Dervish has **Treasure**.

Monster: Scattered through the various cells, there are 27 Dervishes (AC 6; MV 12"; HD 4; hp see below; #AT 1; Dmg 1d8+2; AL LN). The number of Dervishes in each cell and their hit points are as follows:

Cell # Dervishes & hp	Cell # Dervishes & hp
a. 4 (hp 2, 7, 1, 2)	f. 5 (hp 3, 1, 9, 8, 2)
b. 7 (hp 1, 2, 10, 2, 2, 2, 9)	g. No Occupant
c. 2 (hp 1, 10)	h. 4 (hp 2, 10, 10, 2)
d. 3 (hp 5, 4, 5)	i. 2 (hp 2, 5)
e. No Occupant	j. No Occupant

Treasure: Each Dervish is carrying 10-40 (1d4x10) cp.

K8. High Priest's Temple:

You enter a small temple 30 feet across east to west and 20 feet deep north to south. There is a door in the center of the south wall and another at the east end of the north wall. Within this dark and smoky room, a dull red glow is visible from a pile of burning incense in the center of the room. Against the west wall stands yet another statue of Amun-re, his hands forming an altar platform 5 feet above the floor. Prostrate on the ground in front of the statue is the Assistant Holy Iaseda.

Play: Players immediately see the **Monster**.

Monster: The Assistant Holy Iaseda (AC 3; MV 12"; HD 5; hp 21; #AT 1; Dmg 1-8; AL LN) is wearing **chainmail armor +2**, which will fit perfectly anyone who wears it. He can use these spells at fifth level: **bless**, **detect evil**, **cause fear**, **know alignment**, **spiritual hammer**, **silence**, and **bestow curse**.

K9. Exit of the Kings:

The north side of this room is 30 feet across, and the room is 20 feet deep to the south. Stairs lead out and upward from the east and west walls. Light falls through an open archway in the center of the north wall.

Play: The northern archway leads to the courtyard between the tomb and its surrounding wall. A well-worn path leads straight from this doorway across the intervening 50 feet to the base of the pyramid. Here, a stairway leads to an opening 50 feet up the south face of the pyramid.

section iii: the plundered tomb

PLUNDERED TOMB PROLOGUE:

BACKGROUND: The entire pyramid radiates magic. **Teleport** spells going into or out of the pyramid will not work unless the characters that are teleporting have the Star Gem with them (See the **Tomb of Amun-re**, room L67). **Teleport** spells will work normally within the pyramid. The entrance from the platform in area L1 is the only way into the pyramid.

RANDOM ENCOUNTERS: Use the TEMPLE RANDOM ENCOUNTER TABLE in **SECTION II** on page 10.

PLUNDERED TOMB ENCOUNTERS

Use the PLUNDERED TOMB MAP.

L1. Entrance of the Tomb:

A platform and the entrance to the pyramid are at the top of the 50-foot high steps on the south face of the pyramid. The platform is 50 feet across at the front, narrowing to 30 feet at the back wall. There are intricate carvings of animals on the walls of the platform. Two figures stand on either side of the opening in the center of the back wall.

Play: Players must pass the **Monster** to get through the entrance. Each has **Treasure**. The carvings are only decorative.

Monster: Two Dervishes, Atfez and Pachi (AC 6; MV 12"; HD 4; hp 16, 18; #AT 1; Dmg 1d8+2; AL LN), are on guard duty. They react as typical Dervishes.

Treasure: Atfez holds 22 cp while Pachi has 10 sp and "a pretty stone" which he found: a gem worth 100 gp.



L2. Main Worship Hall:

This is a vast room of cool darkness with a flat ceiling 20 feet high. Support pillars, four on each side, stand 10 feet from the east and west walls. Both the walls and the pillars are of intricate design. Just inside the entrance, at the south end of the side walls, 4-foot wide corridors lead to the east and to the west.

Play: This room is roughly 50 feet square. Entering the room far enough to see the north wall (20 feet) will reveal the statue described in **Trap/Trick**.

Trap/Trick: There is a 20-foot tall statue of Amun-re in the center of the north wall. The statue is carved from a different stone than the rest of the walls. It is a secret door leading to room L7.

L3. West Offering Temple:

Before you the corridor opens into a 30-foot square room with 20-foot tall walls rising to a domed ceiling. In the center of the north wall stands a statue of Amun-re. The walls are covered with old runes.

Play: The statue is a **Trap/Trick** and the runes are found in **Lore**.

Trap/Trick: The statue, of a different stone than the walls, is a secret door that opens up to a 10-foot wide corridor running 20 feet to the north and intersecting the east/west corridor near Area L5.

Lore: Each rune has a base 30% chance of being read correctly. They read as follows:

IT WAS SAID THROUGHOUT THE LAND THAT FROM THAT TIME FORTH, THOSE WHO ENTERED THE TOMB EITHER CAME FORTH SAYING THAT ITS RICHES WERE ALREADY PLUNDERED OR ELSE THEY NEVER RETURNED AT ALL.

THAT DAY DID THE RIVER DRY AND THE RAINS DISAPPEAR. THE ARID SUN BURNED INTO THE LAND AND EVERYTHING WITHERED FROM ITS GAZE.

THE PEOPLE, TOO, DRIED UP AND BLEW AWAY LIKE THE GRASS THAT WITHERED BENEATH THEIR FEET.

ALL NOW THAT REMAINS IS I WHO TEND THIS TEMPLE, IN THE HOPES THAT SOME SOUL MIGHT TURN THAT TERRIBLE WRATH OF AMUN-RE. I ALSO SELL TRINKETS TO THE TRADESMEN WHO COME, ALTHOUGH LATELY SALES HAVE BEEN LOW.

THE BUILDING OF THE PYRAMID WAS A COLOSSAL FEAT, ESPECIALLY IN THE BAD YEARS. THE GOLD PIECE HAD BEEN LOWERED IN VALUE SO MANY TIMES THAT THE PEOPLE BEGAN TO WONDER IF THERE WAS ANY FUTURE IN THE GOLD PIECE AT ALL.

THE TRADE BUSINESS DIED AWAY AFTER THE FIRST FOUR YEARS AND NOW HERE I AM, HOLDING 12 CASES OF PYRAMID STATUES. OH, FOR THE DAYS WHEN A PRIEST COULD EARN AN HONEST GOLD PIECE.



L4. East Offering Temple:

Before you the corridor opens into a well-lit 30-foot square room with 20-foot tall walls capped by a domed ceiling. Torches attached to the walls brightly illuminate the five runes on the walls. In the center of the north wall, a 20-foot tall statue of Amun-re, with arms outstretched, holds an altar bowl of blazing fire near his chest some 15 feet above the floor. A stone staircase leads up to the bowl. The room is filled with prostrate robed figures bowing on the ground toward the idol.

Play: The Dervish **Monsters** will be dealt with first. The altar bowl is a **Trap/Trick** and the runes are found in **Lore**.

Monster: 11 Dervishes (AC 6; MV 12"; HD 4; hp 16, 5, 10, 11, 15, 5, 7, 4, 8, 14, 3; #AT 1; Dmg 1d8+2; AL LN) and their Assistant Holy Iaseda (AC 4; MV 12"; HD 5; hp 19; #AT 1; Dmg 1-8; AL LN) are bowed down in worship, facing the statue. The Cleric Iaseda can use these spells at fifth level: **protection from evil, purify food and drink, sanctuary, chant, hold person, silence 15-foot radius, and dispel magic.**

Character: If these Thunes react favorably to the party, they might tell them that they are here offering alms to this deity for the return of their great leader and his men, who disappeared here some 10 days ago. They know that their great leader entered this room after having read something in a white book indicating this was the correct entrance to the rest of the tomb.

Trap/Trick: The flame burns with neither smoke nor heat. Whenever something (or someone) enters the bowl, the flames surge around them, blocking them from the sight of others in the room. When the flames die down immediately thereafter, whatever was in the bowl has vanished. The flames do no damage to those who enter them. The bowl is a rather spectacular one-way teleport to room L13, in KORDAN'S MASTER MAZE. The Dervishes here believe that their offerings have been accepted by this great god.

Lore: Each rune has a base 30% chance of being read correctly. They read as follows:

though there had been much bad talk about amun-re, it was generally recognized by the people and priests alike that he was the greatest of the gods in heaven westward, for he alone manifested his power in his own temple.

sacrifices of food and gold were brought daily to lay on the altars before the statues in the small worship temples left and right from the stair entrance to the tomb.

it is our priesthood rite that whatsoever osiris accepts he will take from the altar and that which he wishes the priests to have, he leaves on the altar. this profited the priests greatly except that all offerings left in the east temple would disappear and never be found again.

several priests, upset to see their assets disappearing searched the east temple and they, too, disappeared. the temple became a most hallowed spot so that all who wished to give offerings came to that temple only. the priesthood then became unprofitable and our doctrine had to be changed—trade turned to trick.

offerings were often made, for a passage was always provided between the tomb of the king and his likeness, whereby his spirit might pass into his ordained statue and live within the stone we worship here. such a passage was always provided for the kings that they may live among us once more.

L5. West Storage Vault:

The 10-foot wide arched corridor opens into a vertical circular shaft 30 feet in diameter with wet, slime-covered walls dropping into the darkness below. A domed ceiling peaks 30 feet above the arched opening. The air here is very humid.

Play: The shaft drops down 120 feet to the surface of murky water below. The water itself is an additional 30 feet deep. The water has special properties as found in **Treasure**.

Treasure: The waters of Athis fill the bottom of this shaft. (See **Treasure** in area L6 below for the benefits of this water.)

L6. East Storage Silo:

The 10-foot wide arched corridor opens into a vertical shaft 30 feet in diameter, its wet and slimy walls dropping down into darkness. A domed ceiling peaks 30 feet above the arched opening. The air is very humid here and the thunderous sound of cascading water fills the chamber.

Play: The shaft drops 120 feet into turbulent and foaming white water. Fifty feet below the arched entrance, water is gushing from an opening in the north wall at a tremendous rate, falling to the water below, which is an additional 30 feet deep. (See **Treasure** below for effects of the water.)

Treasure: These are the waters of Athis. The water will restore 1-10 hit points once per day when a character drinks it. The character's body is then saturated by the healing elements of the water, which take 24 hours to dissipate. *The water will not heal the character again for 24 hours.*

Lore: It is from the bottom of this silo that the river water of Athis was teleported out to the now-dry fountain pool. This teleport was re-routed back to Athis by the curse of Amun-re, but will work again after that curse is broken. The pyramid concentrates cosmic energy to give the water its healing powers. *The water will not have any healing powers outside of the pyramid.*

L7. Worship Room:

This 30-foot square room is accessed by 10-foot wide arched corridors in the center of the east, south, and west walls. There are no writings on the walls and the ceiling is flat. Against the center of the north wall is a 20-foot tall statue of Amun-re.

Trap/Trick: The statue is, of course, a secret stone door.

Lore: The tombs of the kings all had false tombs, and this one is no exception. If things have been easy so far, it is because it was intended that way—to mislead. Players who have ignored important clues are about to go to a lot of trouble for some broken pottery and a few copper pieces.

L8. Descending Corridor:

A 10-foot wide arched corridor leads down at a 23 degree angle. A musty smell pervades the area and dust covers the floor.

Play: This corridor is 70 feet long.

L9. Great Worship Room:

A corridor enters the south side of a large room 30 feet wide east to west and 40 feet deep north to south. The north wall is lined with three statues of Amun-re. There are also two statues of Amun-re on each side wall. In the center of the room stands an altar. Side by side impressions of a left and right hand are carved into the front of the altar. On the ceiling and remaining walls, "Amun-re" is carved over and over in several languages.

Play: The center statue on the north wall opens as a secret door to an empty alcove. See **Trap/Trick** for the use of the altar and opening the southernmost statue on the east wall.

Trap/Trick: All of the statues are cut from a different kind of stone than the surrounding walls. The center statue on the north wall will open into an empty room, 10 feet wide and 20 feet deep. This room once contained a sleeping gas, but the trap was sprung long ago. If a player puts his hands into the altar impressions and says "Amun-re," the wizard locked statue that is southernmost on the east wall will swing free to reveal a corridor 10 feet wide by 30 feet long that turns to the north to room L10. All of the other statues are cemented to the wall and will not budge.

L10. Grand Hallway:

This hallway slopes down at a 20 degree angle. The plaster from the great frescos that once covered these walls has fallen to rubble on the sloping floor. Axe and hammer marks cover the walls. Dust blankets everything and the air is very dry.

Play: This hall is 80 feet long. A broken door will be found at the far north end of the hall.

Lore: This hall, and the other rooms in the false tomb, were prepared to fool robbers into thinking that they were not the first to arrive and, therefore, were too late to remove the treasure. The fact of the matter is that the pots, chests and frescos were hacked up by the Higher Priests (before Amun-re was laid to rest), so that no matter how soon robbers broke in, they would always think that someone else had broken in before them.

L11. Treasure Room:

Beyond the broken door is a huge room. The room is 20 feet tall, rising to a flat ceiling. The words "Treasure Room" are carved into the walls in giant letters and several languages. Scattered about the room are broken pots and chests that have been hewn in half. All are covered with a thick layer of dust.

Play: The room is 50 feet wide east to west and 40 feet long north to south. In the center of the north wall an arched corridor leads to the north.

L12. Tomb:

This room is 30 feet wide, disappearing into the darkness. In the center of this 20-foot tall room sits the sarcophagus, a large, ornate stone coffin. Its lid is ajar and broken. It contains nothing but dust. In the center of the north wall, ancient writing has been chiseled into the stone.

Lore: The writing has a base 30% chance of being read correctly as:

here lies the TRUE TOMB of AMUN-RE.
know that ye have ARRIVED TOO LATE
to plunder my ransom for HEAVEN'S GATE



KORDAN'S MASTER MAZE

MAZE PROLOGUE:

BACKGROUND: This is the maze level of Amun-re's tomb. It has impressive magical spells that confuse direction and distance in certain areas. A clear understanding of the function of the maze will be necessary to run this section of the adventure. Take time to study the details of area L14 below.

DIRECTIONS IN THE MAZE: While in the maze, *players will not know which way is north, south, east or west. Give all directional descriptions as: "left," "right," "straight ahead" or "behind."* For example, a description of a typical maze might be: "You enter the end of a 10-foot wide by 30-foot long corridor with arched exits in the center of the left and right walls." Not knowing the compass directions, the players will also have to give their directions in terms of "left" and "right."

RANDOM ENCOUNTERS: Check for an encounter every three game turns. Roll 1d6. If the result is a 1, an encounter takes place. Roll 1d12 to determine which encounter to use from the MAZE RANDOM ENCOUNTER TABLE below.

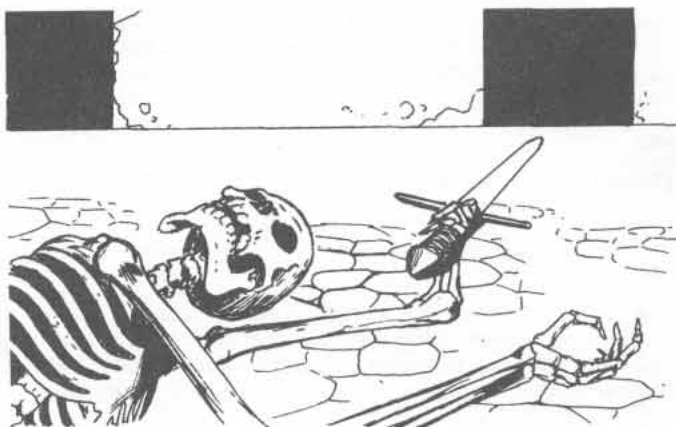
MAZE RANDOM ENCOUNTER TABLE

1. **Wizard** (1) (AC 9; MV 12"; HD 6; #AT 1; Dmg 1-4; AL NG; 4 first, 2 second, and 2 third level spells). He stumbled in here some time ago looking for magical items. He can use these spells at sixth level: **charm person, comprehend languages, featherfall, magic missile, continual light, web, fireball, and Leomund's tiny hut.** IF THIS WIZARD HAS BEEN ENCOUNTERED BEFORE, IGNORE THIS RESULT AND ROLL AGAIN ON THIS TABLE FOR ANOTHER ENCOUNTER.
2. **Minotaur** (1) (AC 6; MV 12"; HD 5+3; #AT 2; Dmg 2-8 or 1-4/1-8 with an axe; AL CE)
3. **Doppelgangers** (3) (AC 5; MV 9"; HD 4; #AT 1; Dmg 1-12; AL N). Roll on the DOPPLEGANGER ENCOUNTER TABLE below to determine their appearance.
4. **Sharps** (7) (AC 7; MV 12"; HD 3; #AT 1; Dmg 1-6; AL NE).
5. **Thune Dervishes** (5) (AC 6; MV 12"; HD 4; #AT 1; Dmg 1d8+2; AL LN). These are members of the Thune Leader's party that have become separated from their ground in the maze.
6. **Minotaurs** (3) (AC 6; MV 12"; HD 5; #AT 2; Dmg 2-8 or 1-4/1-8 with an axe; AL CE)
7. **Ghouls** (10) (AC 6; MV 9"; HD 2; #AT 3; Dmg 1-3/1-3/1-6 (claw/claw/bite); AL CE; save vs. Paralyzation on touch or else be paralyzed).
8. **Cutpurses** (4) (AC 6; MV 12" HD 4; #AT 1 Dmg 1-6; AL CE; 3 first, 3 second, and 1 third level spells). They came to offer themselves as sacrifices on the altar of Amun-re. The East Offering Temple (PLUNDERED TOMB, room L4) seemed to offer the best way. They were teleported here and have been wandering ever since. They honor this tomb and will not tolerate any sacrilege against it.
9. **Minotaurs** (12) (AC 6; MV 12"; HD 5+3; #AT 2; Dmg 2-8 or 1-4/1-8 with an axe; AL CE).
10. **Doppelganger** (1) (AC 5; MV 9"; HD 4; #AT 1; Dmg 1-12; AL N). Roll on the DOPPLEGANGER ENCOUNTER TABLE below to determine their appearance.
11. **Thune Dervishes** (3) (AC 6; MV 12"; HD 4; #AT 1; Dmg 1d8+2; AL LN).
12. **Giant Spiders** (3) (AC 4; MV 3"/"12"; HD 4+4; #AT 1; Dmg 2-8 + poison; AL CE).

DOPPLEGANGER ENCOUNTER TABLE

When Doppelgangers appear in a random encounter, they will take the form of their last victims as a disguise. Roll 1d6 on this table to determine the forms of their last victims. The Doppelgangers will also be wearing the clothes of their last victims.

1. Fighter Elves in glistening chainmail armor.
2. Dirty and cagey Dwarven knights wise to the ways of the tomb.
3. Pious clerical men on the quest to free the curse.
4. Wizard men come to discover the secrets of Kordan the Archmage (the Doppelgangers will not actually have magical abilities, although they will pretend to possess them).
5. Jolly Halfling Thieves on an outing.
6. Haggard Rangers of few words and many actions.



MAZE ENCOUNTERS

L13. Welcome Room:

You are in an octagonal room 30 feet across. Four 10-foot square wall segments separate four 10-foot wide arched exits. Each wall looks exactly like the other walls, and each exit looks exactly like the other exits. There is a dome ceiling 30 feet above the floor. A skeleton lies in the center of the floor holding a sword in his extended arm above his head. This points toward one of the exits. Each exit is filled with a rust-orange mist that is slightly sulfuric in smell. There is a lever set in each wall, and a sign above each lever saying, "Pull Me" in several languages. The levers pull upwards.

Play: If the players have just entered this level, they will have teleported in from room L4 in the PLUNDERED TOMB and will not know which direction is north. Players teleporting in will appear in the center of the room facing in a random direction. The wall levers are **Trap/Trick**. The skeleton's sword points toward the west exit.

Trap/Trick: If a character lifts the lever up on any of the walls, a powerful magnetic field is set up in the dome, pulling armor, etc. up to the dome. Anyone flying up to the dome in their armor will take 1-8 points of damage. The field remains in effect until all of the levers are pulled down. Those stuck to the dome when the field is turned off will, naturally, fall 30 feet to the floor, doing 3-18 (3d6) points of damage, unless other precautions have been taken. Those on the ground will take damage from falling objects (and persons), unless they get out of the way.

L14. Kordan's Master Mists:

Entering the mists, you feel slightly light-headed. Your mind wanders as you walk along. You cannot see anything, even by torch light.

Play: While in the mists, the characters cannot see anything. The mists diffuse all light so well that even very bright lights will appear as just bright haze. Also, the characters cannot count and have no sense of distance while in the mists. They cannot judge distances or remember how far they travel. All of the turns in the misted corridors are rounded, so that characters who are feeling their way along the walls will not notice that they have rounded a corner. All warm-blooded creatures passing through the mists will leave heat traces detectable with infravision for one full turn.

Because of these effects, while the characters are in the maze section, the DM must describe the areas to the players in terms of "left" and "right," rather than the compass points. When the characters step out of the mists, tell them, "Suddenly the mists separate and your mind instantly clears." Each clear section of the maze is detailed below.

L14a:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists.

L14b:

You are in a 10-foot square section of clear corridor with the mists filling the archway at one end and a heavy plank door at the other.

L14c:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. Leather sacks lie at the end of the corridor.

Treasure: The sacks contain 510 gp.

L14d:

You are in a 10-foot square section of clear corridor with the mists filling the archway at one end and a heavy plank door at the other. A hammer lies by the door.

Treasure: This is a +1 Hammer.

L14e:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. On the floor in the center of the area is a ring that appears to be made of fine silver.

Play: There is a base chance of 20% for characters to detect a fresh breeze from the north exit. The ring is explained in **Treasure**.

Treasure: The ring is a **ring of contrariness**. Any character who puts on this ring will never agree with anyone else's ideas or actions and will take the opposite opinion whenever possible. Say left, and he will want to go right; say go, and he will want to stop. He will defend his point of view, even by fighting, but will never harm himself. The ring has the additional magical property of **flying** (as the third level Magic User **fly** spell). The ring will not come off until a **remove curse** spell is cast upon the wearer. Because of the curse, the wearer will resist all attempts to cast a **remove curse** spell upon him.

L14f:

You enter a 10-foot square clear intersection of four archways, each filled with swirling rust-colored mists.

Play: There is a base chance of 40% for characters to detect a cool, fresh breeze from the east exit.

L14g:

You are in a 10-foot square section of clear corridor with the mists filling the archway at one end and a heavy plank door at the other. On the door, in common speech is written: "Knock First."

Lore: The sign is to alert the bandits inside that there are foolish adventurers about to come in.

L14h:

You are in a 10-foot square clear intersection of archways. Three archways are filled with the rust-colored mists, and the fourth is blocked by a heavy wooden door.

L14i:

You are in a 10-foot square section of clear corridor with the mists filling the archway at one end and a heavy plank door at the other. A fresh, cool breeze flows out from under the door.

Play: The sounds of tumbling torrents of water will be heard if listening at the door is successful.

L14j:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists.

Play: The stench of carrion can be detected from the south exit 10% of the time.

L14k:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists.

Play: The stench of carrion can be detected from the north exit 10% of the time.

L14l:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. Lying on the floor is the skeleton of a person who seems to have died while pulling a sled with three chests on it. There are two chests on the bottom, with the third on top of them.

Play: There is a base 20% chance for characters to detect the stench of carrion from the north exit. The skeleton is harmless. The top chest is **Trap/Trick** while the bottom two are **Treasure**.

Trap/Trick: When the top chest is opened, it shoots out drug-tipped darts in an arc ranging from straight up to directly in front of the chest. All characters directly in front of the box must make a dexterity check or be hit by some of the darts. Everyone who is hit must save vs. Poison or be paralyzed for 1-20 turns. The chest itself now contains only old used orc socks.

Treasure: The bottom two chests each contain 500 gp.

L14m:

The mists part to reveal a T-shaped intersection. Each branch is 10 feet long and disappears into the rust-orange mists. Strewn all about are bodies in various states of decay. In the center of the area lies the body of a man on his back with a bright and shining sword sticking through him into the stone floor.

Treasure: The shining sword is the only usable piece of equipment to be found among the bodies in the room. Anyone specifically looking with care at the sword will notice a word inscribed into the blade near the hilt: "Enduval." The sword is a **cursed berserking sword** which, when first used in combat, will force its user to attack the nearest person to him, friend or foe, at +2 to hit with damage of 1-8 points. The person holding the sword is forced to continue attacking until either his opponent or he is killed. Only an **exorcise** or **wish** spell will rid the player of this device.

L14n:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists.

Play: There is a base chance of 20% for characters to detect the stench of carrion from the south exit.

L14o:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists.

Play: The stench of carrion can be detected from the west exit 20% of the time.

L14p:

You are in a 10-foot square clear intersection of archways. Three archways are filled with the rust-colored mists, and the fourth is blocked by a heavy wooden door.

Play: There is a 10% chance of detecting a carrion stench from the west exit.

L14q:

You are in a 10-foot square section of clear corridor with the mists filling the archway at one end and a heavy plank door at the other. A leather knapsack lies on the floor next to the door.

Treasure: Within the knapsack there are two scrolls written by a sixth level wizard, one with a **fly** spell and the other with a **fireball** spell. There is also a leather pouch containing 1,000 gp inside the knapsack.

L14r:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. A bright and glowing ring sits on the floor in the center of the area.

Treasure: It is a **ring of protection +3**.

L14s:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. From one end of the area, a ragged trail of gold pieces leads down to the center of the corridor, turns sharply and disappears into the mists.

Play: The trail starts at the east end of this clear section of corridor and leads to the north archway, where it ends. There are no coins to be found in the mists. The value of the coins is in **Treasure**.

Treasure: The value of the coins is 137 gp.

L14t:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. A trail of platinum pieces starts in the center of the corridor and runs to the far end, into the mists.

Play: The trail of platinum starts in the center of the area and leads into the mists of the west exit. The total value of the coins is in **Treasure**.

Treasure: The value of the coins is 152 pp.

L14u:

The mists part to reveal a T-shaped intersection. Each branch is 10 feet long and ends in rust-orange mists.

L15. Grieving Elves:

The door opens to reveal a 30-foot square room with 10-foot walls rising to a flat ceiling. There is a plank door in the center of each wall. The walls are smooth, with no markings. Bones litter the floor. Standing about the room, mourning over the bones, are five elves.

Monster: The figures are not elves but Doppelgangers (AC 5; MV 9"; HD 4; hp 28, 15, 30, 10, 15; #AT 1; Dmg 1-12; AL N) who have formed themselves into the image of the victims they destroyed, in order to fool and join another group for yet another meal. They will maintain their illusions until it becomes advantageous for them to change. Their main objective is to lead each of the party members away one at a time, destroy him and take his place in the party, using their 90% correct ability to read minds. The Doppelgangers will continue this until the whole party is destroyed or the Doppelgangers themselves are all dead.

Character: The figures will claim to be grieving elves having just found their long lost brethren. They will also claim to know their way through the maze. The trick, they will claim, is first to send two people through the mists with a rope for the others to follow. They will gladly demonstrate by sending one of themselves and a party member.

L16. Minotaur Lair:

The heavy planked door opens onto a 30-foot square room with 10-foot tall walls rising to a flat ceiling. There is a door in the center of each wall. In the center of the ceiling is a 10-foot diameter hole. This is the bottom of what appears to be a circular shaft. A large pile of straw lies directly under the shaft. Two hulking shapes move toward you.

Play: The **Monsters** will attack immediately. The **Treasure** is under the straw. The **Trap/Trick** is in the shaft.

Monster: Two Minotaurs (AC 6; MV 12"; HD 6+3; hp 40, 29; #AT 2; Dmg 2-8 by butting or 1-4 by biting/1-8 with a battleaxe; AL CE) will attack, as this is their lair.

Treasure: There are 4,500 ep scattered about under the hay.

Trap/Trick: The underside of a trap door is found at the top of the shaft, which extends an additional 30 feet above the ceiling of this room. Thieves will roll at +10% to activate the door from this side. The door will swing down, however, and therefore whoever opens it must be out of the way or take 1-4 points damage from the dropping doors. This door leads straight up through the ceiling onto the platform in front of the statue in room L52. See the diagram on page 23.

L17. Knock, knock:

The door opens to reveal a 30-foot square room with 30-foot vertical walls capped by a domed ceiling. There are several dark human forms in the room.

Play: If the players have knocked on the door previous to opening it, the **Monsters** inside will be prepared for their entry, otherwise roll for surprise as normal.

Monster: Sweaty and dirty, nine Bandits (AC 6; MV 12"; HD 2; hp 6, 2, 5, 3, 5, 6, 4, 2, 2; #AT 1; Dmg 1-6; AL CE) are resting.

Character: These fellows were searching for the treasure, but now are only interested in finding their way out. They will join the party if the way out is offered to them. If they get one look at any treasure worth 500 gp or more, they will attack the party.

L18. Trap Room:

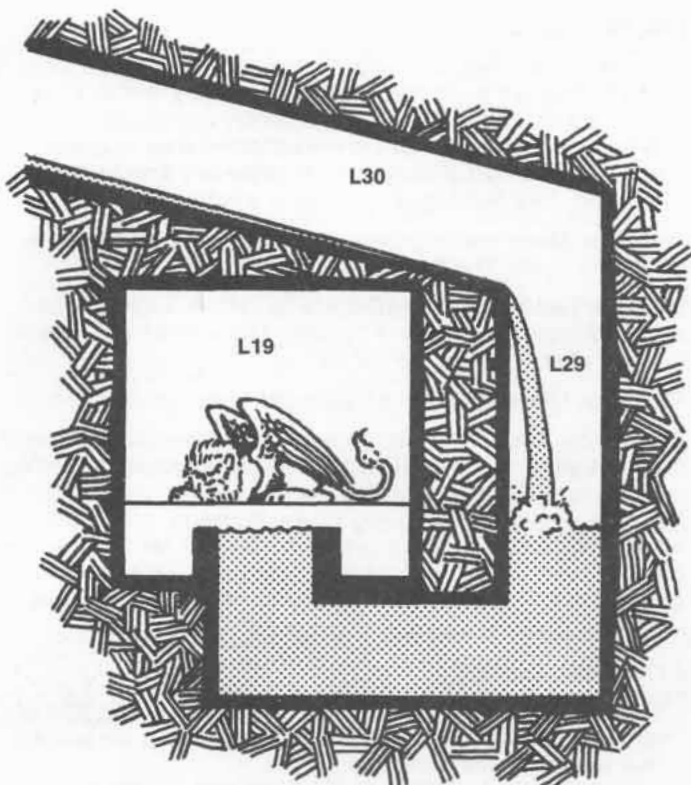
This is a 30-foot square room with 30-foot vertical walls capped by a domed ceiling. In the center of the room there is a chest.

Monster: The chest is not real, but is a part of a creature set to lure the party toward it. A Trapper (AC 3; MV 3"; HD 12; hp 44; #AT 1; Dmg 4+AC of victim; AL N) is hiding in the room. Victims caught in the Trapper may not attack it and will suffocate within six rounds. Characters can distinguish Trappers from the floor only 5% of the time. This Trapper is hungry and will attack the first person that walks onto its surface.

L19. Well of Questions:

You enter a 30-foot square room with 30-foot tall vertical walls rising to a flat ceiling. There is a platform directly across the room from the door. In the center of the floor, a circular well 10 feet in diameter, surges with clear water. The water rushes at an enormous rate from the well into a 3-foot wide by 3-foot deep channel in the floor. This channel runs swiftly into a 3-foot diameter circular opening under the platform. A large figure lies prone upon the platform, its deep brown eyes glaring at you.

Play: The players will encounter the **Monster** first, who will be fairly friendly. Players falling into the fast-running stream under the platform will encounter **Trap/Trick #1** and those examining the well will encounter **Trap/Trick #2**. The water is **water of Athis**. (See THE PLUNDERED TOMB, room L6 for details about the water.)



Monster: Lying on the platform is an Androsphinx (AC -2; MV 18"; HD 12; hp 40; #AT 2; Dmg 2-12/2-12; AL CG; also attacks with roar) who will make no aggressive move toward the party at first.

Character: The sphinx will ask the party just what they are doing here. Then he will offer to answer any ONE question they have about the tomb if the party will answer one of his questions. If, however, the characters cannot answer correctly, he will attempt to eat them. There are many questions the sphinx could ask, including the original sphinx question, "What walks on four legs in the morning, two at midday, and three in the evening?" The answer to that is "man," because as a baby he crawls on his hands and knees, later he walks on two feet, and as an old man he walks with a cane. You can also try this one:

All of the people who live in the west side of Bindon lie all of the time; all of the people who live on the east side of Bindon tell the truth all of the time. Yet during the day, both types of people traffic on both sides of the town and it is physically impossible to tell the west-siders from the east-siders. If you get lost in Bindon, what one question could you ask that would tell you correctly which side of town you were on?

The question to ask is: "Do you live here?" If you are on the east side, the answer will always be "yes," regardless of who you ask; the opposite will be true if you are on the west side of town. The sphinx believes that only people who would know the answer to this riddle should be here. A wrong answer will provoke the sphinx to attack immediately. There is a base 30% chance minus the charisma of the asking player that the Androsphinx will lie. In any event, he only knows about the maze and the entrances to the next level up. He knows that the only way out of the tomb from this level is down the water-chute (see **Trap/Trick #1**) but that that way is unsafe. He knows nothing about the rest of the tomb's interior.

Trap/Trick #1: Anyone falling into the fast water trough will be swept into the duct opening under the sphinx, which ultimately empties into the silo in the PLUNDERED TOMB, room L6. Anyone making this trip must make a constitution check and drown if they fail.

Trap/Trick #2: The well appears to be 10 feet in diameter. Looking into the well, a character would see a 10-foot diameter underwater tunnel that enters the well from the east side. Water flows into the well through this tunnel. Though the volume of water is high, the well's large size makes the current slow and swimmable—although not in plate armor, of course. Remember that no one takes a torch under water with much success. The water tunnel leads to room L29 in the HALLS OF UPPER PRIESTHOOD. See the illustration for a cross-section of the well and underwater tunnel.

L20. Javelin:

A 30-foot square room is open before you, with 30-foot tall walls capped by a domed ceiling. On the far side of the room is a chest openly displaying hundreds of platinum pieces. Along the left-hand wall there are four skeletons pinned by steel spears. A 3-foot wide ledge runs around the base of the dome.

Play: The **Trap/Trick** must be overcome before getting the **Treasure**. There is a concealed door leading from the ledge to Room L53a in the HALLS OF UPPER PRIESTHOOD.

Treasure: The chest contains 500 pp.

Trap/Trick: The south wall is honeycombed with 1 inch holes. Each of these contains a spear with a charge of compressed air held in place by a spell. The spells were cast so that anything that passes in front of the holes will release the spears. The spears have a base 80% chance of hitting a character passing before them. Subtract 10% from this for every point of dexterity the passing character has over 15. If hit by a spear, the force of

the impact will pin a character to the opposite wall, doing an initial 1-10 points of damage with an additional 1-4 points for each round the character is hung on the wall. Pinned characters may not free themselves but may be freed by others with a combined total of 15 strength points. There are a total of 50 such spears in the wall.

L21. X-room:

You enter a 30-foot square room with 30-foot tall walls rising to a domed ceiling. A giant "X" is carved into the floor in the center of the room. There is a 3-foot wide ledge that runs around the base of the dome.

Play: Standing on the "X" triggers the **Trap/Trick**. There is a concealed door leading from the ledge to room L53b in the HALLS OF UPPER PRIESTHOOD.

Trap/Trick: Any weight in excess of 40 pounds (400 gp weight) on the "X" will release a 10-foot square by 4-foot tall stone box from the ceiling dome directly overhead. Anyone within 10 feet of the center of the "X" must make a dexterity check or take 2-16 (2d8) points of damage from the crashing box. The box is empty.

L22. Pendulum:

Before you is a 30-foot square room with 30-foot tall walls rising to a domed ceiling. You see the edge of a scything blade hanging motionless from a pendulum pole in the room. The blade has been pulled back and tied to the wall facing the doorway. There is a 3-foot wide ledge running around the base of the dome.

Play: If the rope holding the pendulum is cut or untied, the blade will swing out towards the door, and then back again, and back and forth. Each swing will be slightly shorter until after five rounds, when it will come to a complete stop in the center of the room. Anyone standing directly in line with the door when the blade is swinging must make a dexterity check or take 1-10 points of damage. A concealed door leads from the ledge to room L53c in the HALLS OF UPPER PRIESTHOOD.

L23. Dervish Explorers:

The door opens to reveal a 30-foot square room with 30-foot walls rising to a domed ceiling. Figures are lying about the room.

Play: This is the leader that the Dervishes had lost. The Thunes will jump up as if to attack when the characters first enter the room. If the characters attack the Dervishes, they will fight. If the characters do not attack, the Thunes will be glad to see them and will join the party if asked. Note that they still react as Thune Dervishes and will go on Bloodquest the moment they see this tomb defiled in any way. (See **MONSTERS, CREATURES, AND MEN** under Dervishes for Bloodquest.)

Monster: Five Dervishes (AC 6, MV 12"; HD 4; hp 14, 14, 14, 14, 14; #AT 1; Dmg 1d8+2; AL LN) are tending to their wounds. In the corner are three of their dead.

L24. Robber Press:

The door opens easily into a 30-foot square room with 30-foot walls capped by a 40-foot domed ceiling. The door stays open, seemingly on its own. The room is empty.

Trap/Trick: If anything over 40 pounds (400 gp weight) enters the room more than 10 feet, the door will slam shut and latch (+2 on rolls to open the door from either side) and the walls on the east and west will begin to close in. These walls are an irresistible force and take one round to come to striking distance. At that point, anyone caught between the walls will be unable to move and will sustain 2-20 (2d10) points of damage per round they are caught. The walls remain together for three rounds and then move back. When the walls have moved back, the door will open easily again.

L25. Old Trap Room:

A 30-foot square room lies before you with 30-foot tall walls capped by a domed ceiling. The room is empty.

L26. Pole Forest:

This is a room full of spears thrust from the floor to the top of the domed ceiling. From the door, you can see the skeletal remains of a dwarf in banded armor stuck fast to the domed ceiling. Even his carrying bag is stuck clear through by one of the shafts. The shafts are 1½ inches in diameter and spaced about six inches apart. Through the spears, the glint of jewels can be seen some 15 feet away on the floor, apparently spilled from the carrying bag overhead. The room is 30 feet square with 30-foot high walls capped by a domed ceiling. There is a 3-foot wide ledge that runs around the base of the dome.

Play: The characters must spend 2-8 turns hacking their way to where the **Treasure** is. This will be a noisy process, requiring a roll for attracting a wandering monster every game turn that the party continues cutting or sawing the poles. Burning the poles will cause a great amount of smoke for 1-6 turns. During this time, the players must leave the area or suffer 1-4 points of damage each turn. The smoke will also require a roll for attracting a wandering monster every turn for 1-6 turns. If the players manage to make their way onto the ledge at the base of the dome, they might find the concealed door to room L53d in the HALLS OF UPPER PRIESTHOOD.

Treasure: Spilled amid the poles here are several worthless gems and five jewels worth 1,000 gp each.

L27. Extra Trap Room:

You enter a 30-foot square room with 30-foot high walls capped by a domed ceiling. There is a 3-foot wide ledge running around the base of the dome.

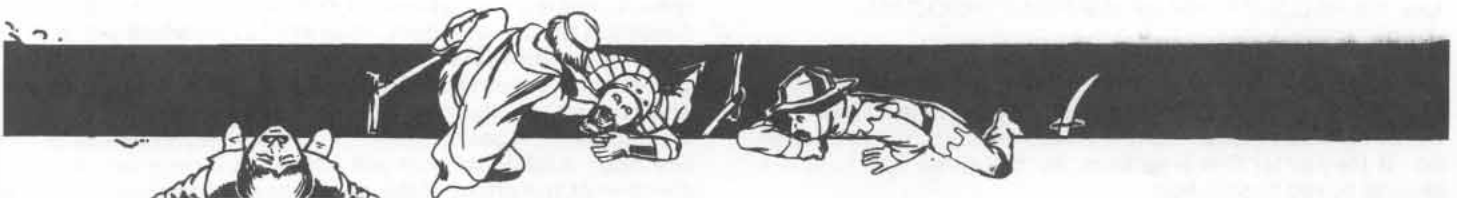
Play: There is a concealed door that leads from the ledge to room L53a in the HALLS OF UPPER PRIESTHOOD.

L28. Loose Ceiling:

You enter a 30-foot square room with a rough domed ceiling above 30-foot walls. There is a 3-foot wide ledge running around the base of the dome.

Play: Characters entering the room will be attacked by the **Monster**. A concealed door leads from the ledge to room L53f in the HALLS OF UPPER PRIESTHOOD.

Monster: A Lurker Above (AC 6; MV 1"/9"; HD 10; hp 40; #AT 1; Dmg 1-6; AL N; smothers prey in 1d4+1 round) will attack the first living thing that enters the room. It lives in the domed ceiling that covers the room.



halls of the upper priesthood

PRIESTHOOD HALLS PROLOGUE:

BACKGROUND: These HALLS OF THE UPPER PRIESTHOOD were to be the final residence of Amun-re's Higher Priests. These priests were to be sealed into the pyramid after bringing Amun-re to his final resting place. The priests would then live out the remainder of their lives in these halls.

To get into the HALLS, the characters must either have come through a secret door from KORDAN'S MASTER MAZE (in rooms L16, 20, 21, 22, 26, 27, 28) or through the water passage in room L19.

There are compass roses at all of the entrances to this level. This will allow the DM and players to use the more convenient "north," "south," "east" and "west" as directions.

The waterfall, pool and aqueduct stream all contain **waters of Athis** which will heal anyone who has not drunk of it within 24 hours 1-10 hit points. (See room L6 in the PLUNDERED TOMB for details about the **waters of Athis**.)

RANDOM ENCOUNTERS: While in the HALLS OF UPPER PRIESTHOOD, check for random encounters once every three game turns. A roll of 1 on 1d6 indicates that an encounter takes place. If an encounter is indicated, roll 1d12 to determine which encounter to use from the RANDOM ENCOUNTER TABLE below.

HALL OF THE UPPER PRIESTHOOD RANDOM ENCOUNTER TABLE

1. **Ghouls** (5) (AC 6; MV 9"; HD 2; #AT 3; Dmg 1-3/1-3/1-6, claw/claw/bite; AL CE; hit causes paralysis, AL CE)
2. **Wraith** (1) (AC 4; MV 12"/24"; Hd 5+3; #AT 1; Dmg 1-6 and drain one level; AL LE)
3. **Knight** (1) (AC 2; MV 12"; HD 5; #AT 1; Dmg 1d8+2; AL LG)
4. **Cleric** (1) (AC 8; MV 12"; HD 5; #AT 1; Dmg 1-4; AL NG)
5. **Wraiths** (2) (AC 4; MV 12"/24"; HD 5+3; #AT 1; Dmg 1-6 and drain on level; AL LE)
6. **Giant Spider** (1) (AC 4; MV 3"/12"; HD 4+4; #AT 1; Dmg 2-8 + Poison; AL CE)
7. **Thune Dervishes** (2) (AC 6; MV 12"; HD 4; #AT 1; Dmg 1d8+2; AL LN)
8. **Cutpurses** (4) (AC 6; MV 12"; HD; #AT 1; Dmg 1-6; AL CE)
9. **Ghouls** (4) (AC 6; MV 9"; HD 2; #AT 3; Dmg 1-3/1-3/1-6, claw/claw/bite; AL CE)
10. **Thune Dervish** (1) (AC 6; MV 12"; HD 4; #AT 1; Dmg 1d8+2; AL LN)
11. **Wraiths** (4) (AC 4; MV 12"/24"; HD 5+3; #AT 1; Dmg 1-6 and drain one level; AL LE)
12. **Wights** (3) (AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1-4 and level drain; AL LE)

PRIESTHOOD HALLS ENCOUNTERS

Use the HALLS OF THE UPPER PRIESTHOOD MAP.

L29. Waterway:

Note: If the characters are entering this area from the underwater tunnel from the Sphinx room (room L19 in KORDAN'S MASTER MAZE), read the first boxed description to the players. If they enter this area from the hall (area L30), use the second boxed description.

You surface in a tumbling, turbulent pool of water. Damp darkness filled with a thunderous roar surrounds you, as a waterfall pours down into the pool. You are in a 10-foot square shaft that rises 40 feet from the surface of the water. The water in the pool is 10 feet deep. The water falls from a 10-foot wide archway that is set in near the top of one side of the shaft. A dim light shines through the archway. The walls of the shaft are covered with slimy green moss.

The corridor suddenly ends. The water falls over the end of the corridor through an archway into a murky pool at the bottom of a 10-foot square shaft. It is 30 feet to the surface of the pool below. Slimy green moss covers the walls of the shaft.

Play: See the illustration on page 18 for a cross-section of this area and the underwater tunnel connection to room L19. Though the volume of water is great, the tunnel's large size makes the current in the tunnel slow and swimmable—although not in plate armor, of course. The moss is harmless. Hand and foot holds are easily found in the jagged stone walls.

L30. Entry:

This is a 10-foot wide arched corridor with a compass rose clearly carved into the floor. There is a 4-foot wide aqueduct carrying rushing water at a tremendous rate from the west to the east down the length of the corridor. There is a 6-foot wide walkway next to the aqueduct, on the south side of the hall. A light shines from around a southern turn at the west end of the corridor. The water in the aqueduct surges high up the walls as it turns the corner from the south. The corridor ends at the east, disappearing into a dark archway. The corridor is 70 feet long.

L31. The Long Hall:

This is a 10-foot wide corridor with a 6-foot wide walkway beside a 4-foot wide aqueduct. The whole corridor rises up at a 20 degree angle from north to south. The entire length of this 100-foot long corridor is lit by bright light streaming in from a room at the southern end of the corridor.

L32. Garden Hall:

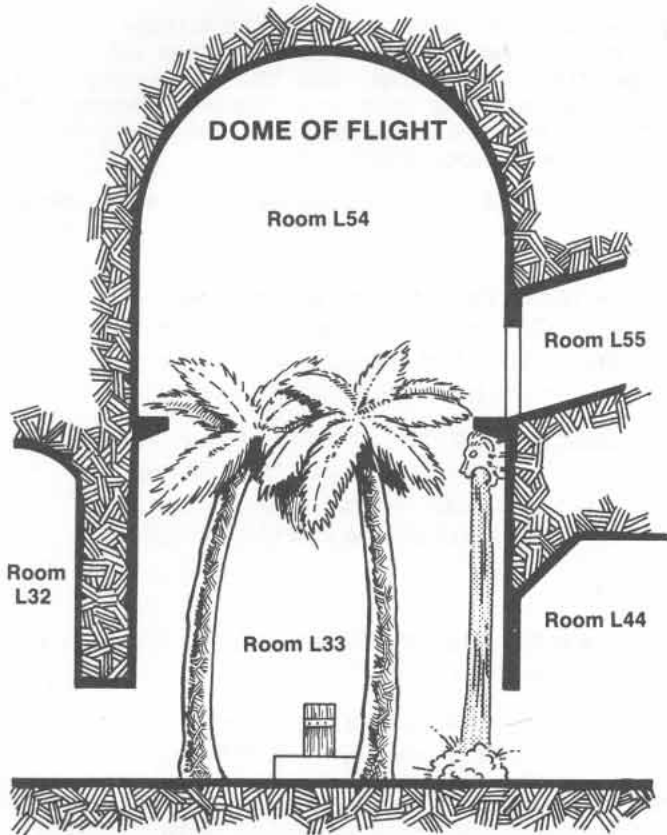
Before you is a brilliantly lit hall 30 feet wide and 50 feet long. A rapidly moving stream runs from the southern 10-foot wide entrance to a matching entrance in the northern wall. The domed ceiling, 30 feet above, glows brightly and gives life to the lush tropical growth that chokes both sides of the river and nearly blocks out the view of the side walls. On each side of the river, nearly hidden by the ferns, flowers and palm trees, there is a bronze bowl of enormous size, 4 feet tall and 6 feet across. The bowls appear to be filled with leafy apples, pears, oranges, mangos and the like.

Play: Players investigating the bowls will encounter the **Monster**. Players looking for the side walls may encounter the **Trap/Trick**.

Monster: As the party approaches the bowls, the fruits will spread their leafy wings and, in a green flurry, take flight in all directions around the room. They are 50 Fruityflies (AC 5; MV 3"/20"; HD 1; hp 4 each; #AT nil; Dmg nil; AL CN), which will fly to the tops of the palm trees until the danger is passed. Anyone who eats a Fruityfly (they taste just like the sweetest fruit of their apparent type) will gain +2 strength and +1 dexterity for one hour. Additional fruit will not grant further bonuses or duration of the effect. If the characters eat another Fruityfly

after one hour, they will again gain +2 strength and +1 dexterity for one hour. Fruityflies rot within minutes of being exposed to direct sunlight for even a moment. Fruityflies are hard to surprise (roll at -2) but can be caught or shot down with missile weapons. They are inoffensive creatures and never attack.

Trap/Trick: Hidden against the walls by the foliage are 10-foot deep alcoves, two each on the west and east walls. There is a secret door in the southern alcove on the west wall to area L34. A similar secret door in the east wall leads to area L35.



L33. Dome of Flight:

An octagonal room, 30 feet across lies before you, rising 55 feet to a brilliantly lit domed ceiling. A large waterfall cascades down the south side of the room from the mouth of a gigantic carved lion's head. The water splashes down into a large pool and empties into a stream that flows through the north entrance. A ledge runs around the base of the domed ceiling, 30 feet up. Four palm trees are in the room, with pineapples growing from their leafy tops. There are identical granite altars on the east and west sides of the pool. Each altar has the impressions of a right and a left hand carved into its top. There is a gold-engraved rune on each face of the altars. Wooden doorways, banded with bronze, lead from the east and west walls.

Play: The trees are described in **Monster**. Either altar activates the **Trap/Trick**, a complex magical sequence. There is a 3-foot wide ledge running around the base of the dome 30 feet overhead. This dome-ledge is room L54 in THE GAUNTLET. An exit hidden behind the waterfall leads to area L44. See the diagram above.

Monster: The trees are grenade palms, and are 33 feet tall. These trees bear fruit that look like pineapples. If anyone walks within 5 feet of the trunk of any tree, there is a 20% chance that the vibrations of his movements will loosen one of the pineapples overhead. There is a base 95% chance that the grenade fruit will explode when it hits the ground, doing 2-16 points of damage to those within the 10-foot range of the explosion. If the fruit is caught, the chance of explosion is

reduced to 40%. The grenade fruit may be picked and carried, to be used later, although there is always a 10% base chance that the grenade fruit will explode whenever the character carrying them falls or otherwise bumps the fruit accidentally. The fruit has evolved exploding as a way of scattering its own seeds far enough away from itself to insure a sufficient distance between the trees.

Trap/Trick: There is a base 50% chance of reading the runes correctly as:

TURNIN LOGRA REGRA NEG

Each word has a specific effect described below.

TURNIN (turn on): Anyone putting their hands into the impressions and saying **TURNIN**, will cause the hand impressions to glow and will start the magical process. Only after this is done will the other words have any effect. Once the process is turned on, anyone within the room who says one of the other words will cause its effects to take place.

LOGRA (low gravity): This will only work if the altar has been activated (see **TURNIN** above). This will cause a low gravity field to fill this entire room. Gravity will then be one-tenth normal until the altar is turned off (see **NEG** below). Characters will feel buoyant and be able to jump 21-30 (1d10+20) feet. The waterfall will continue to fall, but at a much slower rate than before.

REGRA (reverse gravity): This will only work if the altar has been turned on (see **TURNIN** above). This causes a reverse gravity field to fill the room. Characters and any loose objects will fall upwards as though the room was suddenly turned upside down. If the **LOGRA** command is used before **REGRA**, characters will float safely up into the dome. If the **LOGRA** command is not used first, all characters must make a dexterity check or take 5-30 (5d6) points of damage from falling. The waterfall will start to flow into the dome, forming a pond and exposing an archway that was hidden behind the waterfall.

NEG (negate): This cancels any of the effects caused by the **LOGRA** and/or **REGRA** commands. The magical process is turned off and the hand impressions on the altars stop glowing. The words **LOGRA** and **REGRA** will have no effect until one of the altars is turned on again with a **TURNIN** command. As gravity suddenly goes back to normal, the water, and anything else that is in the dome will come crashing down. Characters in the dome when the process is turned off must make a dexterity check or take 5-30 (5d6) points of damage from falling.

Lore: This strange system was used as a sort of hoist. When the pharaoh's body was brought in its heavy sarcophagus, this magical process was used to lift it up to room L54 in THE GAUNTLET.

L34. West Hall Intersection:

You enter an intersection of 10-foot wide arched hallways. A 10-foot deep alcove with a carved stone statue in it lies to the north. The statue is of a woman with the head of a cat. There is a stone door 10 feet away, to the east. To the west, there is a wooden door, also 10 feet away. A corridor to the south runs into darkness.

Treasure: The statue, standing on a pedestal, is heavy but worthless. The pedestal is hollow plaster and contains 1,500 sp. The corridor to the south is 50 feet long.

L35. East Hall Intersection:

You enter an intersection of 10-foot wide arched hallways. To the north, there is a 10-foot deep alcove with a carved stone statue in it. The statue is of a man with the head of a gull. There is a stone door 10 feet away to the west. To the east, there is a wooden door, also 10 feet away. A corridor runs to the south into darkness.

L36. West Door:

This is a 20-foot long section of hallway that runs north to south. A wooden door leads from the north end of the east wall. Another wooden door leads from the south end of the west wall. There are four leather sacks on the floor.

Treasure: Each sack contains 400 gp, a total of 1,600 gp.

L37. East Door:

This is a 20-foot long section of hallway that runs north to south. A wooden door leads from the north end of the west wall. Another wooden door leads from the south end of the east wall.

L38. West Hall:

A 10-foot wide arched corridor runs east to west. In the exact center of the hall, two dark figures stand hunched over in robes, blocking the passage. A wooden door leads out of the corridor to the north of the figures. Another hallway opens to the south of the figures.

Play: This hall is 70 feet long. The **Monsters** must be fought for the **Treasure**.

Monster: Two Wraiths (AC 3; MV 12"/24"; HD 5+3; hp 20, 16; #AT 1; Dmg 1-6 and drain one level; AL LE; can only be hit by silver (½ damage) or magical (full damage) weapons) are bent over something in the middle of the corridor.

Treasure: They are bending over a canvas bag containing 500 pp.

L39. East Hall:

A 10-foot wide arched corridor runs east to west. A wooden door leads out of the corridor in the center of the north wall. Another hallway leads off to the south from the center of the south wall.

Play: This hall is 70 feet long.

L40. Mar-keshel (West Kitchen):

This is a room, 30 feet wide east to west, and 20 feet deep north to south. The walls are 10 feet tall, and the ceiling is flat. In the center of the room, a heavy wooden block stands with a cleaving knife stuck into it. Large copper kettles hang on the walls. A door leads from each end of the north wall. A single door is set in the center of the south wall.

L41. Mar-keshinel (West Pantry):

This room is 30 feet wide and the 30-foot high ceiling is dome-shaped. The great frescos that once covered the walls have collapsed, leaving the bare stonework of the walls. Paintings of harvest grains and cattle are visible on a few of the larger fresco pieces. The walls are cracked. A wooden door is set in each end of the south wall.

Play: This room is 50 feet in length, north to south.

L42. Mar-keshtah (East Kitchen):

This is a room, 30 feet wide east to west, and 20 feet deep north to south. The walls are 10 feet tall, and the ceiling is flat. A dwarf skeleton with a cleaver through its chest is lying on a large wooden table in the center of the room. A wooden door leads from each end of the north wall. A single wooden door is set in the center of the south wall.

L43. Mar-keshintah (East Pantry):

This room is 30 feet wide, and its 30-foot tall ceiling is dome-shaped. Piles of plaster line the walls where the frescos have been shattered, but there are no readable pieces left. Empty flour sacks litter the floor everywhere. The dome is cracked wide in several places at the north end. A wooden door is set into each end of the south wall. There is another wooden door in the center of the west wall.

Play: Any character who looks closely at the cracks in the dome will see a rough-hewn tunnel rising upward from one of the larger cracks. This tunnel winds its way to room L64 in THE GAUNTLET.

L44. March of the True Faith:

You enter a 10-foot wide passage that is 20 feet tall. Writings cover the walls and ceilings. There are two verses on the ceiling, and another eight on the walls.

Play: The runes are explained in **Lore**. The passage is 60 feet long. There is a wooden plank door on either side of the passage, 10 feet from the north end. There is a similar set of doors 10 feet from the south end. The north entrance is blocked by a thundering waterfall. The southern end of this corridor opens into room L52.

Lore: There is a base 30% chance of understanding each verse.

Ceiling Verses:

ABOVE OUR THOUGHTS / NOW MASTER SLEEPS
IN DREAMY REALMS / AND SKY SO DEEP.

THE HIGH PRIEST WORKED / A WONDER GREAT
AND SEALED HIM UP / UNTO HIS FATE

GREAT MUNAFIK / THE PRIEST MOST HIGH
STUDIES HIS TOMES / THAT HE MIGHT PLY

THAT WATER PATH / WHERE ALL THE GREAT
LEAVE DEATH BEHIND / AND LOOSE THEIR FATE.

Wall Verses:

munaḥik was high priest of amun-re and leader of his rites and his religion.

munaḥik, priest, was keeper of the tomes of terbakar, the greatest library in all lands of the golden age.

munaḥik searched, too, for life eternal and some say that he sought to rob the pharaohs of their right to that life.

but through his study of all the books of secret lore, he only sought to serve.

in truth, munaḥik's search was rewarded, for the books showed him the way of life eternal here.

now terrible and great in his power, he acts as the voice of amun-re to us.

he cannot die, for his life lies elsewhere.

munaḥik now is second only to osiris himself, and he has claim on the rule of amun-re.

These verses were written long ago by a priest who served Munafik. Although written to please Munafik, they also tell of his evil designs. Munafik read old and wicked books to prolong his life, but the books turned him undead. In his quest to prolong the lives of the priests, he turned them into wights and wraiths. Finally, he magically placed his heart into a special jar so that he would be protected from all harm.

L45. Priesthood Cells:

You are in a 40-foot long corridor with a wooden door at each end of the corridor. Ancient, rotting black drapes hide the entrance to four rooms on each side of the corridor.

Play: Each cell-room is 10 feet square, and full of dirt and broken cots, nothing else.

L46. Priest Closet:

Two large sarcophagi stand facing each other across the path between two doors. Their features seem dark and blurred by time.

Play: The sarcophagi are empty.

L47. West Cell of the High Priest:

This is an octagonal room, 30 feet across. There is a wooden plank door in the center of the north, south, east and west walls. The din of battle rises from this room. A single bright figure is valiantly swinging a flashing sword at eight dark-robed figures encircling it.

Monster: A female Paladin (AC 4; MV 12"; HD 6; hp 34; #AT 1; Dmg 1-6; AL LG) needs rescue from 8 Ghouls (AC 6; MV 9"; HD 2; hp 12, 10, 12, 5, 6, 6, 10, 3; #AT 3; Dmg 1-3/1-3/1-6 + paralyzation; AL CE).

Character: The paladin will gladly join any party that has no evilly-aligned people. She does not know the way out of the tomb. She entered here at the command of a desert spirit who begged her to plunder his tomb for him while she was on quest for a magic amulet. She knows the following:

"Since the lands dried up, none of the faithful were left to bring food or offerings to the temple. Soon the stored foods were gone and the priests turned to their High Priest for the answer. He taught them the dark arts, telling them that it was the way to eternal life. It turned out, however, only to be the way to eternal undeath. The priests soon turned into wraiths, wights, and ghouls, feeding on the hapless adventurers that entered the tomb."

The paladin had managed to corner the High Priest by a waterfall not far from here. Though she made a good solid hit with her sword, it passed right through him. He laughed and said, "Fool! My life is too precious a thing to carry it with me!" He then uttered a few words and flew through the air, disappearing into the dome above. She does know the way to the waterfall (room L33) from here.

L48. Priest Catacombs:

A huge room expands into the darkness before you. A giant block of black stone sits in the center of the room. It is covered with upright sarcophagi. The faces that were carved into the coffin lids have been gouged out by deep claw marks. Four wooden doors lead into this room, two on the east wall, and two on the west wall. Each door is 10 feet from the nearest corner.

Play: This room is 60 feet long north to south and 40 feet wide east to west. The stone block is 20 feet wide by 40 feet long. There are 12 sarcophagi lining its walls. There are two on both the north and south ends and four on either side. Each sarcophagus opens into the hollow center of the block where the **Monsters** live. They will attack as soon as any sarcophagus lid is opened.

Monster: Six Ghouls (AC 6; MV 9"; HD 2; hp 8, 11, 11, 12, 6, 8; #AT 3; Dmg 1-3/1-3/1-6 + paralyzation; AL CE) all leap from their tomb. They will attack at the first sign of anything, or anyone, to eat.

L49. Priest Closet:

This is a 10-foot wide, 20-foot long room. There is a sarcophagus at each end of the room, facing the center of the room. Their features seem dark and terrible. Two wooden doors face each other from the centers of the east and west walls.

Play: The southern sarcophagus conceals a secret door that leads to a 10-foot wide by 20-foot long dead end. The other one contains a skeleton which will fall out of the sarcophagus when it is opened.

L50. East High Priest's Cell:

This is an octagonal room, 30 feet across. There is a wooden plank door in the center of the north, south, east and west walls. Three robed figures are squatting in a circle muttering to themselves in the center of the room.

Play: The **Monsters** are blocking the characters from seeing the **Treasure**.

Monster: Three Wraiths (AC 3; MV 12"/24"; HD 5+3; hp 28, 16, 15; #AT 1; Dmg 1-6 and drain one level; only be hit by silver (½ damage) or magical (full damage) weapons; AL LE) are surrounding an object on the floor.

Treasure: Lying on the floor in the midst of the wraiths is a sword that shines and hums softly. It is **Bar-ethel (True Death) +1 sword** that is +4 against undead.

L51. Priesthood Cells:

You are in a 40-foot long corridor with a wooden door at each end. Ancient, rotting black drapes hide the entrances to four rooms on each side of the corridor. There are two small vials in the center of the corridor.

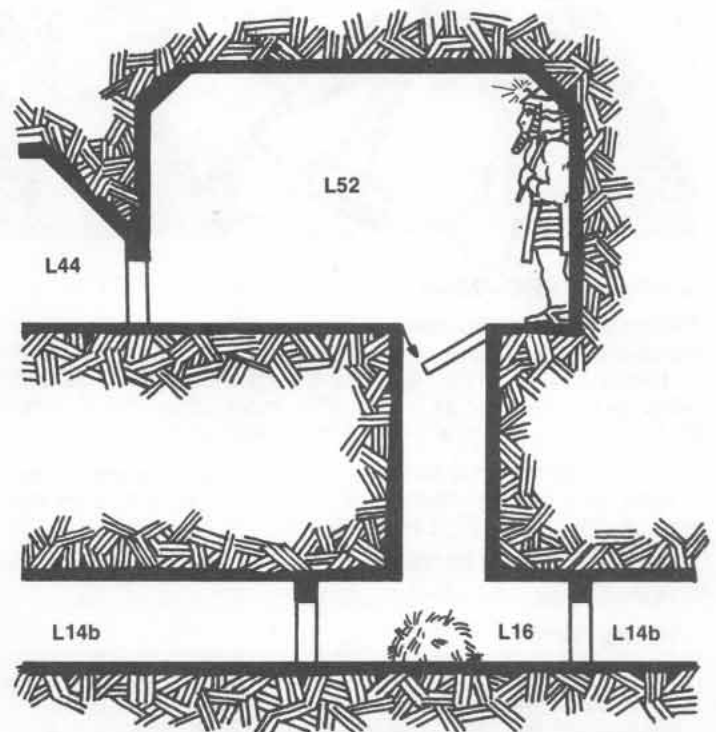
Play: Each cell-room is 10 feet square and full of dust and broken cots, nothing else. The vials are **Treasure**.

Treasure: The vials have labels on them which read, "Wight." They are **potions of undead control** against wights.

L52. Prayer Temple of the Priesthood:

A vast room extends all about you. The 30-foot tall room measures 30 feet wide east to west. A corridor enters the center of the north wall. Old worn prayer rugs, their patterns faded and the cloth moth-eaten, are neatly placed about the room. In the center of the south wall is a 30-foot tall statue of Amun-re, a giant gemstone glimmering from his forehead. A compass rose is carved into the floor in front of the statue, clearly pointing out the direction of north.

Play: In front of the statue is **Trap/Trick #1** (see the diagram below). The gem-stone is fixed with **Trap/Trick #2** and is described in **Treasure**. There are secret doors at the north ends of the east and west walls.



Trap/Trick #1: Just in front of the statue, there is a trap door that opens suddenly into a 10-foot diameter shaft falling 30 feet straight down. The shaft opens into a room with an additional 10-foot drop into a haystack on the floor. Falling characters take 1-10 points of damage from the fall and find themselves in room L16 in KORDAN'S MASTER MAZE, on page 17.

Trap/Trick #2: If the gemstone is taken from its place, the statue will make a horrendous noise like a fog horn until the gem is put back. If the statue receives 50 points of damage, the noise will stop. Roll for random encounters every round that the statue is making noise.

Treasure: The gemstone is glass and only worth 1 cp.

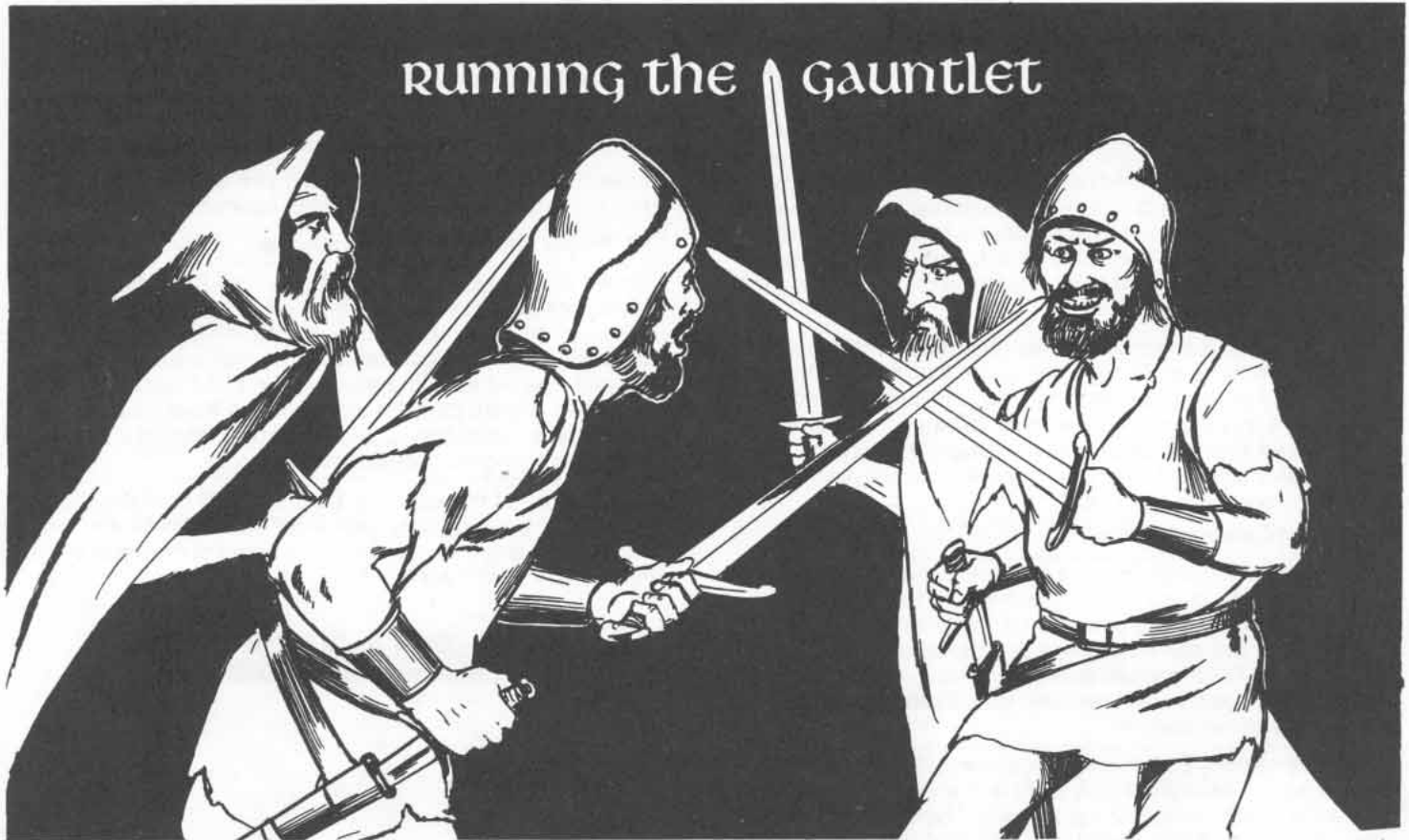
L53. Observation Domes:

The concealed door is set into a 30-foot wide dome with a 3-foot wide walkway running around its base.

Play: Dark, dusty corridors and concealed doors lead to these domes. There is a compass rose carved into the floor in front of each door, clearly giving the direction of north. These domes open over the trap rooms of KORDAN'S MASTER MAZE:

Dome L53a opens over room L20
Dome L53b opens over room L21
Dome L53c opens over room L22
Dome L53d opens over room L26
Dome L53e opens over room L27
Dome L53f opens over room L28

Lore: These domes were used by the priests to pass idle hours watching the deaths of grave robbers.



GAUNTLET PROLOGUE:

BACKGROUND: The water column and rapids in this section contain **waters of Athis**. Anyone who drinks these waters will be healed of 1-10 hit points if they did not drink of the **waters of Athis** during the last 24 hours. (See room L6 in THE PLUNDERED TOMB for details about the **waters of Athis**.)

RANDOM ENCOUNTERS: Run random encounters in the GAUNTLET with the RANDOM ENCOUNTER TABLE for the HALLS OF THE UPPER PRIESTHOOD on page 20.

GAUNTLET ENCOUNTERS

Use the GAUNTLET MAP.

L54. High Dome:

Water gushes from the mouth of a gigantic carved lion's head just beneath the 3-foot wide ledge that runs around the base of the dome. The water falls 30 feet down into an

octagonal garden room. Palm trees with pineapples hanging from their leafy tops grow up toward the dome from around the pool below. There is a door in the south wall, directly above the lion's head. Faint, but steady rapping noises can be heard from behind a large cut stone in the wall on the east side of the dome. The rapping is in series of threes. The tops of the palm trees are easily reached from this walkway, their pineapples easily picked.

Play: This dome-room overlooks the Dome of Flight garden (room L33 in the HALLS OF UPPER PRIESTHOOD). Characters enter this area by using the **Trap/Trick** in room L33. Characters who tap on the large cut stone will always be answered with like taps from the other side. The stone is 4 feet square by 2 feet deep and is easily pulled aside. Only if the stone is moved is the **Monster** encountered.

Monster: When the stone is moved, Prit (AC 9; MV 8"; HD 1; hp 4; #AT 1; Dmg 1-2 (with the spoon); AL CN) will appear, a squirrely little gnome with a spoon in his hand. He speaks with a lisp.

Character: Prit has been happily busy, tunneling through these ruins with his spoon for many years, and will tell you that down the rough-hewn corridor behind him there is a small statue with a big treasure. He is rather simple-minded and knows little more than the unsung history of spoons in architecture.

L55. Entry Corridor:

A 20-foot long corridor runs south from a door and up at a 25 degree angle. There the corridor splits into two 20-foot long corridors 10 feet apart. Both of these corridors end in heavy wooden plank doors with bronze bands. There is writing carved in glowing gold letters into each of the doors.

Lore: There is a base 30% chance of reading the writing correctly. Both doors carry the same runes, which read:

beyond these doors lie the tests of the pharaoh. turn now from this doom of power and evil from a heartless man. great and awful is the horror beyond these doors—yet if you turn away, what lies beyond ye shall never know.

L56. Grand Hall of the Pharaohs (Gauntlet of the True Way):

The well-lit hall before you is vast and majestic, 100 feet long, 30 feet tall and 30 feet wide. It rises at roughly a 25 degree angle toward the south. Torches attached to the walls light this hallway. Four flights of stairs connect three 50-foot wide by 10-foot deep landings. Water thunders in torrents past both sides of the stairs and under the landings. At the top of the stairs, there is a semi-circular platform. A gigantic bronze fist is clasped on top of a bronze forearm, upraised in the center of the platform.

Play: Show the picture of this room to the players. Anyone jumping or falling into the water will be swept through a duct down the waterfall into room L54 and go down the waterfall into the pool in room L33. If the players have destroyed Munafik's heart (see area L64), all of the **Monsters** here will be dead. Otherwise, the **Monster**, Munafik, will attack magically from the top platform, in addition to the attacks that come from encounters on each of the landings approaching that platform.

Monster: Munafik (AC 7; MV 12"; HD 10; hp N/A; #AT 1; Dmg 1-6; AL LE) stands beside the Giant Fist. Cutting hits will slice right through him with no effect and thrusts will impale him but do no damage for his "heart isn't in it" (see **Treasure** in room L64). Munafik can use these spells as a tenth level Magic User: **protection from good, magic missile, push, comprehend languages, forget, levitate, web, fireball, lightning, slow, fumble, polymorph self, animate dead, and distance distortion.** When the party first enters the room, Munafik will cast the **comprehend languages** so that he can understand what the party is saying. Spells will affect him as they would any tenth level Magic User except that damaging attacks will have no effect. For example, a **hold person** spell will hold Munafik, but a **magic missile** can hit him but will cause no damage.

Lore: This was to be the last stronghold of the pharaoh's tomb. Originally, the only entrance to the TRUE TOMB was through this hall, but ground disturbances and a spoon have made other entrances. The Gauntlets of the Pharaoh still work through the will and powers of the ex-High Priest Munafik, who has now turned to evil sorcery.

L56a. Chabang Men:

The 10-foot wide stairs run up to a landing 10 feet deep and 30 feet wide. There is a 10-foot deep alcove at each end of the landing. There are 50 spears in each alcove.

Play: As soon as any member of the party steps onto the stairway, the **Monsters** will appear.

Monster: Two Chabang men (AC 10; MV 12"; HD 5; hp N/A; #AT 1; Dmg 1-8; AL N) appear, looking thin and drawn, holding swords. The Chabang men are magical creations of Munafik and will die when Munafik dies. When any cutting blow hits them, it will cut clear through. The severed part and the original body will dissolve into a pile of mud, and then suddenly spring up as two Chabang men, exactly like the original. The Chabang men can be stuck to the walls with spears or other stabbing weapons.

L56b. Fire Wall:

Play: If any member of the party steps onto the platform, **Trap/Trick #1** will fall before them. **Trap/Trick #2** will be encountered after passing **Trap/Trick #1**.

Trap/Trick #1: A wall of fire suddenly descends from the ceiling, roaring and heating the room unbearably. Neither cold nor water will lessen this flame because it is an illusion. The searing heat will do 1-10 points of damage to anyone who believes the flame is real and attempts to cross it. Save vs. Spells will be normal if the character is unsuspecting, or at +4 if the character has verbally raised any doubts. Wood will not burn in this illusion. Ten feet behind the wall of fire is **Trap/Trick #2**.

Trap/Trick #2: Passing through the fire, the players are confronted with a solid stone wall that runs from one side of the vast hall to the other. It rises the full height to the ceiling. It is also an illusion with the same modifiers to disbelieve as noted above. Those who run into the wall believing that it is there will take 1-6 points damage.

L56c. Mirror, Mirror:

Play: As each member steps onto the access stairway, a **Monster** will appear.

Monster: An exact likeness of each character that steps onto the platform will appear on the landing before them. Each will be armed as the character is armed except that magical weapons, magical armor and other magical items that the party may have will work only as nonmagical items of the same kind. All of the characters' magical items will work. The likenesses of Magic User and Clerical characters will not know of, or be able to use, any spells. Otherwise, these likenesses are the same as the characters in hit points, Hit Dice, etc. The likenesses will only have as many hit points as the characters have remaining, *not* the characters' normal number of hit points. When killed, the likenesses change to a featureless clay humanoid form and will not move again. They are mindless creatures that want only the destruction of the souls in whose likenesses they appear. They will immediately attack and continue to fight until either the party or they are dead.

L56d. Pet Fist:

The final flight of steps leads up past the rapid waters to a semi-circular area 30 feet wide by 20 feet deep. There is a bronze arm with its hand formed into a fist in the center of the area. Behind this can be seen a throne.

Monster: The pet fist (AC 7; MV 3"; HD 10; hp 50; #AT 2; Dmg 1-10/1-10; AL C) will strike at anything that moves within its 15 foot reach.

L56e. Exit At Last:

Behind the throne there is a set of bronze double doors.

Play: These doors lead to room L57. They open easily and quietly.

L57. Pillar of Athis:

This is a 30-foot wide semi-circular room with 10-foot wide corridors leading to the east and west. The whole room shakes with the roar of falling water. In the center of the curved area, a column of water thunders down from a circular opening in the ceiling into a matching opening in the floor. The column of water is 10 feet in diameter. The common speech symbol for "?" is engraved in the floor in front of the opening in the floor.

Play: Anyone verbally asking a question will trigger the **Trap/Trick**. A person stepping into the rushing water will take 1-6 points of damage and be abruptly carried through a duct to the rapids in room L56. From there they will be swept to the dome in room L54 and fall into the pool in room L33.

Trap/Trick: If a question is asked, a deep, watery voice will speak from the pillar and ask three questions. If any of the questions is answered with a lie, the character answering will be struck by lightning for 1-8 points of damage and the pillar will begin again with the first question. If a question is answered truthfully, the column will proceed to the next question as below until all three are answered. The first question it will ask is:

"What is your name?"

If the PC's name is given truthfully, then the voice will ask:

"What is your quest?"

If the answer is truthfully given, the voice will ask:

"On whose hallowed ground stand ye?"

If the answer "Amun-re" is given, then the column will instruct: "Put thy hand in mine" and a white impression of a hand will appear in the floor in front of the column. Anyone of good or



neutral alignment who places his hand into this will cause the water pillar to run backwards (from the floor to the ceiling) Anyone stepping into the water during the next five minutes will be swept upward 30 feet to room L65 in the TOMB OF AMUN-RE, with no danger of drowning. Evil aligned people may safely enter the water if the column of water has been reversed by a good aligned person. If an evil person tries to put his hand into the impression, a lightning bolt will gently knock him to the floor for 1-8 points of damage.

L58. Reading Room:

An octagonal white marble room 30 feet across lies before you with a 10-foot wide archway in the east wall. An old book lies on a marble slab in the center of the room. Another archway leads out to the west.

Treasure: The book is a **libram of ineffable damnation**. Any evil Magic User who reads this book will advance to the midpoint of the next highest experience level. The book takes one week to read. Any good or neutral person who reads even one word of the book will drop to the mid-point of the next lower level of experience.

L59. Waterbed:

You enter an octagonal white marble room 30 feet across. In the center of the room there is a 10-foot wide by 15-foot long pool of water. A large bed with satin sheets rides in the middle of the pool on pontoons, tied to the pool's edges with ropes.

L60. Sitting Room:

This is an octagonal white marble room with a rug covering the floor. A chair and a bench stand against the west wall.

L61. Dining Room:

The octagonal room 30 feet across appears empty. Archways in the east and west walls lead out of the room.

L62. Storage Room:

The north wall of this octagonal room has been broken through, with rubble and dirt piled on the floor. There is a 4-foot wide by 5-foot tall rough-hewn tunnel that appears to twist its way down and to the north. A 10-foot wide archway is set in the center of the south wall.

L63. Rumpus Room:

The north wall of this octagonal room displays chains and open manacles, the pins missing.

L64. Heart's Lair:

This is a rough cavern made more by force than grace from the fitted stones of the pyramid. Jumbled blocks are strewn about the floor. The cavern measures roughly 30 feet north to south and 40 feet east to west. Something can be seen glittering in a small cave in the northeast corner. A huge dark shape stands in front of the cave in stony silence.

Play: The **Monster** is guarding the **Treasure** and must be overcome first. The **Monster** will only attack if the characters approach within five feet of it.

Monster: A Clay Golem (AC 7; MV 7"; HD 11; hp 50; #AT 1; Dmg 3-30; AL CE/N) guards a glittering object.

Treasure: Behind the golem in the cove is a glass bell jar that glints through the dust and soot that covers it. The jar is sealed to the base and the glass will break before the base will loosen. Within the jar (treat the glass as AC 4; hp 28) a beating human heart can be seen. After the jar is broken, the heart will die. The heart is Munafik's; the heart's death alone will kill the evil priest of the pyramid.

the tomb of amun-re



TOMB OF AMUN-RE PROLOGUE

BACKGROUND: The water column contains **waters of Athis**. Characters who drink the waters will be healed of 1-10 hit points unless they have drunk of the **waters of Athis** within the last 24 hours. (See room L6 in THE PLUNDERED TOMB for details about the **waters of Athis**).

RANDOM ENCOUNTERS: *No random encounters take place in these rooms.*

TOMB OF AMUN-RE ENCOUNTERS

Use the TOMB OF AMUN-RE MAP.

L65. The Pharaoh's True Way:

The water flows up the shaft and splashes around approximately 3 feet above the level of a corridor. The corridor is 30 feet long, ending in a set of bronze double doors.

Play: Characters can splash their way to the stone floor of the corridor. Unless the characters have taken great care, light may be a problem because of wet torches. After five minutes the water will change, running down the shaft instead of up. The water enters the shaft from a hole just below the floor of the corridor. Characters cannot safely enter the water column from here.

L66. Treasury of the Pharaohs:

Bronze double doors open in the center of the south wall of a 30-foot square room. Four pillars rise up to the ceiling. On the west side of the room, running the full length of the wall, is a reed boat, its mast lashed to the bottom of the boat. There are several jars inside the boat. There is a post in the boat's bow with what appears to be an empty setting for a huge gem on it. On the east wall, there is a large painting of the same boat that is on the west side of the room, as though it were sailing high above the clouds, carrying a large and beautiful gemstone in its bow. In the center of the room is a stand with a plaque on it which reads plainly, "Let him who knows our god speak his name." There is another set of bronze double doors in the center of the north wall.

Play: The jars contain **Treasure**. The painting is a **Trap/Trick**. The plaque is meaningless.

Trap/Trick: Anyone who tries to touch the painting will find his hand passing right into it. If a character sticks his head through it, he will find himself looking out over the clouds, as if from a window that is 10,000 feet in the air. Thirty feet beyond this window, an exact copy of the reed boat in the treasure room is anchored to a cloud. There is one important difference: the **Star of Mo-pelar** is in the bow of this boat. (See **TREASURES AND TOMES**). *This gem is one of the two treasures the characters need to fulfill their quest.* Anyone who just steps through

the magical window will fall 10,000 feet onto the pyramid, doing 20-120 (20d6) points of damage. The characters will need to find some way of crossing the distance between the painting window and where the boat is anchored in the sky. No amount of effort will move the boat from its position in the sky. The boat is at the same height as the window. The characters might try to grapple the boat and cross on a rope. Note that spells such as **fly** and **teleport** will operate through this painting/window. The window is located 10,000 feet directly above the pyramid.

Treasure: There are 10 ornate vases inside the boat. Each contains 500 pp.

L67. Tomb of Amun-re:

Through the double doors and down a 10-foot long corridor, you now enter the burial room which is 30 feet wide by 40 feet long. The great sarcophagus is in the center of the room, the golden staff lying across it. In the center of the north wall stands a statue of Amun-re with a carved copy of the Star of Mo-pelar held out in its right hand and the staff held across its body with its left hand. A phrase is written on both the east and west walls.

Play: The players may proceed with **Treasure** and **Trap/Trick** as well as the runes in **Lore**. The **Monster** is inside the sarcophagus and will not attack unless the lid is opened.

Monster: If the sarcophagus is opened, the Mummy (AC 3; MV 6"; HD 6+3; hp 40; #AT 1; Dmg 1-12 + disease; AL C) will attack.

Treasure: Lying across the sarcophagus is the **Pharaoh's Staff of Ruling**. *This is one of the two treasures that players need to fulfill their quest.* It can be easily and safely taken from the top of the sarcophagus. See **TREASURES AND TOMES** for its magical powers.

Trap/Trick: The statue is a secret door that leads to a 10-foot wide by 20-foot deep alcove. If a character holds the Star of Mo-pelar in his right hand and the staff in the left (as the statue holds them), *he and whoever is touching him, will be able to teleport to the area behind the statue in room K4 in the TEMPLE.* By holding these items this way a passage can be made back and forth between the two teleport alcoves. To use the teleports in either direction, the whole party must leave the alcove and then re-enter as described above.

Lore: There is a base 30% chance of each character correctly reading the writings which say:

a passage was always provided between the tomb of the king and his likeness, whereby his spirit may pass into his ordained statue and live within the stone we worship in the outer world.

monster, creatures, and men

DUSTDIGGERS:

FREQUENCY: Uncommon
NO. APPEARING: 1-20
ARMOR CLASS: 4
MOVE: 3"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. ATTACKS: 1
DAMAGE/ATTACK: 1-8 + AC of victim
SPECIAL ATTACKS: Illusion/Mirage (see below)
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi
ALIGNMENT: N
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The Dustdiggers inhabit arid areas that have loosely packed, sandy conditions, such as desert dunes. A dustdigger will typically dig a hole, cover itself with a layer of sand, and then inflate itself to fill up the hole it made, leaving the ground above level with the surrounding terrain. When an animal walks on top of it, the dustdigger deflates, looking very much like a sinkhole, and uses the sands shifting towards its mouth to slow the escape of its prey. After it has fully deflated, it folds its arms up around the victim and attempts to kill it before digestion. The dustdigger's back is AC 4 but its front side is only AC 7, although once it has folded up, its prey is caught and cannot



attack. Thus, the best strategy is to recognize a dustdigger before it folds.

Dustdiggers look like giant starfish with five arms around a central maw. They travel above ground only at night and never for longer than a few minutes at a time. They often travel in groups.

Twenty percent of Dustdiggers have a born talent for **illusion**. They will typically project a pool of bubbling water in the desert sands when those approaching come within striking range.

SYMBAYANS:

FREQUENCY: Uncommon
NO. APPEARING: 5-50+
ARMOR CLASS: Variable (typically 4)
MOVE: 12"
HIT DICE: Variable (typically 4)
% IN LAIR: 60%
TREASURE TYPE: D
NO. ATTACKS: 1
DAMAGE/ATTACK: By weapon (typically 1-8)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Variable
ALIGNMENT: Variable
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Symbayans are a group of semi-nomadic tribesmen who deal mainly in trade across the deserts. While they often go on trading missions, they prefer to remain at home, usually at an oasis fortress and trade center. They were once brother tribesmen with the Thunes many centuries ago but were converted to the "True Faith," as they call it, and now their com-

mitment to destroying all idols is equal to the Thunes' fervor for preserving them.

Symbayans are generally more civilized, less honest, and more cunning than the Thunes. Their main interest now is trade rather than war.

pasha of the efreet, vizier of the fire sultan.

FREQUENCY: Unique out of six
NO. APPEARING: 1
ARMOR CLASS: -3
MOVE: 24"/24"
HIT DICE: 101 hit points
% IN LAIR: 80%
TREASURE TYPE: H
NO. ATTACKS: 2
DAMAGE/ATTACK: 2-20/2-20
SPECIAL ATTACKS: Continuous **fire** Spells (see below)
SPECIAL DEFENSES: **polymorph**, **teleportation**, and **gaseous form**
MAGIC RESISTANCE: 40%
INTELLIGENCE: Supra-genius
ALIGNMENT: Neutral (lawful evil)
SIZE: L
PSIONIC ABILITY: 113
Attack/Defense Modes: A, B, E/F, G, J



There are only six Pashas to the Sultan of the Efreet, each with its own dominion and wealth. They are Viziers to the Sultan and rarely leave the plane of fire except at his command. Nevertheless, they have a great deal of freedom of action and use that freedom by rampaging through the other planes of the universe from time to time.

These Pashas can use these spells as a fifteenth level Magic User: **fireball**, **flame strike**; **wall of fire**; **become invisible**; **assume gaseous form**; **detect magic**; **enlarge**; **polymorph self**;

create illusion with both visual and aural effects; and **fulfill another's wish** although loath to do so. *The Pasha in this module will not grant a wish.* The Pashas of the Efreet may also teleport at will to any of the planes known to them, unless they are somehow held back. They are immune to all fire based attacks, magical or otherwise.

Occasionally they will appear as gods to unsuspecting mortals, enlisting their services in the ways of men.

thunderherders.

FREQUENCY: Rare
NO. APPEARING: 10-100+
ARMOR CLASS: 3
MOVE: 20"
HIT DICE: 7
% IN LAIR: 5%
TREASURE TYPE: Nil
NO. ATTACKS: 1
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Earthquake
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi
ALIGNMENT: N
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Thunderherders are distant cousins to the Purple Worm, but are not aggressive. These creatures travel in vast herds just a few feet under the ground. They are inoffensive creatures ranging from 3-5 feet wide and 5-10 feet long.

The main dangers from thunderherders are the incidental earthquakes and the terrible trumpeting that they create as they stampede underground. They do no real damage but do generate a great deal of confusion, knock over tents, and panic all pack animals.

Thune Dervishes.

FREQUENCY: Uncommon
NO. APPEARING: 5-50+
ARMOR CLASS: Variable (typically 6)
MOVE: 12"
HIT DICE: Variable (typically 4)
% IN LAIR: 40%
TREASURE TYPE: J
NO. ATTACKS: 1
DAMAGE/ATTACK: By weapon type (typically 1d8+2 with scimitar)
SPECIAL ATTACKS: Bloodquest (see below)
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Variable
ALIGNMENT: Lawful Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The most common group of native folk encountered in this adventure are the Nomad Dervishes. These strange nomads range in age from 15-60 years. They are a dark people, rough from the desert winds and sand. Aliens wherever they go, they roam the desert on an eternal holy mission. Their mission in life is to protect the religious freedoms and holy shrines of all nations—regardless of what the specific beliefs of those nations or shrines might be. If the people hold them as sacred, that's enough for the Nomad Dervishes. They hate robbers of graves and tombs, and have come to this pyramid/tomb to protect it from such infidels. They are fanatical, somber, pessimistic and almost always bad-mannered. A hot-tempered, emotional people, they generally don't care about outsiders.



They are scrupulously honest, and fearless in a fight. Their only outside interests are gambling, wine and sports.

If a character steals or damages a holy item under the eye of one of these Dervishes, the entire clan will mark that character for Bloodquest. This holy rite, carried out under the trembling, vibrating scream of any Dervishes at hand, means a fight to the death. If the Dervishes find any shrine damaged, they will use their considerable tracking powers to hunt down and destroy the evil one. One to six Dervishes will typically carry out this function. Thune Dervishes have the tracking abilities of Rangers.

magical items and the tome of amun-re

The Tome of Amun-re is an ancient work that is written in the Common Speech, but with an alphabet that has not been used for many centuries and is quite difficult to read.

There are two chapters within the tome: the BOOK OF AMUN-RE and the TALE OF YEARS. Characters trying to read the tome must first tell the DM which chapter they want to read. There is a base 20% for each character to correctly read each verse. Only one verse may be read per turn. Thieves may add their read languages score to the base 20% chance for every verse, but in only one chapter. Characters using a **comprehend languages** spell will always be able to correctly read a verse. When a percentile roll indicates that a character correctly reads a verse, the DM should roll 1d6 (for the BOOK OF AMUN-RE) or 1d10 (for the TALE OF YEARS) to determine which verse was read. If the DM rolls a verse that has already been read successfully, another roll should be made. Remember that no one translates an ancient work while fighting, walking or doing anything except studying the book.

BOOK OF AMUN-RE:

Verse 1

"I, Amun-re, do set forth a record of myself and of my dealings with this world. The years fold back in my mind. There were green and fertile fields in my youth. Throughout the land flowers grew in abundance in the thick and lush forests, filling the air with pure fragrance and well-being. Traders in their sand-ships would travel a year and more to come to our oasis on the borderlands and bid a high price for our sweet perfumes. Fruits and sweet meats came from our fields, while within the city of Terbakar, the mills turned out a secretly woven cloth, fine enough for kings and queens."

Verse 2

"The river of Athis was the mother of our land, giving life itself with its waters. Springing forth from the courtyard of the Old Palace, Athis blossomed all that she touched, even in the harsh Borderlands, and gave strength and health to her children. My father would sit with me beside the spring and tell me the stories of her wonderful power and her blessing to the land; the very gift of Isis. There, by the raging torrents of Athis, I grow strong in the love of my father, as we played and learned of life and its living."

Verse 3

"But not by him alone was I instructed. Daily was I taught by the priests and wisemen of my country about the order of kings and the heavens. I learned of the passing of the kings and how they, after death, journey to Heaven Westward, making the long passage in their burial ships, sailing across the River of Death until they reach the Farthest Shore. There, they are admitted to their separate estates by Osiris, God of Death, according to the riches they have brought with them. I also learned of wicked men whose minds had darkened and forgotten the old ways, who plundered the Old One's tombs and took their riches, thus robbing them of their place in Heaven Westward. As a boy, I would often cry in the night at such thoughts—and the fear of judgment of Osiris lodged in my heart."

Verse 4

"My father had built a tomb for himself to guard against just such wickedness. Yet, only a few years after my father's death, there were whisperings that even his great burial place had been desecrated. I was tortured by thoughts of his spirit wandering forever, alone. Cloaked in the darkness of deepest night, I went to my father's tomb. No priest followed me to witness my trespass upon the world of the dead. I carefully slipped past the traps that barred the way when, suddenly, I came upon his sarcophagus."

Verse 5

"I gazed through watery eyes at the broken clay pots that had contained the gold. The once jewel-encrusted hull of my father's ship was barren and scarred with gouges. I knew with certainty that he could not have approached the great Osiris in that mockery of a boat, without so much as a humble clay token."

Verse 6

"In weakness and horror, I fell upon my father's sarcophagus and stared at the scarred wooden image of my father's face. It had once been covered with the purest of gold leaf. His golden Staff of Ruling was nowhere to be found. I lay myself upon the scarred surface to hide its imperfections, weeping great tears of fury. My torch went out as, too, did the light within my soul. I emerged from the tomb as the sun arose. Clutching my own staff, I swore by all the gods that I would not be cheated of my place in Heaven Westward."

TALE OF THE YEARS:

Verse 1

"But it was said throughout the land that from that time forth, those who entered the tomb either came forth saying that its riches were already plundered or else they never returned at all."

Verse 2

"The fact that no treasure has ever been brought out from the tomb is emphasized by the fact that the curse is still in effect."

Verse 3

"Munafik, the Chief High Priest of Amun-re, was also something of a sage—a lover of book-lore and of learning."

Verse 4

"It was said later that Munafik may have had a hand in the curse, for of all the books he read, many were of the black arts, and the prophets that passed this way avoided him as a beggar would a good bath."

Verse 5

"Though there had been much bad talk about Amun-re, it was generally known by the people and priests alike that he was the greatest of the gods in Heaven Westward, for he alone manifested his power in his own temple."

Verse 6

"Sacrifices of food and gold were brought daily to lay on the altars before the statues in the small worship temples left and right from the stair entrance to the tomb."

Verse 7

"It is our priesthood rite that whatsoever Osiris accepts he will take from the altar and that which he wishes the priests to have, he leaves on the altar. This profited the priests greatly, except that all offerings left in the East Temple would disappear and never be found again."

Verse 8

"Several priests, upset to see their assets disappearing, searched the room carefully, and they, too, disappeared. The temple became a most hallowed spot, so that all who wished to give offerings came to that temple only. The priesthood then became unprofitable and our doctrine had to be changed—tourism turned the trick."

Verse 9

"Offerings were often made, for a passage was always provided between the tomb of the king and his likeness, whereby his spirit might pass into his ordained statue and live within the stone we worship here. Such a passage was always provided for the kings that they might live among us once more."

Verse 10

"The phrases of our priesthood are always to be said in their order. I once tried to say the prayer: 'Cleanse our feet and live in our land once again,' but got the order confused and, so, cried out, 'Cleanse our land and live in our feet once again.' It rained for three weeks during which time the priests could do nothing but dance the wala-tamba night and day."

PHARAOH'S RULING STAFF:

The staff is worth 5,000 gp and, in the hands of one who knows how to use it, is capable of three types of magical acts:

1. Striking the tip to the ground three times will cause the staff to polymorph itself into a large venomous snake (AC 4; MV 15"; HD 4; hp 28; #AT 1; Dmg 1-4 + save vs. Poison or die; AL same as whoever wields the staff). The snake will not attack the wielder of the staff. Grasping the snake by the tail firmly, at -2 to hit, polymorphs the snake back to a golden staff.
2. Striking the ground twice and then spinning the tip in the air will create a globular ball of lightning which, for every round it is spun before released at its target, will develop 1-10 points damage potential. Note, however, that the person spinning the lightning must concentrate both on its spinning and on its direction for detonation. If the spinner is disturbed during his spinning (e.g. he moves, is hit or is distracted) then the ball detonates on the spot with as much damage as had been spun to that point.

3. Striking the ground once and then pointing it skyward will produce a **clap of thunder** of such volume that all exposed creatures within 1,000 feet must save vs. Petrification or be struck with fear for 1-10 rounds.

The staff holds only five charges of each type. Only a sage (and his fee) will extract the above information—or a little lucky experimentation.

THE STAR OF MO-PELAR:

This relic can be used as a **gem of true seeing**. It appears as an opalescent large gem, 5 inches in diameter. This gem is one of a set of three that have a foretold destiny in the desert. That story is told in "Oasis of the White Palm" and "Lost Tomb of Martek," the other two modules in the **Desert of Desolation Series**.

optional ending

At the end of the module's play, the DM may want to provide a story/ending for the players to wrap things up. The following scenario is provided as an optional ending to the module.

SCENARIO: To be used if the party has succeeded in leaving the tomb with both the **ruling staff** and the **Star Gem of Mo-pelar**:

Stretching under the sun to the sharp and distant horizon, a silence hangs heavy in the still dry air. Time itself seems to be stopped in its flight, holding all the world in the balance. You see a lone figure, unmoving in the distance. As you ponder those pitiful robes, a change begins to take place.

The roll of distant thunder comes gently across the far-flung sands. The horizon blurs in the distance and shifts to the left at all the compass points and starts to spin around the massive pyramid. As it tightens its circle, the wind comes closer, blocking your sight of everything beyond it. That endless track and the lone figure have vanished. The tightening whirlwind rises to a jarring crescendo as the sand and wind crash in upon the temple and tomb. Whirling winds and sand sing past you, a chorus of a thousand voices: the hopes and cries of a land long dead, and the name of a hapless pharaoh—Amun-re. Only the awesome pyramid itself can be seen. Its forbidding form stands in dark majesty through the winds. The sandstorm turns to a spiral above the tomb, rising in its rage to glorious heights, bends westward—and takes flight.

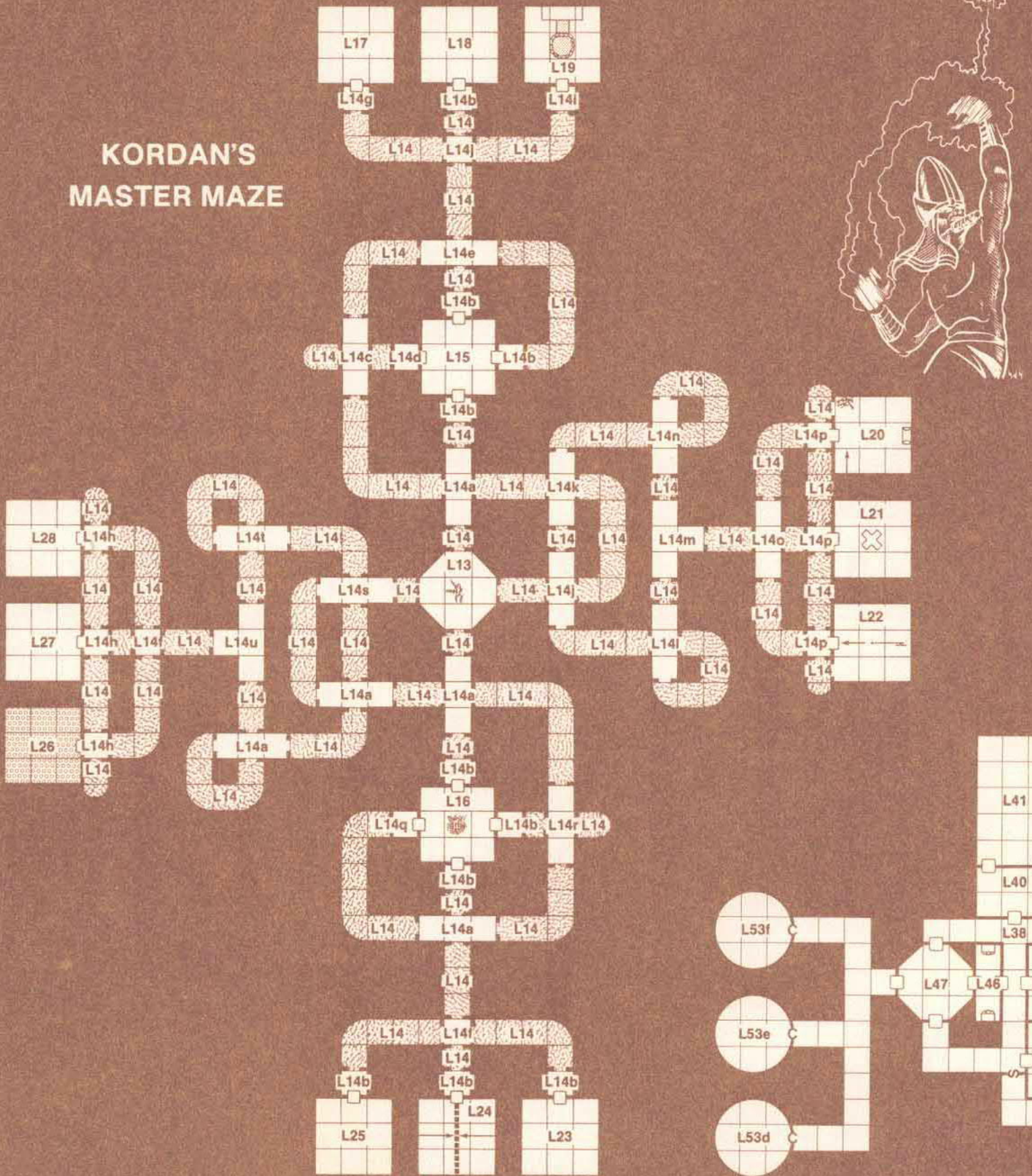
And all is still once more.

The sand in the air drifts slowly to the earth below in silence and all is as it was. Yet not quite, for the silence is not complete. Down below, as yet unseen through the settling dust, lifts the cool sound of running water. The clearing air soon reveals a cracked pool, now overflowing with spring-clear water, and a long dead channel, taking, at each step, its own parched drink before passing the flowing river on. It will take time to heal this land, but there will be blossoms in the spring, for Athis has returned from her exile—and with her comes life.

CREDITS

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EDITING: Curtis Smith

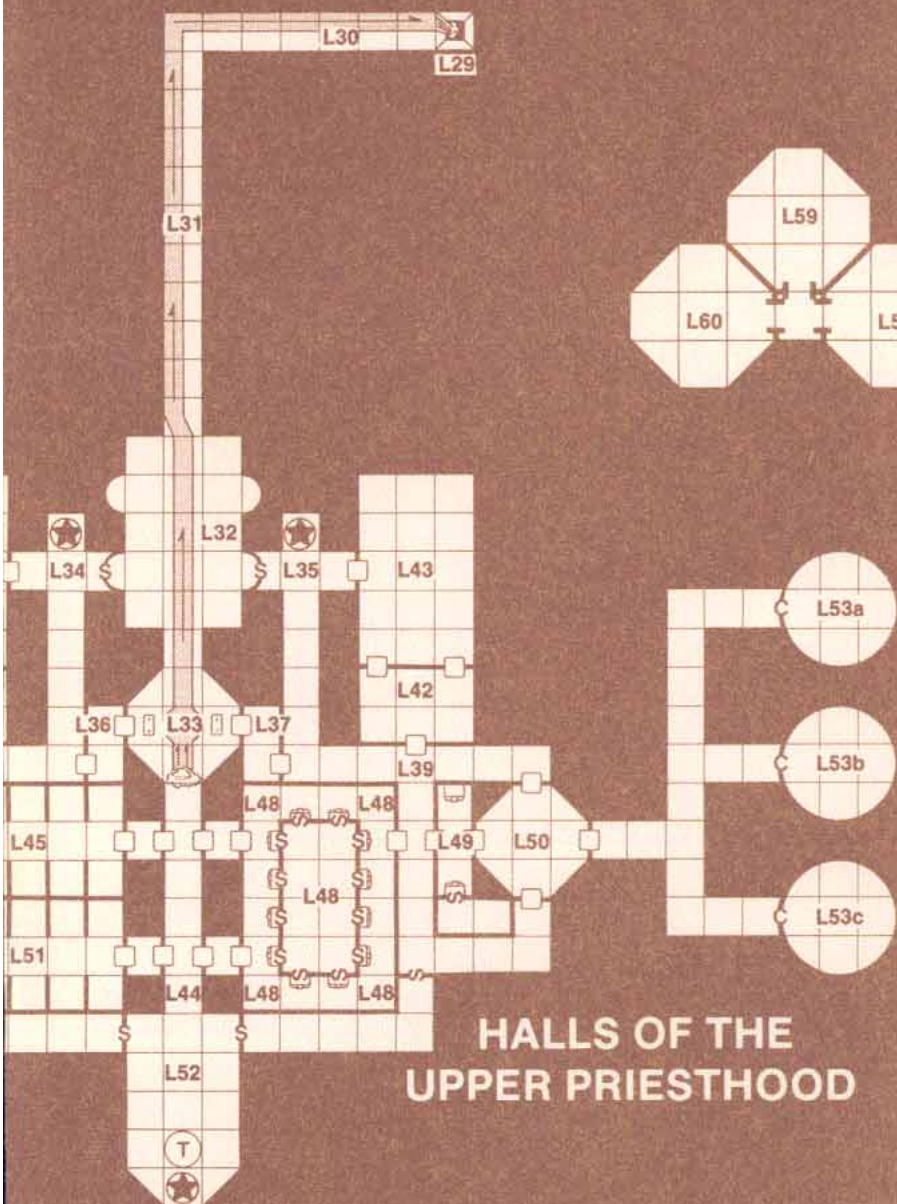
KORDAN'S MASTER MAZE



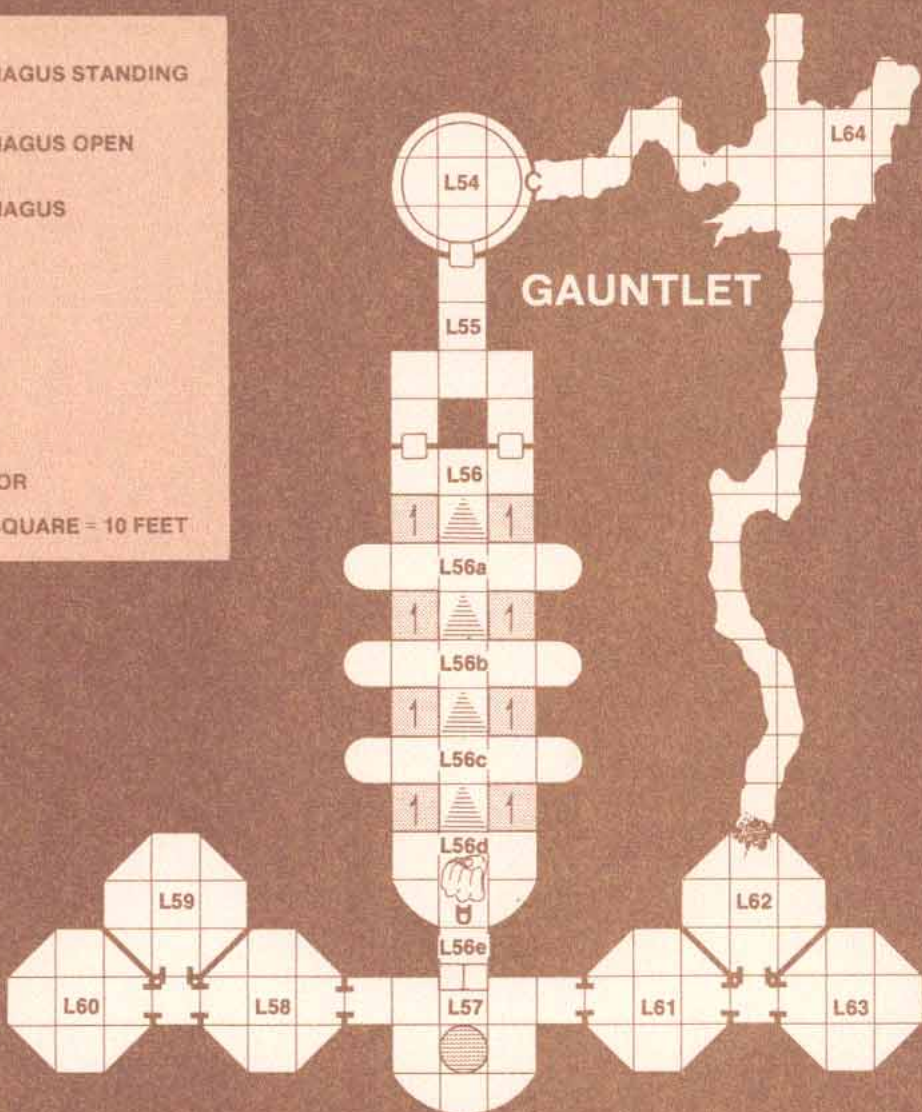


- | | |
|---|--|
|  DOOR |  SARCOPHAGUS STANDING |
|  CONCEALED DOOR |  SARCOPHAGUS OPEN |
|  SECRET DOOR |  SARCOPHAGUS |
|  ARCHWAY |  STAIRS |
|  WATER |  THRONE |
|  ALTAR |  MISTS |
|  STATUE |  TRAP DOOR |

1 SQUARE = 10 FEET



HALLS OF THE UPPER PRIESTHOOD



GAUNTLET

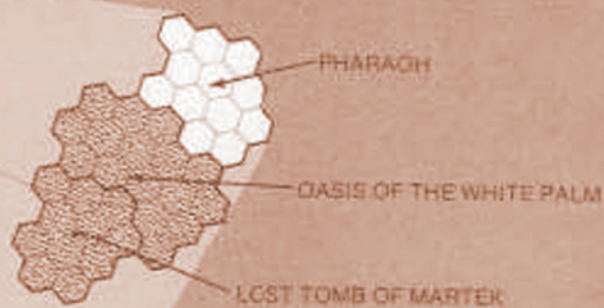
TOMB OF AMUN-RE



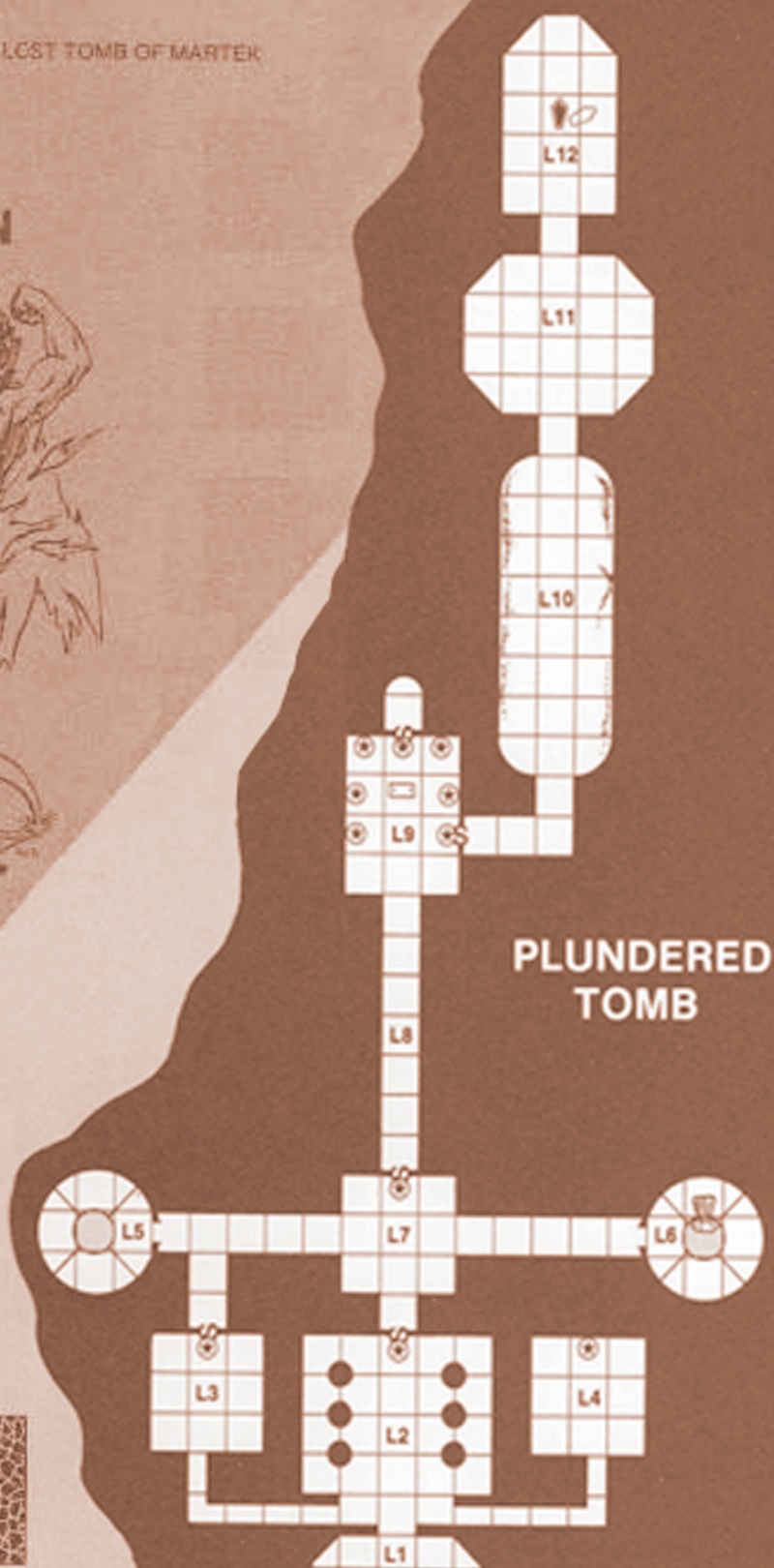
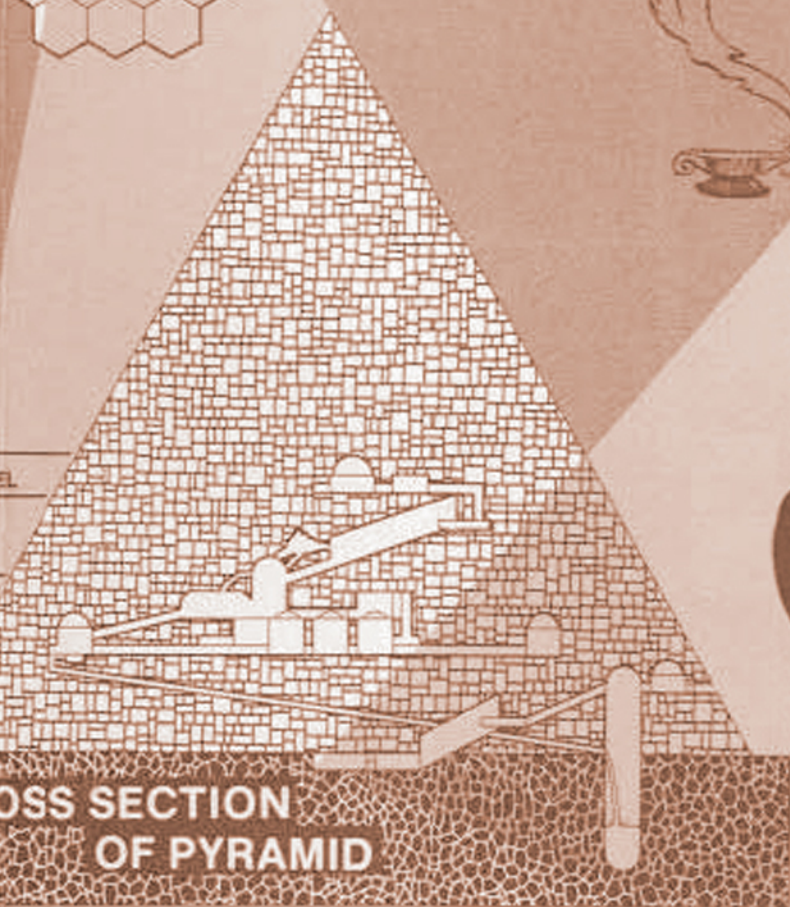
PLAYERS' MAP



DESERT OF DESOLATION



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Advanced Dungeons & Dragons®

Pharaoh

by Tracy and Laura Hickman

Your skin was blistered all day before the hot desert sun sank slowly below the horizon. Now, the deep blue mists of the desert night swirl about you in the wind. The cool night air seems to soak up the heat of the endless desert sands.

You shiver as you and your friends huddle around your campfire, glancing nervously at the giant pyramid in the distance. There is an eerie and mysterious feeling about that place.

Gradually, the winds change direction, carrying a thin streak of white mist that swirls into the shape of a faceless man dressed in ancient robes. The moonlight seems to shine through him as he raises his arms toward the pyramid and speaks.

"I am Pharaoh Amun-re, son of Takosh-re of the House of Mo-pelar. I am now only a shadow who has walked these sands for a thousand years in search of wise and mighty warriors to break into my pyramid and plunder my tomb."

The winds shift again; his robes begin to swirl about him and he fades back into the mists and winds. Why does this desert spirit want you to plunder his tomb? Can you survive the challenges of a pyramid that has stood for a thousand years? Or are you being led into a trap?

This module can be played by itself or as the 1st part of the DESERT OF DESOLATION Series.

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