

# COLLECTOR'S

EDITION



# THE STORY OF TSR

1975-1999



My life has truly been a fortunate one, almost a fairy tale existence—which is somehow appropriate for the business I'm in, since running Wizards of the Coast has been a dream job for me. On three occasions in the history of Wizards of the Coast I have been so excited that it verged on euphoria. The first time was when I held in my hands a printed copy of our first product, *The Primal Order*<sup>™</sup>, written by yours truly. The second time was when Richard Garfield described to me the concept of a trading card game, which led to *MAGIC: THE GATHERING*<sup>®</sup>. The third time was when we acquired TSR.



Peter Adkison  
President, Wizards of the Coast

You see, my role in the history of TSR, prior to 1997, was that of a fan. I, quite simply, love the AD&D<sup>®</sup> game. It is one of the most amazing games ever invented. In fact, it's one of the most amazing *things* ever invented. It ranks right up there with the wheel, electricity, computers, and pizza. I met my wife while playing AD&D, and I started Wizards of the Coast initially to produce roleplaying products. So when the opportunity arose to acquire TSR, I jumped at the chance. When the deal was finalized it was one of the greatest days in my life.

I feel very honored to have had this opportunity, and I sincerely hope that in the next twenty-five years we at Wizards of the Coast can produce AD&D products that you will be proud of.

Peter Adkison  
Renton, Washington  
April 1999

# The Wink of an Eye

## By Gary Gygax

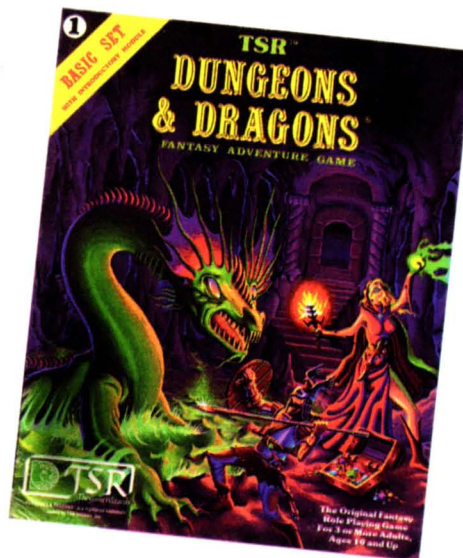
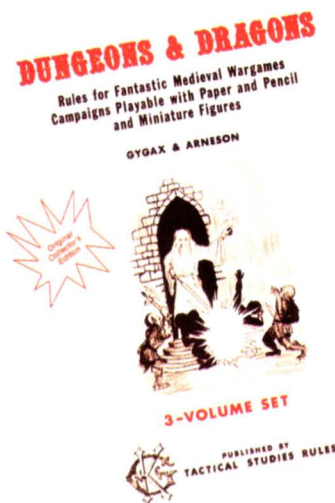
The name DUNGEONS & DRAGONS® is something to conjure with today. Such is its power that it is likely to be recognized nearly anywhere in the world when spoken. That power comes from the fact that it was not merely the first fantasy role-playing game, but it was the first RPG, period. When the D&D® game was published, it was the advent of a new form of game, and its coming gave birth to a whole industry. But you know all about that. Only a few years ago, though, things were different...

In 1972 the name did not exist. Imagine yourself sitting before a small Royal portable typewriter. It is winter. A newly written manuscript of only 50-page length is there. The pages explain how to create a "character," a wholly imaginary game persona whose calling will be that of a "cleric," "fighter," "magic-user," or "thief." How will this be done? By rolling dice, three normal dice, what we now call in the shorthand that has since developed, 3d6. Each roll made is to indicate the relative capacity of the character in six heretofore unheard of "statistics"—Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. These are "old standards" now, but in 1972 this was a breakthrough. This was a quantum jump from tabletop games with miniatures. Not only was the action of the game to be centered on such characters, but they would grow in power as they successfully progressed through "adventures."

More astonishing, the play was mostly *imagined*, not depicted on a table. The impartial and disinterested role of the "judge" or "referee" typical for a military miniatures tabletop game now expanded considerably. That individual, destined to become known as the "Dungeon Master," had the critical part in the new game. He it was who had to devise the nature of the adventure, impart all of the imaginary details of the environment, and then assume the roles of all active entities that the players' characters encountered therein. Astonishing stuff! But the rules lacked a name.

Pondering this problem, I created a list of words, writing them in two columns. Having had some considerable experience in naming games by that time, thinking of potentially "good" names for the new design was not difficult. You can

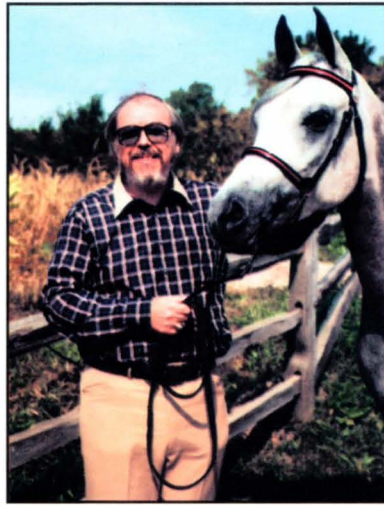
see for yourself some of the "rejected" choices on the covers of the three booklets that eventually came to comprise the finished product, the first edition of the DUNGEONS & DRAGONS game. That's right—men, magic(al), monsters, treasure, underworld, and wilderness were on the list. So were castles, dragons, dungeons, giants, labyrinths, mazes, sorcery, spells, swords, trolls, and so forth. I cannot recall all the



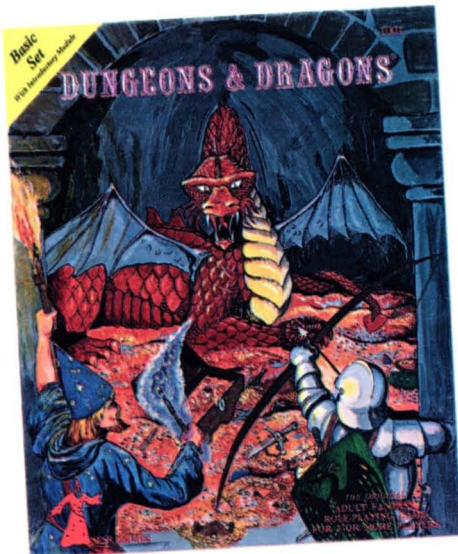
choices, but there were about 15 words in each column. I took a poll of my players (two of whom were my children Ernie and Elise). After reading aloud from the list, there was no doubt. Youngest daughter Cindy's delight at the alliterative pair chosen confirmed my own personal favorite. After all, I had before that time created the "Castle & Crusade" society as a special interest group for the International Federation of Wargaming. It followed that a medieval-based new game should have a similar name, one evocative of its nature.

When the scant manuscript was copied and mailed off to some two dozen or so gaming comrades, mostly IFW members, of course, a few days later, it bore the title, "DUNGEONS & DRAGONS." When 1973 was welcomed in, it is likely that some 200 people had heard of the new game. By the spring of that year I had expanded the manuscript to three times its former size and divided it into three portions. By then it was, in fact, just about the same as the three booklets that were soon to be published. My own experience from intensive Dungeon Mastering, and much feedback from the wildly enthused recipients of the initial draft of the game rules, made creation of the enlarged version a matter of delight, no effort at all.

By then, of course, copies of the copies of the first manuscript



Gary Gygax




were proliferating. I sent out only some 50 copies of the expanded new version of the DUNGEONS & DRAGONS game manuscript because of time and costs. Letters and even telephone calls requesting that I "Please, please mail me the new stuff," and so on were coming in daily by then. It was apparent to me that the game was destined to be a hit. I was sure most wargamers and even a lot of fantasy and science fiction literature fans would love the new D&D game. (OK, I was

pathetically underestimating the appeal, but nobody is perfect.) One copy was even sent off to what was then the leading game publisher, a company I had long admired, for whom I had written articles and done game design work. They laughed hysterically, I was later informed, then when I telephoned to see if there was interest, they declined.

When through the auspices of the Lake Geneva Tactical Studies Association I staged GEN CON® in August 1973, one of my D&D game campaign group came to the event for the first time. Don Kaye saw the turnout, noted the interest in the fans there, and after the event was

over asked, "Do you really think you can make a success of a game publishing company?" No need to detail my response. In October Tactical Studies Rules was born, and in December of 1973 the 150-page manuscript went off to Graphic Printing in Lake Geneva. We were in a great hurry to



get it done, and I was concerned about editing. The printer assured us that the work would be corrected as it was typeset—the retyping on an IBM typewriter of my draft—for burning of printing plates. Hah! The work was copied faithfully, so the errors were and are all there, just as they appeared in my original draft. Ah, well. At least it was finally in print!

The first sale of a DUNGEONS & DRAGONS game was made late in January 1974. Thus, 1999 is the Silver Anniversary, the 25<sup>th</sup> year after the publication of the game. By the summer of 1974 we had sold some 500 copies. Amazing! Counting all of the illicit photocopies that were floating around, and the players who didn't own their own set, it is a safe bet that no fewer than 10,000 persons then knew of and were enthralled by the D&D game. Before the end of the year we had to reprint, and this time we ordered 2,000 copies. There was no doubt anywhere now. The game was a success. Little did we know how great a success it was to be.

Before publication, in 1972 and 1973, people looked blank, or perhaps a little askance, when hearing about the D&D game. Its name was odd-sounding to most, and the concept of a game without player opponents, one that had no winner, lacking a conclusion, was so new, literally unheard of, that many simply could not comprehend it. Imagine, if you will, attempting to find new “converts”—then, as now, the true enthusiast is always seeking to add fellows to the “ranks”—and having to explain roleplaying from the most basic concepts on up. Even with thousands and thousands of dedicated players actively out doing just that, and by 1975 that was the case, it was daunting. Still, we managed. My own gaming group was but a handful in 1972. In 1973 it had grown to a dozen. When the D&D game was actually published, the number of people showing up for one of the several weekly sessions in the basement of my house was often in excess of 20. To accommodate all those eager RPGers, I made Rob Kuntz co-DM of my “Castle Greyhawk” campaign. We merged our dungeons and worked both as a team to manage huge groups of player characters adventuring simultaneously and also ran several separate sessions each week with “only” a dozen or so players in each.

Through the power of the game, the burning enthusiasm it engendered, this sort of thing occurred all over the U.S., Canada, and then beyond. England and other English-speaking places discovered the D&D game; then those able to manage the language even though it was not their native tongue were playing. Just two years after its release, when only about 10,000 copies had been sold, the DUNGEONS & DRAGONS game had a following on at least three continents. In due course it went on to gain a million or more fans, as the game was translated into many languages.

The fact is, this game is unique. It is the first roleplaying game, the original fantasy RPG, and more. The D&D game has the “nuts & bolts” from which all roleplaying games coming after drew in some measure to develop different approaches to the new game form. Beyond that, it is in and of itself special. This little game is a marvel in that it touches some primal chord in so many persons. It resonates with the mythic, strikes deep into the subconscious where the heroic dwells. This is a basic and uncomplicated roleplaying game. It has little structure, few rules, but unlimited horizons. It offers such vistas of fantasy as were never beheld before it came into being. Welcome to the “new” multiverse that the DUNGEONS & DRAGONS game offers.

Is it still viable? Of course! Despite being around for a quarter of a century and more, it is *new*. Considering that much of the stuff upon which it is actually based is older than mankind's recorded history, that being the hero and the mythic quest, this “old” game is barely an infant. Indeed, it has such power that despite it being in competition with more detailed, complex, and better supported fantasy RPGs published by its own company and those from competing game publishers too, there is still a considerable following who play the D&D game in its largely original form. That this is the case after all these years, and seeing that this set has not been available for so many years, it is remarkable in the extreme.

Time marches on. The DUNGEONS & DRAGONS game does not stand still, it moves ahead as well. The game form and the genre are so absolutely compelling as to *demand* change as well as honoring tradition. Without placing a value judgment, consider that the advent of the

ADVANCED DUNGEONS & DRAGONS® game brought vast numbers of new roleplaying enthusiasts onto the gaming hobby. "Advanced" is an apt term, for the new game did further many of the base concepts of the D&D game while adding much and detailing a vast amount of new information so as to expand the realms of fantasy yet further. What innovations lie in the future? I cannot say, but as with all lovers of this game, I am certainly looking forward to them with eager anticipation. So many possibilities, so much to explore, endless adventures ahead. . . .

Meantime, I think I will step back a moment. Even though it seems like yesterday, the blink of an eye, it *has* been a long time since I played a real D&D game. It is so easy to roll up a few characters, my players won't mind, and what DM worthy of the name can't "wing" an adventure as he was meant to by these rules? So, I leave you to your own devices. Pardon me, but I think I need to get in some gaming.

Gary Gygax  
Lake Geneva, Wisconsin  
March 1999







# Twenty-Five Years of TSR



**1966** Gary Gygax and several other wargamers, all frustrated by the shortage of commercial wargames on the market, formed the International Federation of Wargamers to promote the publishing of new wargames.

**1969** A company called Guidon Games published a set of rules for recreating medieval battles in miniature. The rules, titled *Chainmail™*, were written by Gary Gygax and Jeff Perren. Besides the usual battle rules, they included a subset of rules in which each miniature figure represented just one man. This by itself was not a new concept, but its presence in *Chainmail* would become important in a few years.

**1970** In Minneapolis, Dave Arneson devised a battle scenario in which a group of medieval adventurers had to sneak inside a besieged castle through the sewers and

open the gates. The raiders entered the dungeons expecting to find human guards, but instead they met fantastic monsters, including a dragon made from a plastic brontosaurus body with a clay head. The game was very popular.

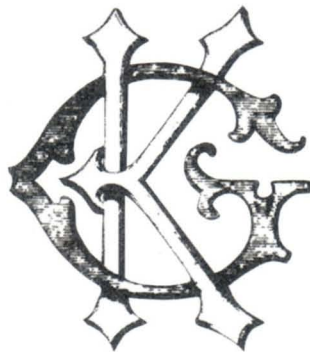
**1971** Back in Lake Geneva, Wisconsin, GEN CON 4 was devoted almost exclusively to the hottest new game on the market, *Panzerblitz*, from the Avalon Hill Game Company. A small, unnoticed event also took place. Dave Arneson brought along his castle sewer game. One of the players was Gary Gygax.

Gygax had already developed supplemental rules adding elves, dwarves, wizards, monsters, and other fantasy elements to the *Chainmail* rules. But he saw potential in Arneson's game that went beyond what either of them had so far done separately. Gygax suggested that they collaborate to create a new set of rules specifically for fantastic adventures. They called it *The Fantasy Game*.

**1972** Guidon Games published Gygax's updated version of *Chainmail* containing the fantasy supplement. At the same time, Gygax tried to sell *The Fantasy Game* to an assortment of game publishers, but no one wanted it.

**1973** Gygax was determined to make a living as a game designer, so he quit his job as an insurance salesman. Designing games was not very lucrative, however, so he repaired shoes in his basement to supplement his family's income.

In October, Gary Gygax and Don Kaye formed a partnership to publish a game. Kaye put up \$1,000 to cover costs and Gary wrote the rules: *Cavaliers and Roundheads*, a miniatures game of the English Civil War. The partnership called itself Tactical Studies Rules, after the name of the local gaming club—the Lake Geneva Tactical Studies Association.



**1974** Brian Blume, a man whom Gary met at GEN CON the previous year, became the third partner in the company. He brought with him the financing to publish the first thousand



Brian Blume

copies of *The Fantasy Game*, newly renamed the DUNGEONS & DRAGONS Game.

For the first year the company operated out of Don Kaye's dining room and front porch at 542 Sage Street in Lake Geneva. The game was

assembled by hand in a generic box with labels stuck to the top and sides. In one year, the entire print run of 1,000 sold out.

**1975** In January, Don Kaye, age 37, suffered a fatal heart attack. Kaye left his share of Tactical Studies Rules to his wife, but she was not interested in the gaming business. Gygax, Blume, and Kaye's widow dissolved the partnership. By mid-year, Tactical Studies Rules was no more. The company had lasted less than two years. Gary and Brian then pooled their resources to incorporate and form a company called TSR Hobbies Inc. in July 1975. Gary was the only paid employee, earning \$85 per week.

The new company moved its offices to the basement and dining room of Gary's house at 330 Center Street. It immediately began publishing a gaming newsletter called *The Strategic Review*.

The first game product published under the TSR Hobbies lizardman logo was *Empire of the Petal Throne* by Professor M.A.R. Barker. The game was rich in culture and color and featured the art of one of Barker's students, David C. Sutherland. EPT, as it was called, was a tremendous leap forward in material quality, with beautiful color maps and a comb-



bound book all printed on quality paper. It sold for the outrageous price of \$25 at a time when most games retailed for \$5 to \$10. In spite of the high price tag, the first print run sold out quickly.

This success was followed by two supplements to the D&D game, GREYHAWK® and BLACKMOOR®, and a third roleplaying game set in the Wild West, the BOOT HILL® game.

Meanwhile, TSR Hobbies continued producing rules for miniatures games and also published the DUNGEON!® board game, a family game that captured the basic elements of the D&D® game.

The company also hired its first nonpartner employees: Rob and Terry Kuntz, Tim Kask, and Dave Meggary.

**1976** The Dungeon Hobby Shop opened in a gray house on the southeast corner of Williams and Broad Streets in Lake Geneva. The back rooms and second floor became the company offices.



Former Dungeon Hobby Shop

Several more employees were hired as game designers and artists, and their names would become synonymous with TSR Hobbies in those early years—Dave Arneson, Mike Carr, and David Sutherland.

*The Strategic Review* newsletter was discontinued in June, having lasted seven issues. It was replaced with *The DRAGON*<sup>®</sup>, the first professional magazine devoted to fantasy and science fiction gaming. The same year saw the first publication of *Little Wars*, a magazine devoted to military miniature gaming.

August saw another milestone when TSR Hobbies hosted the GEN CON game fair for the first time. The very first DUNGEONS & DRAGONS open tournament was held, starting a tradition that has continued unbroken ever since.

Many new games, mostly miniatures rules, were published in 1976. (One of these was *Little Bighorn*, a wargame about Custer's Last Stand. Quite a fuss stirred up at the GEN CON game fair when three companies showed up with brand-new wargames about this battle, two of them featuring the same painting on their covers.)

But the real news was in the roleplaying end of the business. The company's growing legion of fans was thrilled to see D&D supplements 3 and 4—*Eldritch Wizardry* and *Gods, Demigods, and Heroes*—and the *Metamorphosis Alpha* game, the first-ever science-fantasy roleplaying game, by James M. Ward.

**1977** The original DUNGEONS & DRAGONS game had been written for a college-age consumer. Even gamers with ten to twelve years of schooling behind them sometimes had trouble figuring out the unusual, vague, and often contradictory rules in the early editions. Making matters worse, the game's increasing popularity meant that it was attracting players at younger ages. A fan of the game who was also a teacher, J. Eric Holmes, rewrote the rule books with an eye toward making the game easier to learn and play.

The first D&D Basic Set displayed a ferocious dragon on a color box cover. Though the rulebook still was not a model of clarity, it was a tremendous step forward for a growing, hungry market.



The people playing the game wanted more monsters, so TSR Hobbies published the *Monster Manual*, with over 350 monsters to challenge players. *Monster Manual* was the first hardbound book ever published by a hobby game company and was an instant success.

TSR Hobbies also introduced the first playing aids for the D&D game in 1977. *Dungeon Geomorphs* were modular dungeon and cavern maps



Kevin Blume

that could be arranged in countless ways to help the DM create dungeons faster. *Monster and Treasure Assortments* were filled with pre-generated monster encounters and treasures, also to reduce the

time a Dungeon Master had to spend preparing a dungeon for players.

The company logo switched from a lizard man holding a halberd to a wizard brandishing a wand (from "the game lizard" to "the game wizard").

As the business grew, Gary and Brian realized that they needed someone with more business background to manage the day-to-day affairs of the business. Brian's brother, Kevin, joined TSR Hobbies as head of the financial department.

**1978** Sales doubled, and doubled again, driven by the unimagined success of the D&D Basic Set and of roleplaying games in general. The size of the staff also doubled. The

company decided to break with its past and concentrate all effort on roleplaying and board games; miniature game rules and *Little Wars* magazine were discontinued.

Enormous developments occurred for the D&D game. A new version of the game was released, the ADVANCED DUNGEONS & DRAGONS rules. The D&D rules were simple and open-ended and often required a referee to create his own rule to fill a gap. The AD&D rules were comprehensive and detailed and included rules to cover most common situations. The first product released in this new series was the *Players Handbook*. It provided all the rules for creating heroes and huge lists of spells for clerics and magic-users.

A second new product category was the published adventure module. Up to this time, referees had to create their own dungeons following the examples in the rules. But in 1978, TSR Hobbies published a series of six adventures that had been used as tournaments at the Origins and GEN CON game fairs.

By the end of the year, the little, gray house on Broad Street was too small to hold the rapidly growing company, so the operation moved several blocks to downtown Lake Geneva into the Hotel Clair building on the corner of Broad and Main. The street level was turned into The Dungeon Hobby Shop and the basement served as the shipping department and warehouse. The old gray house was turned over to *The DRAGON* and became its staff offices.



Hotel Clair Building

**1979** By 1979, the founders of TSR Hobbies were completely occupied with running the business and no longer had time to create enough new products to meet the customers' ever-growing demand. The solution was to hire a full staff of game designers and developers. Old plaster and debris was cleared from the second and third floors above the Dungeon Hobby Shop and new offices built to accommodate this staff.

The second AD&D manual was published. The *Dungeon Masters Guide* was especially for the game referee.

While demand for the book was high, supply was frustratingly low as a result of problems caused by the printer. Every book in the first print run of 40,000 copies had 16 pages from the *Monster Manual* mistakenly bound in. The entire run had to be recalled and reassembled. Half of the second run of 40,000 copies was ruined by a loose wire on the boxing machine that cut a deep gash on the cover of every other book. This print run was also recalled so the good books could be sorted out and shipped while the scarred covers were replaced. As a result of this shortage of supply, demand for the book went through the roof.

Other products of note included an adventure titled *Hidden Shrine of Tamoachan*, which introduced many features and formats; character record sheets; a referee's screen; and the colorful, award-winning, fantasy board game *Divine Right*.

But of all the things that happened in 1979, the event that was destined to have the greatest impact on TSR Hobbies took place completely outside the company. A young college student from Lansing, Michigan, named James Dallas Egbert III disappeared without a trace. Egbert was a frequent D&D player. A detective investigating the case speculated that Egbert and several other students had created a live-action version of the D&D game that they played in utility tunnels beneath the campus. He suggested that Egbert had been inadvertently killed by the heat when steam

rushed through pipes in the tunnel. In fact, Egbert turned up a short time later, alive and healthy. He had left the campus without telling anyone and gone to stay with a friend; the D&D game had nothing whatsoever to do with the incident. Egbert's return, however, was not as widely reported as his disappearance. Undoubtedly there are people who still believe that he died in the steam tunnels.

The notoriety of the case brought the D&D game to the public's attention. Astounded news reporters wrote and aired hundreds of feature stories on the gaming craze no one had heard about. Sales skyrocketed as many mass-market chains began selling D&D rulebooks and gaming accessories to a suddenly expanding market.

Morley the Wizard, the company mascot, made his first appearance in radio ads for the GEN CON game fair.

By the end of 1979, TSR Hobbies employed more than 100 people and was once again looking for additional office and warehouse space.

**1980** With sales still spiraling upward and no end in sight, TSR Hobbies leased a warehouse and office complex on the north side of Lake Geneva. Among other things, it housed the company's new print shop and typesetting department.



In an effort to improve its image as a professional company, TSR Hobbies



changed its logo to that of a wizard's face beside a cursive "TSR." Unfortunately, the new logo upset some people, who believed it to be an occult, man-in-the-moon symbol (the same problem has afflicted both Procter & Gamble and companies that manufacture clocks with moon faces).

The D&D game became a favorite among military personnel, and American servicemen stationed abroad introduced it to many countries. In an effort to meet growing demand for the game worldwide, a branch company, TSR Ltd., was formed in England.

The quality of roleplaying products continued to improve with the first fantasy world for the AD&D game, the World of GREYHAWK® setting.

TSR Hobbies also introduced another genre for roleplaying by publishing the TOP SECRET® espionage game. In the summer of 1980, FBI agents contacted TSR Hobbies. The Bureau was investigating rumors of an assassination plot regarding a "Mr. Jones" in Tel Aviv. A Lake Geneva resident had found a note concerning the assassination on TSR stationery and turned it over to the local police, who passed it up the line. The note had been written as part of a TOP SECRET playtest.

Also in 1980, TSR Hobbies formed the ROLE PLAYING GAME ASSOCIATION™ (RPGA®) to promote quality roleplaying and to unite gamers across the nation.

**1981** TSR Hobbies added a mainframe computer, and all authors and editors switched from typewriters to computer terminals, making TSR one of the first game publishers to become completely computerized.

Sales continued climbing as TSR products found their way into more mass-market stores. TSR was listed in *Inc.* magazine as one of the 100 fastest-growing, privately held companies in the U.S. At this stage the company employed over 200 people and it was bursting at the seams. A former medical supply building with attached warehouse next door to the new offices was acquired. In the summer, ground was broken for a new warehouse attached to the new building, and the old warehouse was converted to office space.

The RPGA published the first edition of POLYHEDRON® Newszine, a 16-page, black-and-white newsletter for members.

**1982** With sales doubled yet again(!) and breaking the \$20,000,000 mark, TSR introduced two new roleplaying games—the GANGBUSTERS® game of the roaring '20s and the STAR FRONTIERS® science fiction game.

The D&D game continued growing around the world. Exclusive distributors were established in 22 countries, but the game was only available in English. The first translation of the game was into French. Three separate translations were completed, one by a computer company, a second by a French exchange student, and the third by a French gamer. Finally, an amalgam of all three translations was released. Many other



*Burlington Warehouse*



translations followed: Danish, Finnish, German, Hebrew, Italian, Japanese, Korean, Norwegian, Swedish, and more. Eventually, TSR products would be translated into more than 16 languages in 30 countries.

Over the years, TSR had received hundreds of letters from teachers, parents, and students testifying how playing the AD&D game had improved people's performance in school. In response to these letters, TSR Hobbies formed an Educational Department to develop curriculum programs for reading, math, history, and problem-solving. Its greatest success came with the release of the *ENDLESS QUEST*® book series, which allowed the reader to make choices that affected the outcome of the story and the fate of the hero. In only two years, TSR Hobbies led the field in multiple-plot books, with a total of 36 books in the series.

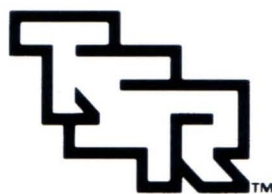
By year's end, the company employed more than 350 people.

As a philanthropic gesture toward the city, TSR funded a salvage operation for *Lucius Newberry*, a 115-foot passenger steamship that sank on Lake Geneva in 1891. Unfortunately, very little was found other than the ship's badly corroded boiler, and no artifacts were ever put on display.

**1983** This was a watershed year for TSR, both good and bad.

Seeking to diversify, TSR Hobbies acquired or started up several new business ventures: a needlecraft business (Greenfield Needle Women), miniatures manufacturing, toy and gift ventures, and an entertainment division tasked with pursuing motion picture and television opportunities.

The company also acquired the rights to all of the trademarks and copyrights of SPI (Simulations Publications Inc.), the most prolific publisher of wargames, and to *AMAZING*® *Stories* magazine, the world's oldest science fiction magazine. Over the coming years TSR would eventually publish dozens of wargames under the SPI brand, along



TSR Hobbies, Inc.

with the magazine *Strategy & Tactics*. Although sales of wargames always seemed to fall short of corporate expectations, the line was popular internally; it

gave designers and editors with historical interests an outlet for nonfantasy designs.

In recognition of all this expansion, the company's stockholders elected to change the name to TSR, Inc., and the logo was changed to three

block letters with no attendant art.

The biggest triumph in 1983 for TSR, Inc. was the release of the *DUNGEONS & DRAGONS* cartoon TV series on September 17th. This cartoon series spawned over a hundred different licenses and led its time slot for two years before moving into syndication.

Even as licenses and games were booming, however, TSR, Inc. was suffering financially from the failure of many of its new business ventures. While licensing was successful, TSR's own attempts to manufacture toys, miniatures, and needlecraft kits resulted in a multimillion dollar loss.

By summer, the company's financial situation was so bleak that the only way to prevent bankruptcy was to massively reduce the payroll. The corporate staff of approximately 300 was reduced by 15% in a single day. Three whole divisions were shut down, but none of the laid-off workers came from the research and development division. While the game designers and editors were reassured that their jobs were safe, there were also warnings that those layoffs might not be the last.

Indeed, before the year was out, a second round of layoffs trimmed the company by another 35% and reduced it to less than 150 workers in only five divisions. No department was spared in the second cut, including R&D.

was ambitious from the start, but no one foresaw that it would grow into the enormous line of novels, game products, calendars, computer games, and art books that it eventually became, with millions of fans. The *DRAGONLANCE* saga made TSR the #1 publisher of fantasy and science fiction novels in the nation.

This year also saw TSR signing license agreements to publish the *MARVEL SUPER HEROES*® game, *THE ADVENTURES OF INDIANA JONES*™ game, and the *CONAN*™ game.

April 4th, 1984—"A Day that will Live in Infamy." In spite of all this success, debt mounted, and the company was compelled to lay off even more workers. The staff was reduced again by 35% over two more layoffs. The number of remaining employees dropped to less than 100 as a result of layoffs and other departures. All remaining employees were required to accept a 5% pay deferment until the crisis had passed.

The shock to employee morale of these layoffs, coming in what seemed to be a banner year, was almost worse than the first two layoffs in 1983. The once merry halls of TSR were somber, and the office buildings that were designed to house 300 workers seemed desolate and empty.

A small group of ex-TSR designers and editors—some who had been laid off, some who resigned—formed a new company, Pacesetter Games, in nearby Delavan, Wisconsin. Pacesetter would last for several years and publish such games as *Chill*, *Star Ace*, and *Wabbit Wampage*.

**1984** After two years of development by a dozen creative staff members, TSR released the *DRAGONLANCE*® saga. The story focused on the different dragons of the AD&D game, as dragons were one of the most popular elements of the game. But the real centerpiece was the cast of heroes who set out to save their world. The plan

**1985** The biggest seller of 1985 was a new hardbound book, *Oriental Adventures*, written by Dave Cook with Gary Gygax.

TSR also tried its hand for the first time with four mass-market board games. The walk-away





winner of the four was the *All My Children*<sup>™</sup> game based on the #1 ABC daytime drama; over 150,000 copies were sold.

The GEN CON Game Fair, seriously in need of more space, moved to downtown Milwaukee.

**1986** Looking for a way to feed the ravenous demand for short adventures on a timely basis, TSR introduced *DUNGEON*<sup>®</sup> *Adventures*, an all-adventure bimonthly magazine.

A new investor, Lorraine Williams, granddaughter of the man who introduced the world to Buck Rogers, joined the company. Late in the year, Kevin and Brian Blume agreed to sell their stock in the financially troubled company to her. By the end of the year, even Gary Gygax had sold his interest in TSR, Inc., with an eye toward starting a new company.

**1987** In its first year, TSR's new management eliminated all of the company's back debt and posted a profit of over a million dollars. The recovery was under way.

The biggest news for fans was the release of the immense *FORGOTTEN REALMS*<sup>®</sup> campaign setting. It was based on material published in *DRAGON*<sup>®</sup> *Magazine* by a Canadian DM, Ed Greenwood. The Realms setting was an instant hit, and FR's success launched the product development department in a new direction.

A small team of designers and editors also began working on a project that had been speculated about for years: the second edition of the AD&D game. It was the most massive, coordinated task ever undertaken to that point, and it would take almost two years to complete.

**1988** The announcement that TSR was working on AD&D 2nd Edition created a stir throughout the hobby: pessimists predicted the end of roleplaying, optimists predicted a golden age.



TSR also decided to venture into the world of whimsy with the release of the tongue-in-cheek *BULLWINKLE AND ROCKY*<sup>™</sup> game. It was the first (and still the only!) roleplaying game to feature a spinner and hand puppets.

TSR surprised most of the industry by publishing one of the best-selling wargames of all time—*THE HUNT FOR RED OCTOBER*<sup>™</sup>, based on the best-selling novel by Tom Clancy.

Internally, TSR reorganized the product development division by forming product groups, each one responsible for only a few related product lines. Teams of designers, editors, graphic artists, and marketers were charged not only with overseeing the daily production concerns of their lines but also with managing long-range planning and growth.



Lorraine Williams

For the first time ever, the GEN CON game fair joined forces with its major competitor, Origins, to create the largest U.S. gaming event of the decade.

**1989** The biggest event of the year was the long-awaited release of the AD&D 2nd Edition products. The prepublication promotion was intense, and retailers ordered up to ten times their normal allotment of a new product. Even so, when the product arrived on the shelf on Friday, shelves were bare by Monday.

The AD&D 2nd Edition releases included the *DUNGEON MASTER® Guide*, *Player's Handbook*, *MONSTROUS COMPENDIUM®* Volumes 1, 2, and 3, *The Complete Fighter's Handbook*, and *The Complete Thief's Handbook*.

AD&D 2nd Edition launched itself into space shortly afterward with the introduction of the *SPELLJAMMER®* space fantasy supplement.

The RPGA network expanded into a truly international organization with branches in Norway, Sweden, Denmark, the U.K., Israel, and Australia. Rather than declining with the departure of Origins, attendance at the GEN CON game fair increased by 11%.

**1990** The momentum that started with the release of AD&D 2nd Edition continued with the publication of the *RAVENLOFT®* campaign setting. The gothic horror of Ravenloft was considered a risky venture, but Count Strahd von Zarovich became one of the most popular and enduring villains of the AD&D game.

TSR also reawakened Buck Rogers in the XXVC: *BUCK ROGERS IN THE 25TH CENTURY™* game. Buck faced a grim future in which Earth was dominated by the Russo-American mercantile conglomerate of Mars. For the first time in three years, TSR released a *DRAGONLANCE* calendar. It sold out within a month of its release and was one of the top ten calendars for the year.

With an eye toward diversity, the company opened a West Coast division to develop entertainment projects and a series of science fiction, horror, and action/adventure comic books. The five comic titles introduced in 1990 were *Agent 13*, *Buck Rogers*, *Intruder*, *R.I.P.*, and *Warhawks*. Each comic included a small, playable mini-game in the back that reflected some aspect of the issue's story.

**1991** Game fans were introduced to the savage world of Athas through the *DARK SUN®* campaign setting. And in a bold move, TSR launched a new version of the *DUNGEONS & DRAGONS* game aimed specifically at complete beginners. It was by far the easiest to learn introduction to roleplaying games ever published. At last, new players had a simple introduction to



roleplaying that didn't frighten them. Soon the entire hobby was reaping the benefits of TSR's investment in the future of gaming, as new players were attracted into the adventure gaming market.

TSR also entered the collector card market with the first of three annual sets of collectible cards featuring the fantastic art of TSR's illustrators.

Along with a new image for the D&D game came a new logo for TSR: the golden "ingot" logo, printed in foil.

**1992** Good fortune and great sales continued for TSR, Inc., with emphasis on the D&D game and new players. But there was something new for the experienced player, too, in the *AL-QADIM®* game line. The first AQ product, *Arabian Adventures*, set a new graphics standard for the industry that would not be topped for years, and also demonstrated once again just how versatile and sophisticated the AD&D rules can be.

The book department published the first hard-cover, game-related novel. *Legacy*, by Bob Salvatore, leaped to the top of the *New York Times* bestseller list within weeks of its release and hung on for months.

Topping everything off, TSR began rebuilding its offices and also broke ground on an addition that would double the size of the warehouse. The HP mainframe computer, which was used by all departments for all purposes since 1981, was replaced for word processing by a network of personal computers.

The GEN CON Game Fair once again combined with Origins and broke all previous attendance records for any U.S. gaming convention; over 18,000 people attended. Only the game fair in Essen, Germany, which draws 100,000 attendees, was bigger.



the MAGIC: THE GATHERING game from Wizards of the Coast. TSR was the first to respond with SPELLFIRE®: *Master the Magic*, a trading card game featuring the well-known names and settings of the AD&D game. While SPELLFIRE developed a loyal following, MAGIC's supremacy in the trading card field was as strong as AD&D's in roleplaying, and no competitor would ever truly threaten it.

TSR also turned heads with the publication of the PLANESCAPE® campaign setting. This graphics- and attitude-heavy world shattered any misconceptions that TSR was stuck in a 1980s rut. The enigmatic Lady of Pain's blade-wreathed face could be found everywhere.

Face-to-face roleplaying entered the digital age when TSR began including an audio compact disc in selected products. The versatility of the audio CD meshed well with the free-form structure of a roleplaying game.

**1993** A year of renewal: The FORGOTTEN REALMS campaign set received a new look, the MONSTROUS COMPENDIUM products were repackaged as the *MONSTROUS MANUAL™*, and Buck Rogers returned in the *HIGH ADVENTURE™ Cliffhangers* game.

TSR tried a new approach to the problem of introducing players to roleplaying in the DRAGONSTRIKE® game. The basic concepts of roleplaying are difficult to explain but easy to demonstrate, which is exactly what the DRAGONSTRIKE game did in a revolutionary, 30-minute video tape.

**1994** Almost overnight, trading card games became a phenomenon that reached the level of mania, surpassing even *Trivial Pursuit* at its height. Every game publisher felt the effect of the stupendous success of

**1995** On its face, 1995 seemed to be another banner year for TSR. Achievements were many: new versions of the *Player's Handbook* and *DUNGEON MASTER Guide*, the *BLOOD WARS®* card game, *PLAYER'S OPTION®* and *DUNGEON MASTER®* Option rule books for the AD&D game, the ground-breaking *BIRTHRIGHT®* campaign setting, and the *DRAGON DICE®* game.

The most significant item on that list is the DRAGON DICE game. In an effort to compete with the still-mushrooming card game frenzy, TSR developed a collectible



dice game. A tremendous amount of money and effort was invested in developing this product, and the cost of manufacturing was staggering.

Initial sales indicated that the expense was well justified. Games flew off the shelves. Dice manufacturers could not ship dice across the Pacific Ocean fast enough to keep up with demand.

**1996** Buoyed by the tremendous success of the DRAGON DICE debut, orders were placed for additional sets. The timing turned out to be catastrophic. Shortly after orders were placed, the market topped out. Sales hit the ceiling and leveled out. Demand for DRAGON DICE basic sets dwindled to a trickle. Shiploads of new dice were already on their way, with no buyers lining up to take them.

At the same time, TSR's largest distributor and creditor fell on hard times of its own. Loans were due, games were piling up, the industry had been irrevocably altered by trading card games, and sales of traditional roleplaying products were down across the board.

Even as its fortunes were failing, TSR could still hit critical, if not commercial, gold with prod-

ucts such as the DRAGONLANCE® FIFTH AGE® role-playing game.

In December, layoffs again wracked the company, hitting every department and every division. The buildings and the entire assembly division were sold to reduce debt. The buildings were leased back and, for the time being at least, work continued as usual.

**1997** This was the most traumatic year in TSR's history. Crippled by distribution problems, assailed by creditors, TSR ceased publication entirely in January. Staff members continued their daily work, writing, editing, illustrating, and typesetting new products, but nothing was printed. The only constant feature was uncertainty. Rumors that the company was being sold were rampant. Rumors that the company had been sold were common.

In April, it became widely known that serious negotiations were underway with Wizards of the Coast, publishers of the MAGIC: THE GATHERING trading card game. Wizards had surpassed TSR as the largest company in the industry in 1995. In June, the deal was official—TSR, Inc., the grand old wizard of the adventure gaming industry, had



*TSR's Remaining Staff Gathers at the Sheridan Springs Office*



*TSR's New Home: The Wizards of the Coast Corporate Office*

been sold to the new kid on the block, Wizards of the Coast, headquartered in Renton, Washington. New money and new life flooded into the Lake Geneva office. Stockpiled manuscripts were shipped to printers. The GEN CON game fair, which looked as if it might be canceled for the first time in 30 years, went off smoothly.

When the convention was over, the Lake Geneva offices slowly emptied out. The operation was moved to Renton, along with most of the TSR staff. It was an exciting, busy time filled with mass moves, apartment hunting, acclimating to new offices and a new, much larger city, and to a new corporate environment. It was a sad time, too, signaling the end of one era and the beginning of another.

**1998** In its 24th year, TSR was born again. It rose from the ashes of its own immolation and stretched its wings anew.

The R&D department was settled into its new offices in Renton and ready to show the industry again what it could do. Exciting new products like the ALTERNITY<sup>®</sup> sciencefiction roleplaying game and STAR\*DRIVE<sup>®</sup> setting, the *Return to the Tomb of Horrors* AD&D adventure, and the MARVEL SUPER HEROES™ Adventure Game using the SAGA<sup>®</sup> roleplaying system were significant departures from established AD&D formulas.



**1999** Twenty-five years had passed since a small group of fledgling business partners published the very first edition of the DUNGEONS & DRAGONS game using money from a cashed-in life insurance policy. How could anyone have known that their effort would spawn a multimillion-dollar industry, launch dozens of other companies, and

inspire millions of people worldwide to pick up imaginary swords and embark on countless careers of heroic adventure? It was a real-life adventure from beginning to end.



# Gen Con® Game Fair



*The TSR Castle, GEN CON*

GEN CON got its start in 1967, when a group of wargaming friends and acquaintances from Milwaukee and Chicago got together informally and played games for an entire weekend. They had so much fun, they decided they should organize their get-together as a real convention and invite fellow gamers from all over.

The very first official GEN CON was held in 1968, even before there was a TSR. (The name GEN CON was an acronym for "Geneva Convention." It was chosen both because that's where the gathering was held and as a tongue-in-cheek reference to the famous international agreement regarding the treatment of wounded soldiers and prisoners of war.)

The site was Horticultural Hall at 330 Broad Street in Lake Geneva, Wisconsin. The convention was hosted by the local game club, the Lake Geneva Tactical Studies Association. About 100 people attended. The only events were historical wargames, because that was the extent of the adventure gaming hobby at the time.

The convention was a success and continued growing annually. The site bounced around between Horticultural Hall, the American Legion Hall

in Lake Geneva, and the George Williams College campus in Williams Bay.

By 1976, attendance had risen (slowly) to 300. That was the year when three-year-old TSR Hobbies, Inc. took over as host. Fueled by the popularity of the D&D game, GEN CON started on a rocketship rise in attendance that hasn't slacked off since.

In 1977, the growing con moved to the Lake Geneva Playboy Resort. That drew over 1,000 fans, forcing another move. In 1978, GEN CON settled on the University of Wisconsin—Parkside campus. In spite of the site's flaws (the dealer's area was a sweltering gymnasium, the buildings were maze-like, and some events were located 2½ miles away at Gateway Technical Institute), Parkside was a green and pleasant spot to spend a weekend. The convention stayed there for seven years.

By 1985, however, the convention had outgrown even the UW—Parkside campus. About 3,500 people attended the convention in 1984, and over 4,000 were expected for the coming year.

TSR took a big step and moved GEN CON to Milwaukee's MECCA (Milwaukee Exposition Center and Convention Arena). For a few years, the con

seemed dwarfed by its surroundings. It used only two side halls the first year, sharing the center with a floral industry convention.

In 1988, GEN CON combined with Origins, the second biggest game convention in the U.S. Attendance soared from about 6,500 in '87 to over 10,000.

And the convention kept growing, year after year. In 1992, when GEN CON combined with Origins for the second time, everyone thought that 18,000 had to be the ceiling; but by 1994, even that astounding record was surpassed by almost 40 percent, when 25,000 people flocked to Milwaukee!

In 1997, TSR's financial crisis triggered grave concerns among fans whether the convention would be held at all. But it went on as usual. To celebrate all the changes and renewed life at TSR, the show even had a free open-air concert in the street, featuring the band The Violent Femmes.

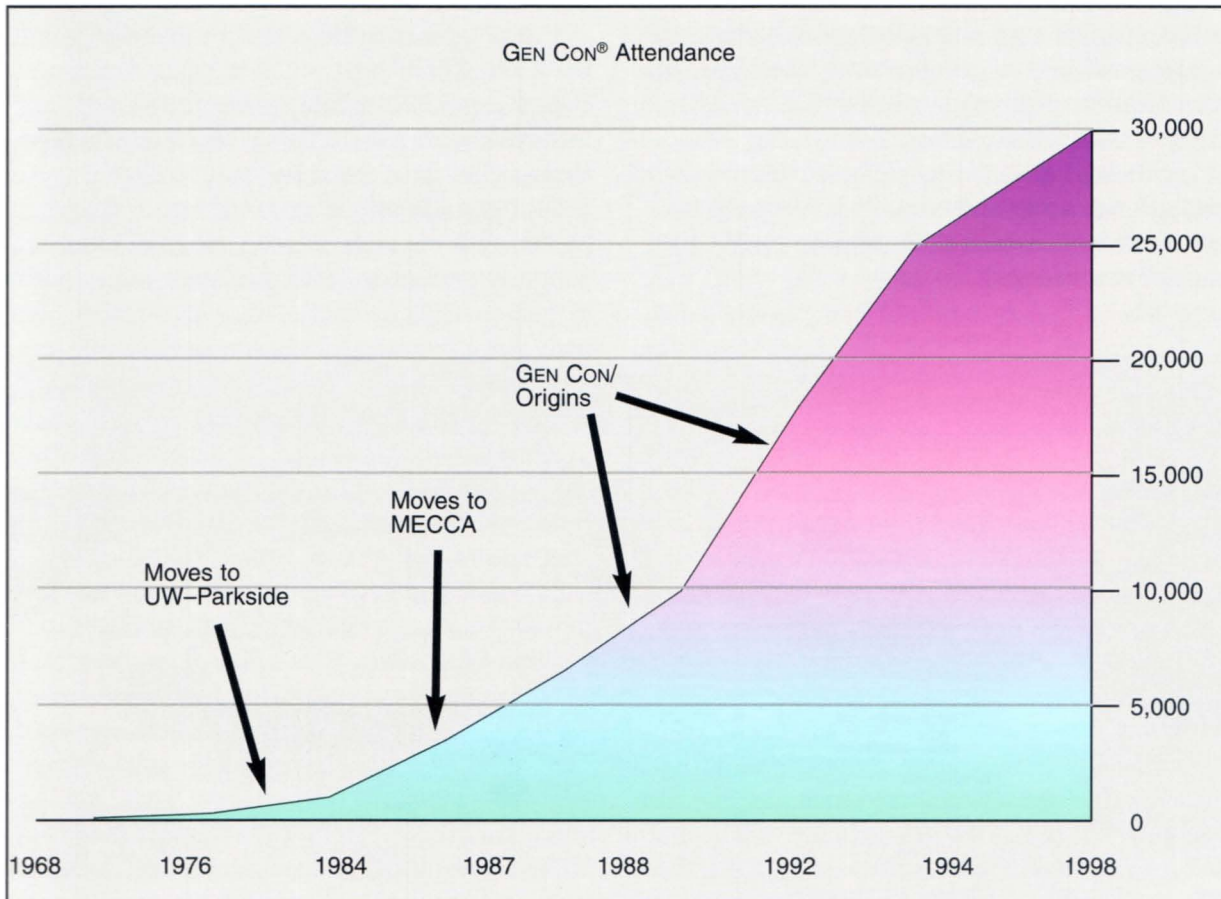
As soon as the doors closed on 1997's show, workmen began tearing apart the old MECCA and building a new, larger facility next door. It was finished just in time for the 1998 GEN CON, and once again attendees had elbow room. The show



*Games in Session*

expanded from two floors to three, the dealer's hall nearly doubled in floor space, and plenty of tables and chairs were available for open gaming. Continuing the tradition established the year before, conventiongoers were treated to a street performance by They Might Be Giants.

Only the Game Fair in Essen, Germany, draws more dedicated gamers than the GEN CON game fair. And if GEN CON continues growing, even that could change.



# Reminiscences

**Kim Mohan**, Longtime Editor

The sight of bare feet and the smell of burning pipe tobacco.

Those are my earliest memories of TSR Hobbies—more specifically, the house at 723 Williams Street that was otherwise known as the TSR Periodicals World Headquarters.

I had heard from a friend of mine that a small company in Lake Geneva was involved in publishing a magazine. I was, as they say, between jobs at the time, having decided that the pressure of daily deadlines in the newspaper business was not for me anymore. So I decided to look into this TSR place.

In July 1979, on a Friday (might have been the 13th), I knocked lightly on the door and let myself in. The first thing I smelled was the smoke. The first thing I noticed that I wasn't really prepared for was the bare feet.

Tim Kask, editor of *The Dragon*, was stretched out in a high-backed desk chair, puffing on a pipe with a curved stem. His feet, sans sandals, were propped up on the corner of his desk. Picture a halfling who's 5-foot-9 and goes about 230 pounds, and you've got him pretty well pegged. "Hi. What can I do for you?" he said, eyeballing me over the tops of his toes.

I told him I had nine years of experience as a professional writer and editor, I was looking for a job, and I wondered if there was an opening for another staff member.



*723 Williams Street*

My job interview consisted mostly of listening to Tim talk—about the magazine, about himself, and about his good buddy Gary Gygax. Apparently I was a good listener, because he decided to send me home with an armload of manuscripts to see what sort of an editor I was.

I didn't know a thing about the D&D® game, but I did know how to fix spelling errors and sloppy sentences. I came back on Monday with those manuscripts all fixed up and ready for type-setting. Tim liked what he saw. He led me to a table that was pretty much cleared of debris, pulled up a chair for me to use, gave me a red pencil and another stack of manuscripts, and lit



*Walworth Warehouse*





*LRP Building*

his pipe. Then he went back to his desk and, I suppose, took off his sandals.

I'll always be grateful to Tim Kask for bringing me into the TSR family. I lost track of him after he left the company, but I'll never forget the way we met and the great times we had making those early magazines. Wherever you are, Tim, I hope you get a chance to read this someday.

**John Danovich**, Former Marketing Director

Back in the LRP Building, every time it rained the floor would flood to a depth of an inch or two. Normally this wouldn't be a problem, but in that building the electrical outlets were in the floor. All the computers and electrical devices were plugged into outlets that were under an inch or two of water. To avoid electrical shock, I would wear plastic garbage bags on each leg, attached by huge rubber bands, while walking through the building.

The previous owner of the building was a van conversion company. The office walls were remodeled using upholstering material! The sales area was a light brown vinyl with snap-on buttons (very good ammunition in rubber band wars).

The air was full of printing fumes from the TSR print shop, which was right across from the TSR miniatures division, which produced noxious fumes of its own. The eye-burning odor of Testor's glue, DuPont ribbon epoxy, mold rubber, and printer's ink was only slightly less irritating than the incense that one of the sculptors burned constantly to cover the smell of the Testor's glue, DuPont ribbon epoxy, mold rubber, and printer's ink.

No history would be complete without a Jim Ward story. At GEN CON 14, a copy of the brand-new *Deities & Demigods* hardbound, autographed by Jim, was in the auction. The asking price was \$15, but no one bid. The price was reduced to \$14, then \$13, then \$12, \$10, \$7.50, etc., but still no one bid. The price went down even more—\$1, 50 cents, 25 cents—still no bids. The frustrated auctioneer offered to give it away if someone would only take it off his hands. Finally, the auctioneer offered to pay someone 50 cents to remove the offending book. A lad of 11 or 12 meekly raised his hand, the auctioneer shouted "SOLD," and presented the man-cub the book and two shiny quarters. As the boy turned to leave, Jim Ward stopped him and said, "I would have paid a dollar for it." So the kid responded, "OK, give me the dollar." And Jim did.

**Skip Williams**, Veteran Designer

In the summer of 1981, I was leaving the TSR building (then located at Main and Broad streets) early in the morning after burning the midnight oil in preparation for the GEN CON game fair. Upon passing a side door leading into the hobby shop's basement, I noticed two youths hauling boxes of T-shirts and Frisbees out of the basement and into a car parked nearby. At the time, it was not uncommon for Joe Orłowski to hire temporary employees to work odd hours when preparing for large mailings or a convention, so I struck up a conversation with the pair. It was not long before I realized that the two actually were robbing the place!





*TSR Sheridan Springs Office (Before the Remodel)*

I unwisely told the pair I knew what they were up to, and even more unwisely leaned over to get a good look at the license plate on their car. I can't say if the burglars were more frightened or annoyed, but they hopped in the car and roared away into the night before I could get the number. I ran straight to the Lake Geneva police station, where I gave a breathless account of my encounter. When the police checked out the building, they found everything locked (the burglars had closed the door behind them) and decided to do nothing. I went home and went to bed.

Early the next morning, the police gave me a call. The hobby shop staff had come to work to find the store ransacked and the cash register gone, but nothing else missing except the T-shirts and Frisbees. In their ignorance, the burglars had passed up thousands of dollars worth of games, books, and figurines (some of them quite rare) in favor of things they recognized. Needless to say, the police were much more interested in my story.

The burglars were never caught, but in true TSR fashion the rumor mill quickly went to work. According to one version of the story, I had actually helped the crooks load their car with loot.

**Jon Pickens**, Editor

In the early years, TSR kept a sand table in the basement of the Dungeon Hobby Shop for playing miniatures battles on. In one classic battle, the renaissance Turks, under Jeff "Loser-of-Cannons" Perren, took on the Holy Roman Empire under

Gary Gygax. The Turkish army had a large purple war banner emblazoned with Gary's picture and the words "Omar's Used Camels." There is, unfortunately, no record of the outcome of the battle, but the banner was displayed proudly in the hobby shop for several years afterward.

Chuck Ramsey, who edited *Strategy & Tactics* Magazine for several years, was born on June 6th (D-Day). On one birthday he arrived at his cubicle to find it under assault by hundreds of plastic WWII soldiers swarming up the outside walls on pin-and-thread grappling lines.

To celebrate their first anniversary at TSR, designers Mark Acres and Doug Niles turned "cubeland" (the cubicle offices) into one giant dungeon adventure. Everyone rolled their own stats, and the object was to get to an area called "Nirvana" in one piece. Clues and dangers were hidden in everyone's cubes (in the cube of Ed Sollers, a Texan, a Dexterity roll was required to avoid a deadly pot of chili). A clue was left on one of the three department Apple computers (the others said "This is a poisoned apple; you are dead"). "Nirvana" turned out to be the conference room, where coffee and donuts were had by one and all.

The number of people attending department meetings in the conference room on the third floor of the old Hotel Clair was reduced after someone noticed that the door frame was warping and the weight of the staff was making the whole building lean outward.

The local group that had arranged to host GEN CON East in 1982 abandoned the convention two weeks before the show without telling anyone. Determined to make the convention succeed, TSR airlifted a third of the company (including every game designer and editor except Steve Winter and Troy Denning, who were up to their necks trying to finish the *STAR FRONTIERS* game) to New Jersey to staff the convention.

**Steve Winter**, Former Editor and Designer

When we still had offices above the Dungeon Hobby Shop, the managers who worked in that building took turns coming in early to unlock the doors. One morning a crowd of employees was gathered outside on the sidewalk because the doors were still locked. Whenever this had happened before, someone usually showed up within a few minutes to open things up. After about 15 minutes I'd had enough of waiting, so I climbed up the fire escape and through a window into the art department on the second floor (the windows in the whole building were so loose in their frames that snow blew through them in winter). Then I trooped back downstairs and unlocked the door from the inside.

As I was doing this, Kim Eastland was eating pancakes in the restaurant across the street. Kim had just been hired to head the RPGA network, and this was his first day on the job. He was alarmed by what he saw (not that I had broken in, but that people needed to break in to get to work) and notified Dan Matheson, head of security, about the incident.

Later that day, Dan visited my office. He explained that "an unidentified employee" had been seen breaking into the building, and if he found out who it was, that employee would be fired. It was curious, however, that Dan didn't give that message to anyone else in the building.

Dan had a circle painted on the side of the roof-mounted air conditioner. When the weather got unbearably humid, as Wisconsin tends to do in the summer, the air conditioner would ice up and stop working. Dan would then climb to the roof and with a few precision kicks to the center of the circle, knock the ice loose and restore cooling power to the building.

The Hotel Clair building was four stories tall, but our offices filled only three floors. The fourth floor was nothing but a false ceiling—the third floor had originally been a two-story-tall ballroom. One day, Erol Otus decided to play a practical joke on Dave

"Zeb" Cook by sneaking up to the fourth floor, finding a spot above Zeb's office, and then making strange noises. But the only solid footing up there was a framework of 2-by-4s that held up the third-floor ceiling. Unfortunately, as Erol was picking his way to where he thought Zeb's office should be, he slipped and fell through the ceiling of Tom Moldvay's office. He hung up by the armpits on the narrow joists and dangled, eight feet in the air, with his legs flailing over Tom's desk. Needless to say, Tom was a lot more alarmed than Zeb would have been, had things gone according to Erol's plan. Erol was stuck, and it took several precariously perched people to lift him free.

In the mid-1980s I had a well-earned reputation as one of the worst clinch dice rollers in the world. This was a considerable handicap in my profession, and never so much as when I played games against Doug Niles. Whenever the two of us sat down across a game table, all the luck seemed to just drain from me and flow directly into Doug's dice hand.

We were playtesting the *Onslaught* game one afternoon. Doug played the Allies storming across France; I controlled the Germans defending the Fatherland. The game seemed to be working the way we wanted it to, and it looked like I might even eke out a small victory.

The heart of the game was randomly alternating phases for each player to activate units. In the last three turns, my luck reared its ugly head. On turn 18, Doug won a string of activations and then the turn ended before I could do anything. Then turn 19 was a perfect repeat of turn 18. As the final turn began, I had so many supplies stockpiled that, given a chance to do anything, I thought I could still hold Doug to a minor victory. But I sat in stunned inactivity watching Doug win die roll after die roll until he had spent his supply track down to zero. Then, when he was helpless, the dice tied and the game ended! I hadn't been able to do a thing!

All the frustration of three turns of helplessness boiled over in one thundering, lung-bursting expletive (the one that starts with the sixth letter of the alphabet). It echoed through the cubicles and rang down the hallways of the entire building.

I soon calmed down and apologized to Doug. Unfortunately, all the bankers and potential investors who had been touring the department with the vice president of my division at the time of "the incident" were long gone, so I couldn't apologize to them.



# Looking Back

There are many “classics” in the genre of fantasy adventure. The tales of J.R.R. Tolkien’s hobbits and the quest to destroy the One Ring lie at the heart of our ideas about “fantasy literature.” Those stories owe much to ancient tales passed from one campfire to the next, legends of Beowulf and the monster called Grendel. The idea of fantasy adventure enralls people of all ages. Children marvel at the journeys of Alice in Wonderland, while their older siblings dream of the many tales of the 1001 Arabian Nights, and their parents stare into the unseen distance and imagine the lonely spire of the white tower of Tar Valon, the twisted nightmares of Cthulhu, or deadly Thread falling from the azure skies of Pern.

Twenty-five years ago, the way that we experienced and expressed the ideas of fantasy adventure changed forever. Somewhere in the wilds of Wisconsin, on a forgotten tabletop, covered with tiny metallic castings and animated by pages of indecipherable charts, tables and game designer notes, creatures of myth and legend emerged from the abstract of the written word and took solid form. Opposing them were the stalwart icons of the fantasy zeitgeist—knights and wizards. The actions of the characters in the tale became unpredictable. Their dialogue was unscripted, spontaneous, heartfelt, and incandescent. For the first time in the epoch of human storytelling, the participants in the conflict between the light and the dark became one with their creators. Gamers rolled dice, consulted rules, and, as the form eternally dictates, triumphed over evil.

From that exciting seed grew a new type of literature—the game of storytelling. At the vanguard stood *DUNGEONS & DRAGONS*, with a product line that embodied the best part of every great fantasy epic crowding the shelves of the local library and bookstore: knights in shining armor waged eternal war against the dark forces that sought to destroy civilization; powerful wizards called down unimaginable forces and bound them to their will; the gods themselves walked the earth,



Ryan Dancey

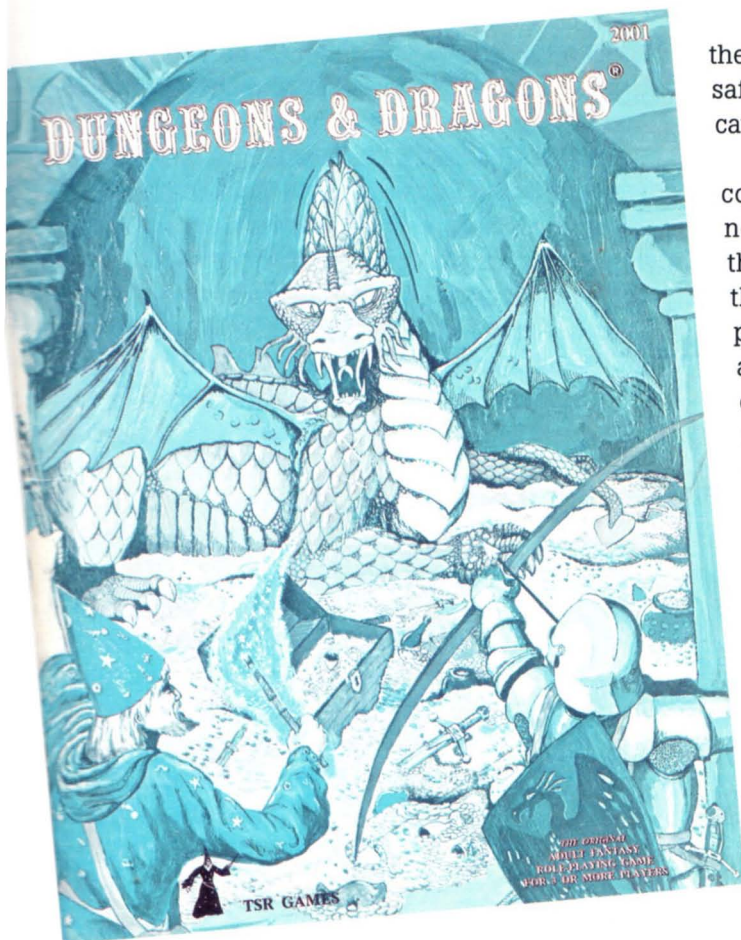
bringing both renewal and destruction wherever they passed. All over the world millions of people were creating new stories, telling their own versions of these old tales, and entertaining themselves through a pure expression of the unique creative spark that is a special part of each of us.

A quarter of a century later, this new art form has spawned its own “classics.” After the passage of so many years, it has become obvious that a few of these adventures have passed from the realm of the mundane and achieved a transcendent state. It is likely that in one form or another, our descendants will relive these classic stories and add their own special essence to the telling.

## **Basic DUNGEONS & DRAGONS**

First among those classics is the “Blue Book” version of the *DUNGEONS & DRAGONS* rules. Though it is not the earliest version of those rules, it is the first version designed for use by those outside the inner circle of hard-core miniature wargaming enthusiasts who created the game. It takes the role of Prometheus, the titan who stole fire from the gods and gave it to humankind. These are the pages that converted a curiosity into a lifestyle. Reading this product takes you back to a simpler time, when the heady enthusiasm of youth smoothed over the rough spots and bridged any gaps in the clarity of the rules set.

More than a half-million copies of the Blue Book were published. Despite that awesome proliferation, most have vanished—the victims of inattention, climate, garage sales, and spring cleanings. For those who have come to the hobby in the many years since the Blue Book was released in 1977, few have had aught but rumors to judge the primal quality of the earliest age of the game. In the decades since, *DUNGEONS & DRAGONS* has become more complex, more polished, and more sophisticated. It is only now, with the perspective of many years, that we can look back to those earlier times and judge how



the Keep, a lonely outpost of civilization far from safety, and the monster-infested woods and caves nearby, were created.

It is impossible to really know how many copies of this module exist. The records are not as clear as they could be, but we do know that Keep was featured consistently in most of the original introductory boxed sets. The total print run for B2 is easily in excess of a million and a half units. Whole generations of players were terrified by the owl bear, confronted the evil priests of the Temple of Chaos, or fled in fear from the "little dog men" who lurked in the lower caverns and who were not impressed with the players' shouts of "Bree-yark!"

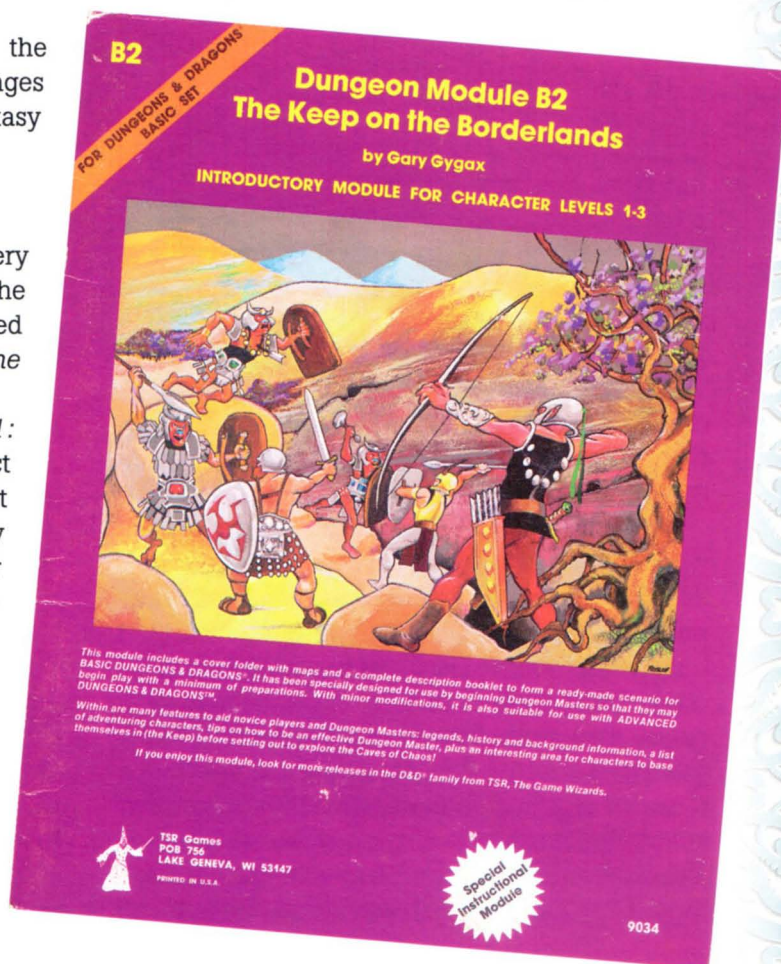
Within these pages you will find in miniature a nearly complete "campaign setting." There is a safe place of refuge, of healing and training for the characters. There are plots and subplots to unravel, and interesting townsfolk to meet and interact with. In the savage wilderness beyond, death lurks around every tree—but so does the promise of adventure and rewards of riches and magic. Something within these pages calls

magnificent was the foundation on which the game was built. Returning now to those pages is a journey that everyone who loves fantasy adventure should savor.

### B2: Keep on the Borderlands

If there is one common experience every D&D player can claim, it would have to be the exploration of the mysterious and aptly named Caves of Chaos that appear in *B2: Keep on the Borderlands*.

The original adventure in this series, *B1: In Search of the Unknown*, was a product with little structure and a very small print run. In fact, it was designed without any specific information about monsters or treasure, so that the DM could create the dungeon on the fly. *In Search of the Unknown* taught the designers of DUNGEONS & DRAGONS a lot about how to develop a useful and playable story designed for the community of gamers. When the time came to develop an adventure that would accompany the basic DUNGEONS & DRAGONS rules, it was obvious that something a bit more sophisticated was needed. Thus,



This module includes a cover folder with maps and a complete description booklet to form a ready-made scenario for BASIC DUNGEONS & DRAGONS. It has been specially designed for use by beginning Dungeon Masters so that they may begin play with a minimum of preparations. With minor modifications, it is also suitable for use with ADVANCED DUNGEONS & DRAGONS.

Within are many features to aid novice players and Dungeon Masters: legends, history and background information, a list of adventuring characters, tips on how to be an effective Dungeon Master, plus an interesting area for characters to base themselves in (the Keep) before setting out to explore the Caves of Chaos!

If you enjoy this module, look for more releases in the D&D® family from TSR, The Game Wizards.

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to the heroic heart in each of us, luring us further into the darkness, bringing forth the greatness that we all sense deep within one another.

so many memories and so much adventure could have been contained in such small products. In a time when every player was a "new player," these three linked adventures taught hundreds of thousands of Dungeon Masters how to create an experience more exciting than reading a novel could ever be.

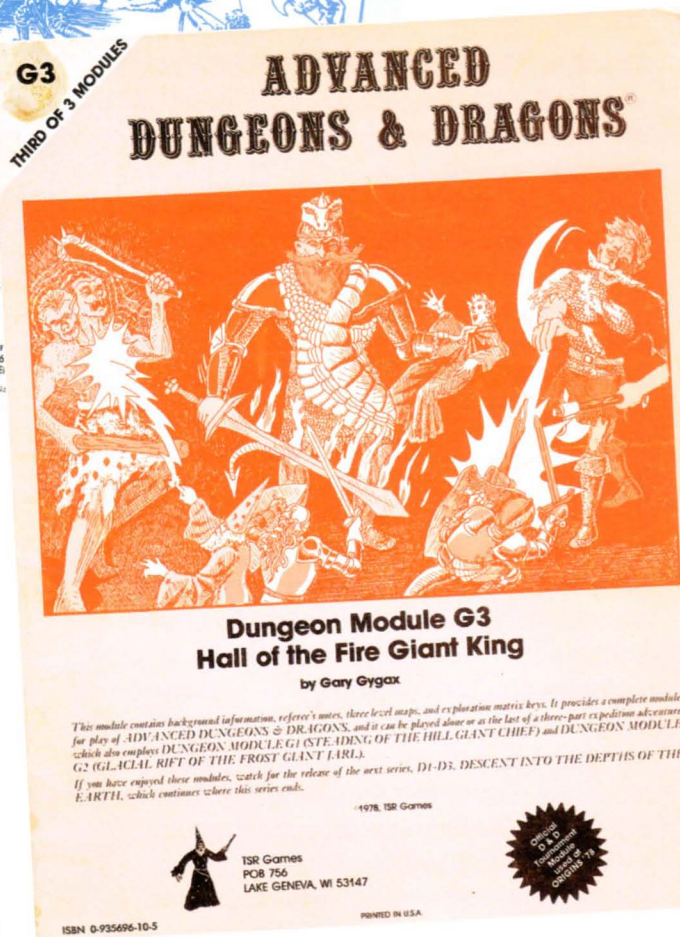
Then, in an intuitive leap that happens only once or twice in a generation, the designers took that story in an unexpected direction. From the throne room high in the mountains of fire, the adventurers soon would be

plunged beneath the earth itself, there to confront the mysterious Dark Elves and the Queen of the Demonweb Pits in a story as epic and world shaking as any ever told.



- G1: Steading of the Hill Giant Chief**
- G2: Glacial Rift of the Frost Giant Jarl**
- G3: Hall of the Fire Giant King**

Turn your attention now to the three slim volumes labeled in turn G1, G2, and G3. It startles those who have experienced these seminal adventures how small and simple they truly are. If the Blue Book can be said to be the rules that launched the DUNGEONS & DRAGONS game, then these adventures transported the game to the farthest shores of the imagination. From the steading of the Hill Giant Chief, to the snowy wastes and the glaciers of the Ice Giants, and finally to the tremendous battle against the King of the Fire Giants, it seems impossible that



The “adventure modules” presented here for your examination generated tremendous sales. The original adventures sold several hundred thousand copies individually, and a collection of all three generated a quarter million units in sales. Combined with the further adventures in the series, the entire sequential adventure of seven linked modules (G1-3, D1-3 and Q1) have sold a combined total approaching a million units in a variety of combinations through many different printings.

### S2: White Plume Mountain

As time progressed, players and DMs began to sense a shift in the published materials for the game. No longer was it simply sufficient to overcome a challenge through brute force. This was a game for thinking people—players with an aptitude for creative problem solving and a quirky desire to outthink the game designers.

Tested in the crucible of organized convention play, resulting in a challenge tuned to defeat any easy solution but geared to reward truly innovative thinking, *White Plume Mountain* burst onto the scene hard on the heels of arguably the most deadly dungeon ever, *S1: Tomb of Horrors*. Where *Tomb* was a real meat grinder—a test of stamina and resiliency as much as it was of careful thought and planned action—*White Plume* was an adventure aimed squarely at the legions of adventurers who carried every imaginable trinket from the *Player's Handbook* “just in case.” Small birds in cages, 11-foot poles (because sometimes 10 feet is just 1 foot too short!), sacks of flour, mirrors, wolfsbane, and an innumerable list of spells, potions, scrolls, rings, and other miscellaneous magical items—nothing was too outlandish to carry into the dungeon.

Just gaining access to the dungeon was a huge challenge. Instead of being confronted by a barricade manned by vicious orcs or an illusionary door, the entrance to the catacombs beneath White Plume Mountain was guarded by nothing more than a simple riddle—a riddle that sent players digging hastily through dictionaries and thesauri, arguing among one another about cadence and phrasing, and had their characters beseeching the gods for help. Though they were



armed with razor-edged swords, commanded the elemental powers of the spheres, and could call down death and destruction without breaking a sweat, the riddle blocked their progress. Like some titan out of our own myths, the heroes were stymied by the one thing they could not overcome despite all their prowess—somewhere, beyond the edge of the story, were a bunch of teenage kids all trying to outthink a devious group of postgraduate literature buffs from Lake Geneva, Wisconsin. The contest wasn't really very fair at all!

Once past the guardian of language and logic, the characters entered into a twisted funhouse of frictionless surfaces, odd gravity, absences of light, and places where even the effects of random chance were altered beyond recognition. *White Plume Mountain* was one of the best selling adventures the year it was released—and the next two years. In fact, the product generated substantial sales for more than six consecutive years. At the end of its run, sales for *White Plume Mountain* had exceeded a quarter million units.

# Advanced Dungeons & Dragons®

Official Game Adventure

## Ravenloft

by Tracy and Laura Hickman



The master of Ravenloft is having guests for dinner — and you are invited. Ravenloft is an adventure for 6 to 8 characters of levels 5 to 7.



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### I6: Ravenloft

In the middle of the nineteenth century, Bram Stoker's *Dracula* created a whole new genre of literature. His antihero, the vampire Dracula, entered the common parlance and became synonymous with the evil forces of myth, superstition, and human sin.

In 1983, the DUNGEONS & DRAGONS game made its own pact with the dark forces and birthed a figure every bit as compelling, as romantic, and as vile as Stoker's undead Transylvanian count. The vampire Strahd, and his fearsome castle Ravenloft, shocked the established order of fantasy gaming, sending ripples throughout the hobby that still have not subsided.

Not only was this product a foray into the difficult terrain of horror and terror, it was also a highly sophisticated gaming experience. The adventure used a deck of cards to combine elements of the tarot and Eastern-European mysticism with the inherent randomness of polyhedral dice normally used with the game. Instead of being a static presentation, *I6: Ravenloft* assigned random locations and motivations for key characters, including Strahd himself. No two adventures in the misty domain of the vampire would play out the same way. Alliances could not be trusted.

Clues once learned could become irrelevant—or even dangerous—on future retellings.

Where before intrepid adventurers confronted monstrous creatures to protect innocents and recover valuable treasures, heroes now found themselves enmeshed in a story of an entirely different order. There is a reason that so many fairy tales feature wolves and other forest creatures as the instruments of fright. As the night wore on, and day failed to arrive on schedule, as spells grew depleted and injuries mounted, the prospect of another slashing feint from the growling darkness did not seem so trivial anymore.

In this adventure, the land itself stood opposed to those who would throw down its master. An ancient curse played out a danse macabre between a flaxen-haired maiden and the evil lust of the vampire. Lessons learned in hundreds of dungeon crawls, in dozens of battles against orcs and trolls, were useless. The players were thrown back on the basics of their trade: They had to act heroically and refuse to give up hope. This adventure was not about who had the most powerful sword or the largest ruby. For those trapped in the land of Strahd, matters quickly became personal.

Eight years after publication, *Ravenloft* still generated sales. Then, the designers of the game did something unprecedented. They converted the slim adventure module you see before you into a complete living world, extending in all directions the malignant horror first set forth within those pages. The *RAVENLOFT*® campaign setting became the definitive source for fantasy adventure mixed with classic horror—a melange of genres that is as compelling today as it was when the mists first descended around a lonely band of heroes on a forgotten mountain trail.

### L3: Deep Dwarven Delve

There is a final item for your perusal. Like a last whisper of music after the concert ends, there is one last note to be played from the dawn of the Adventure Gaming Age.

In 1979, the DUNGEONS & DRAGONS game transformed itself from simple linear dungeon adventures into a more sophisticated storytelling medium. Changes were afoot everywhere, not only within the group of designers who had ushered the game through its birth pangs, but in the audience that had assembled to consume the materials they produced.

For those, and many other reasons lost to the mists of time, a manuscript slipped through the



cracks and vanished from the sight of those who came after. Forgotten, like a relic of childhood discarded in favor of more complex pursuits, this adventure languished in the dark of one desk drawer or filing cabinet after another. The basic game became the advanced game. The advanced game revised itself into a 2nd Edition. Small adventures grew to become boxed sets with dozens of support products featuring cultures, races, histories, gods, and stories by the thousands. Whole worlds were created, flamed and died, and were born anew. And still the lonely pages awaited discovery. Like the dry husks under the Egyptian sands, the carvings on jungle ziggurats or the porcelain soldiers in an emperor's tomb, this previously forgotten adventure opens a window for future generations to understand their past and the world that shaped them.

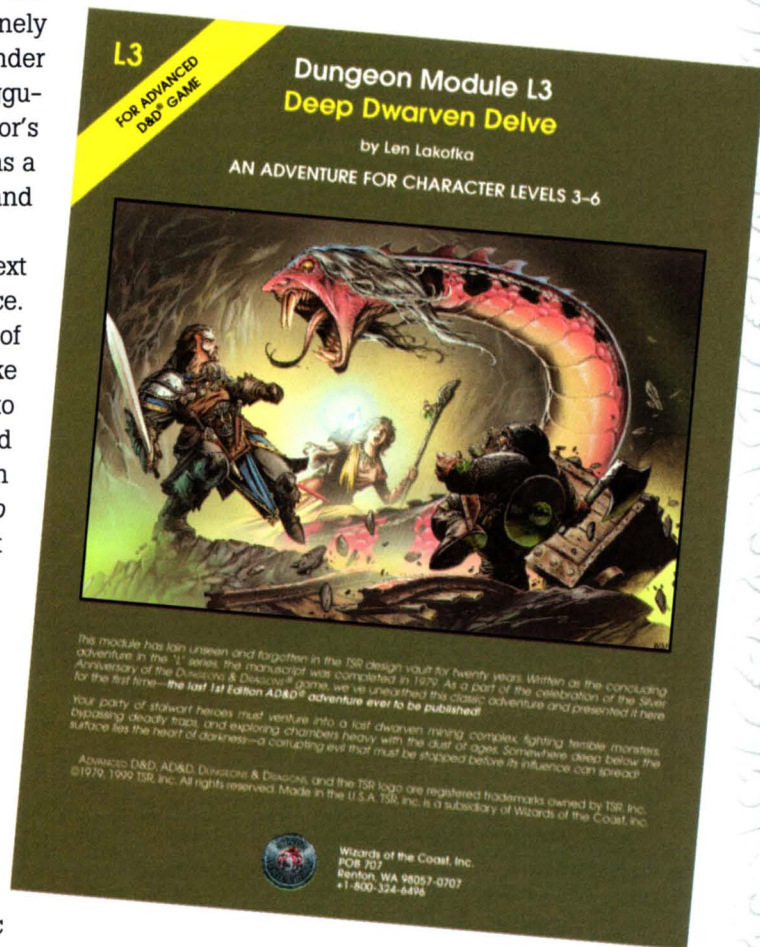
Less than two dozen people have seen the text of this adventure. Few remember its existence. When the time came to create this celebration of the D&D game's history, only a few voices spoke of the hidden treasure passed from person to person across nearly twenty years of time. And at last, at the end of a journey no less epic than that of the heroes of the game itself, *L3: Deep Dwarven Delve* will finally see the bright light of day.

The materials passed down were incomplete and still required some minor polishing to prepare the manuscript for publication. The original art—if it ever existed—was long gone. No maps remained, save faded photostats of rough hand-drawn caverns. However, the raw flavor of that time persists. The language may seem different to our modern sensibilities, but this adventure is no less compelling—especially in light of its historic value. The pacing of this adventure is fast; there are no assumptions about the larger world—only the immediate need to go deeper into the mountain, to confront ever more dangerous foes.

L3 is not truly complete. For reasons of time and resources, we chose not to recreate certain elements of the classic 1st-Edition presentation, such as the product list on the back cover. The cover artwork and interior illustrations are new—though they were crafted by a team that loves the style and flavor of those old products as much as anyone on the planet. Even though it has been touched by modern hands, you will find within its pages a magical opportunity to be young again. These words come down to you with no attached

memories—no associations of long nights in the dorm, or hot summer afternoons spent around the kitchen table. You will not meet grizzled veterans of the game with stories to tell of these halls, or these monster-infested caves.

For the world of DUNGEONS & DRAGONS players, everyone stands on the starting line of the Delve. Every clue is new. All the puzzles are unsolved. None of the traps have been sprung. Are you ready for the challenge?



This is our gift to you. We cannot produce a working time machine to transport you bodily to 1979. But we can use the power of the printed word to bring that time forward to intersect with your own life and your own adventures. For everyone who has loved this game and for those who will come after, *Deep Dwarven Delve* represents the certain knowledge that there is always something worth finding—if one only searches long enough and takes the risks that matter in the adventure of life!

Ryan Dancey  
Renton, Washington  
April 1999

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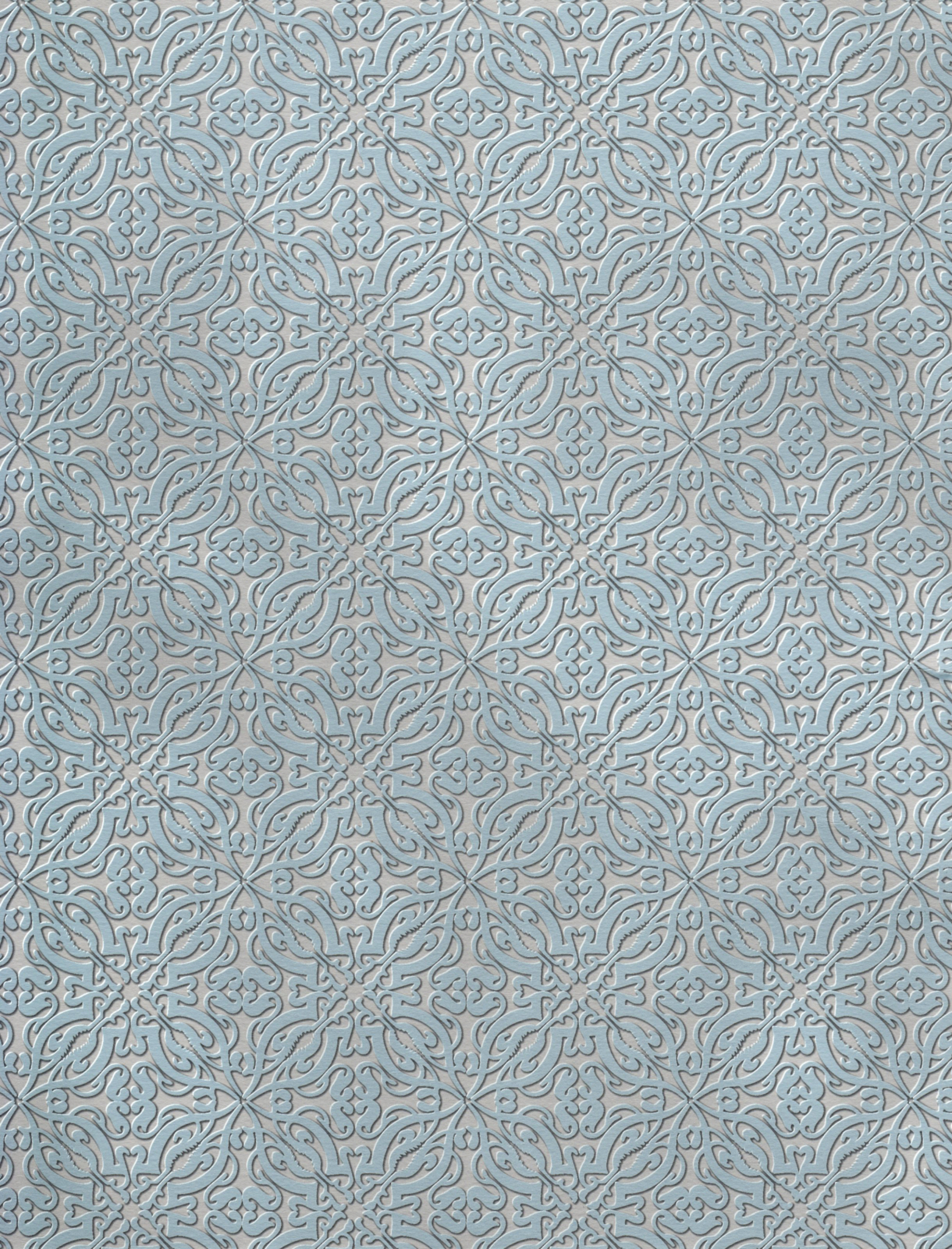
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# DUNGEONS & DRAGONS<sup>®</sup>



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FOR 3 OR MORE PLAYERS

# DUNGEONS & DRAGONS\*

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Rules for Fantastic Medieval Role Playing Adventure Game Campaigns

Playable with Paper and Pencil and Miniature Figures

By Gary Gygax and Dave Arneson  
Edited by Eric Holmes

for  
Jeff and Chris

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2nd PRINTING, JANUARY 1978



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POB 756  
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## PREFACE

This book is based upon the original work published in 1974 and three supplementary booklets published in the two year period after the initial release of DUNGEONS & DRAGONS. It is aimed solely at introducing the reader to the concepts of fantasy role playing and the basic play of this game. To this end it limits itself to basics. The rules contained herein allow only for the first three levels of player progression, and instructions for the game referee, the "Dungeon Master," are kept to the minimum necessary to allow him to conduct basic games. This is absolutely necessary because the game is completely open-ended, is subject to modification, expansion, and interpretation according to the desires of the group participating, and is in general not bounded by the conventional limitations of other types of games. This work is far more detailed and more easily understood than were the original booklets nonetheless, for with it, and the other basic components of the game, any intelligent and imaginative person can speedily understand and play DUNGEONS & DRAGONS as it was meant to be played. Players who desire to go beyond the basic game are directed to the *ADVANCED DUNGEON & DRAGON* books.

We wish to extend our sincere thanks to the following individuals who helped to make this possible through their idea contributions: Brian Blume, Ernie Gygax, Tim Kask, Jeff Key, Rob Kuntz, Terry Kuntz, Alan Lucien, Steve Marsh, Mike Mornard, and Jim Ward.

## FOREWORD FROM THE ORIGINAL EDITION

ONCE UPON A TIME, long, long ago there was a little group known as the Castle and Crusade Society. Their fantasy rules were published, and to this writer's knowledge, brought about much of the current interest in fantasy wargaming. For a time the group grew and prospered, and Dave Arneson decided to begin a medieval fantasy campaign game for his active Twin Cities club. From the map of the "land" of the "Great Kingdom" and environs — the territory of C & C Society — Dave located a nice bog wherein to nest the weird enclave of "Blackmoor," a spot between the "Giant Kingdom" and the fearsome "Egg of Coot." From the CHAINMAIL fantasy rules he drew ideas for a far more complex and exciting game, and thus began a campaign which still thrives as of this writing! In due course the news reached my ears, and the result is what you have in your hands at this moment. While the C & C Society is no longer, its spirit lives on, and we believe that all wargamers who are interested in the medieval period, not just fantasy buffs, will enjoy playing DUNGEONS AND DRAGONS. Its possibilities go far beyond any previous offerings anywhere!

While it is possible to play a single game, unrelated to any other game events past or future, it is the campaign for which these rules are designed. It is relatively simple to set up a fantasy campaign, and better still, it will cost almost nothing. In fact you will not even need miniature figures, although their occasional employment is recommended for real spectacle when battles are fought. A quick glance at the Equipment section of this booklet will reveal just how little is required. You have everything needed with this edition of the game except pencil and paper. The most extensive requirement is *time*. The campaign referee will have to have sufficient time to meet the demands of his players, he will have to devote a number of hours to laying out the maps of his "dungeons" and upper

terrain before the affair begins. The third booklet of this set will be of great help in this respect, for a number of helpful suggestions regarding how to accomplish it all have been given in order to help you accomplish the task with a minimum of time and effort. [This information is now included in the single book you have in your hand.] There should be no want of players, for there is unquestionably a fascination in this fantasy game — evidenced even by those who could not by any stretch of the imagination be termed ardent wargamers. The longevity of existing campaigns (notably "Blackmoor" in the Twin Cities and "Greyhawk" in Lake Geneva) and the demand for these rules from people outside these campaigns point towards a fantastic future. Tactical Studies Rules (now TSR Hobbies, Inc.) believes that of all forms of wargaming, fantasy will soon become the major contender for first place. The section of this booklet entitled Scope (now covered in the INTRODUCTION) will provide an idea of just how many possibilities are inherent in DUNGEONS AND DRAGONS.

These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard's Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find DUNGEONS AND DRAGONS to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a "world" where the fantastic is fact and magic really works!

E. Gary Gygax  
TSR Hobbies, Inc.  
1 November 1973  
Lake Geneva, Wisconsin



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## INTRODUCTION

**Dungeons & Dragons** is a fantastic, exciting and imaginative game of role playing for adults 12 years and up. Each player creates a character or characters who may be dwarves, elves, halflings or human fighting men, magic-users, pious clerics or wily thieves. The characters are then plunged into an adventure in a series of dungeons, tunnels, secret rooms and caverns run by another player: the referee, often called the Dungeon Master. The dungeons are filled with fearsome monsters, fabulous treasure and frightful perils. As the players engage in game after game their characters grow in power and ability: the magic users learn more magic spells, the thieves increase in cunning and ability, the fighting men, halflings, elves and dwarves, fight with more deadly accuracy and are harder to kill. Soon the adventurers are daring to go deeper and deeper into the dungeons on each game, battling more terrible monsters, and, of course, recovering bigger and more fabulous treasure! The game is limited only by the inventiveness and imagination of the players, and, if a group is playing together, the characters can move from dungeon to dungeon within the same magical universe if game referees are approximately the same in their handling of play.

The Dungeon Master designs the dungeons and makes careful maps on graph paper. The players do not know where anything is located in the dungeons until the game begins and they enter the first passage or room. They create their own map as they explore. While only paper and pencil need be used, it is possible for the characters of each player to be represented by miniature lead figures which can be purchased inexpensively from hobby stores or directly from TSR Hobbies. The results of combat, magic spells, monster attacks, etc., are resolved by rolling special polyhedral 20-sided dice which come with this game.

## HOW TO USE THIS BOOK

The game requires at least two players, one of whom is the Dungeon Master and has prepared the dungeon, the set of dice, pencil and paper for keeping records and maps, and optionally, a table top to represent the locality of the adventurers with some form of markers for the characters and the monsters they encounter. The game is more exciting and spectacular using the lead miniature figures mentioned above, which can be painted to each player's individual taste, but paper markers or chessman can be used effectively.

Read this whole book through, except for the Sample Dungeon section at the end. After one player has been chosen to be Dungeon Master, he or she should then read through the description of the sample dungeon. The other players then create a character apiece, equip the characters, all as described below, and then the players are ready to venture into the danger-filled depths of the dungeon!

## CREATING CHARACTERS

There are six basic abilities for each character:

*strength, intelligence, wisdom, constitution, dexterity* and *charisma*. Each player starts a character by rolling three 6-sided dice for each characteristic. 18 is as high as one can get with three dice, so a character with a strength of 18 would be super-powerful, one with a strength of 3 (lowest possible dice roll) would barely be able to lift his sword off the ground.

After all six abilities have been rolled and recorded on a separate piece of paper or other permanent record for the character, the player decides what class the character will be. This decision is based on the character's strongest abilities and the player's preferences.

*Strength* is obviously important for fighters and is considered the *prime requisite* for that class. A score of 9-12 is average. There are advantages to fighting men with scores of 13 and higher when it comes to accumulating experience, as explained later, so any character with a strength of 13 to 18 should be considered for the fighting class.

*Intelligence* is the *prime requisite* for magic-users. Since there are advantages to the magic-user if his intelligence is 13 or higher, any character with such a score should be considered for this class. High intelligence also allows any character to learn additional languages.

*Wisdom* is the *prime requisite* for clerics. Clerics can perform miraculous spells even though they do not have special intelligence, and second level (experienced) clerics can heal wounds. If a character has a high wisdom score (13 and over) he would do well as a cleric.

*Constitution* is a combination of health and endurance. It will influence how a character can withstand being paralyzed or killed and raised from the dead, etc. In addition, dwarves and halflings have strong constitutions and a character should have a constitution greater than 9 to be a dwarf or a halfling.

*Dexterity* applies to speed and accuracy. Characters with high dexterity can get off the first arrow, throw the first spell or draw a weapon and strike the first blow. Dexterity is the *prime requisite* for thieves, and scores of 13 and over in this ability make the character a good candidate for the thief class. Halflings are also noted for their dexterity with weapons and a character should have a dexterity greater than 9 to be a halfling.

*Charisma* is a combination of appearance, personality, sex appeal and so forth. Its most important aspect is leadership. A character of charisma below 13 can not hire more than 5 followers, and their loyalty will be luke-warm at best — that is, if the fighting gets hot there is a good probability they will run away. On the other hand, someone with a charisma of 18 can win over a large number of followers (men or monsters) who will probably stand by him to the death. Also a female with high charisma will not be eaten by a dragon but kept captive. A charismatic male defeated by a witch will not be turned into a frog but kept enchanted as her lover, and so forth.

## TABLE OF BONUS AND PENALTIES DUE TO ABILITIES

This table summarizes and adds to the description of the abilities given above. The meaning of terms like "hit die," "fire missile at +1," and "earned experience" will be made clear later.

Prime requisite	15 or more	add 10% to earned experience
Prime requisite	13-14	add 5% to earned experience
Prime requisite	9-12	no bonus
Prime requisite	7-8	subtract 10% from earned experience
Prime requisite	6 or less	subtract 20% from earned experience
Constitution	18	add 3 to each hit die
Constitution	17	add 2 to each hit die
Constitution	15-16	add 1 to each hit die
Constitution	7-14	no bonus
Constitution	6 or less	subtract 1 from each hit die but never less than 1
Dexterity	13 or more	fire any missile at +1
Dexterity	9-12	no bonus
Dexterity	8 or less	fire any missile at -1

### ADJUSTING ABILITY SCORES

It is possible to raise a character's scores in a prime requisite by lowering the scores of some of the other abilities. This recognizes that one can practice and learn feats of fighting, intelligence, etc., but must take a penalty in another area by so doing.

Magic-users and clerics can reduce their strength scores by 3 points and add 1 to their prime requisite for every 3.

Fighting men, clerics, halflings and dwarves can reduce their Intelligence score by 2 points and add 1 to their prime requisite for every 2.

Fighting men, halflings and dwarves can reduce their wisdom by 3 points, and magic-users can reduce it by 2 to gain 1 point for their prime requisites.

Thieves can raise their dexterity score by lowering intelligence 2 points and wisdom 1 point for each additional point of dexterity.

Constitution and charisma can not be altered, and dexterity can not be reduced.

*In no case can any ability be lowered below 9.*

*Fighting Men* — any human character can be a fighting man and all halflings and dwarves are members of the fighter class, unless they opt to be thieves. Elves are a combination of fighting man and magic-user, as described later. Fighting men can use any weapon and wear any kind of armor including magic weapons and magic armor. They can not do other kinds of magic, however. As they advance in experience they increase their "hit dice" and are harder to kill. After they reach the fourth level of experience they also increase their ability to get hits on an opponent, but experience levels that high are not discussed in this book and the reader is referred to the more complete rules in **ADVANCED DUNGEONS & DRAGONS**.

*Magic-users* — humans who elect to become magic-users must not wear armor and can carry only a dagger for protection. They can, however, use almost all magical items, but not magical swords and other magical arms other than daggers. They have the advantage (shared with clerics and some elves) of being able to work magical spells. At the start, however, they

can cast only one spell and must advance a level in experience before they can learn another. Thus the magic-user starts out as an extremely weak character, but if he survives and rises in experience, he becomes increasingly powerful. The types of spells and the way they are used are discussed in a later section. Magic-users, of course, may be either good or evil, lawful or chaotic, and most of their spells remain the same.

*Clerics* — are humans who have dedicated themselves to one or more of the gods. Depending on the god, the cleric may be good or evil, lawful or chaotic. Clerics have their own special spells and unlike magic-users they begin with none. They may, however, wear armor, including magic armor, and carry non-edged weapons such as the mace or the quarter staff. No swords or bows and arrows, however can be employed. The cleric is forbidden by his religion from the drawing of blood. Good clerics can often dispel the undead — skeletons, zombies and their ilk as explained later. As they advance in experience levels they gain the use of additional spells. Spells for evil clerics differ slightly from those of good clerics.

*Thieves* — are humans with special abilities to strike a deadly blow from behind, climb sheer surfaces, hide in shadows, filch items and pick pockets, move with stealth, listen for noises behind closed doors, pick locks and remove small traps such as poisoned needles. Every thief has these abilities, but as they progress in experience they become better and better at it. A table for determining whether a thief has accomplished one of these feats is given later. Thieves are not truly good and are usually referred to as neutral or evil, so that other members of an expedition should never completely trust them and they are quite as likely to steal from their own party as from the Dungeon Master's monsters. Thieves can wear nothing stronger than leather armor and can not carry shields. They can use all the weapons of a fighting man including magic swords and magic daggers. Thieves above the third level of experience can read magic scrolls and books and 80% of languages so that treasure maps, etc. are easy for them. There are special rules for halflings, dwarves and elves who wish to be thieves — these are given in **ADVANCED DUNGEONS & DRAGONS**.

*Dwarves* — are about four feet tall, stocky of build and weigh 150 pounds, shoulders very broad, their skin a ruddy tan, brown or grey. They wear long beards. They are sturdy fighters and are especially resistant to magic as shown by their better saving throws against magical attack. They have infravision and can see 60 feet in the dark. Underground, they can detect slanting passages, traps, shifting walls and new construction about one-third of the time. They are the only ones who can wield the +3 Magic War Hammer (described later). Dwarves can all speak the languages of gnomes, kobolds and goblins.

*Elves* — are five or more feet in height, slim of build, weigh about 120 pounds and have fair to tan skin. They can use all the weapons and armor of the fighting man, including all magical weapons, and can also cast spells like a magic-user. They can detect secret hidden doors about one-third of the time. They have infravision; like dwarves, they can see 60 feet in the dark. They are not paralyzed by the touch of ghouls. Elves can speak the languages of orcs, hobgoblins and gnolls as well as Elvish and the Common speech they share

with men, dwarves and hobbits. Thus, they have the advantages of both fighting men and magic-users as well as certain special capabilities of their own.

Elves progress in level as both fighting men and magic-users, but since each game nets them experience in both categories equally, they progress more slowly than other characters.

*Halflings*— are short, 3 feet high, little folk with several special abilities. Out-of-doors they are difficult to see, having the ability to vanish into woods or undergrowth. They are like dwarves in their resistance to magic. Halflings are extremely accurate with missiles and fire any missile at +1. They can use all the weapons and armor of a fighting man as long as it is "cut down" to their size.

Players decide what class they want their character to be and make any adjustments in prime requisite desired. Characters can be either male or female. The character's name, class, ability scores and other information is recorded by the player on a separate sheet of paper or other record. The player is responsible for keeping a record of the character's bonuses and penalties, any damage he takes, how much gold he owns, what weapons and other items he carries, etc.

There are two more important die roles to be made for each character.

First generate a random number for "hit points." To generate the numbers roll the special dice in this game — 8-sided, 6-sided, 4-sided. This represents the amount of damage the character can take. For the number of "hit points" roll the proper sided die mentioned below. The die pertaining to players' character type is rolled once per level of experience. (See the section **EXPERIENCE POINTS AND EXPERIENCE LEVELS.**) Fighters, including dwarves, generate random numbers from 1 to 8, clerics from 1 to 6, and magic-users and thieves from 1 to 4. Elves use a spread of from 1 to 6 as they are both fighters (1-8) and magic-users (1-4). Although halflings are always fighters, they also use a 1 to 6 point spread due to their size. Note that constitution can add or subtract hit points, but no character can have less than 1 point per level regardless of subtractions. In combat, if a character receives a blow, a dice roll will be made to determine the number of damage points inflicted. These are subtracted from the character's "hit points." If his hit score falls to zero he is dead. Hit points can be restored, if the character is alive, by a clerical healing spell, a healing potion or some other magical item. Otherwise he must continue on in his wounded state until the game is over and he returns to the surface. Each day of rest and recuperation back "home" will regenerate 1 to 3 of his hit points for the next adventure.

Gold owned by the character initially is determined by rolling three 6-sided dice and multiplying the result by 10. The result is the number of gold pieces owned. From this amount the character must outfit himself.

## COST OF EQUIPMENT & WEAPONS

Selection of items is strictly up to the players, and gold pieces are taken away accordingly (players may sell to one another, of course, and then gold pieces would be transferred).

Item	Cost	Item	Cost
Dagger	3	Case with 30 Quarrels	10
Hand Axe	3	20 Arrows/30 Quarrels	5
Mace	5	Silver Tipped Arrow	5
Sword	10	Mule	20
Battle Axe	7	Draft Horse	30
Morning Star	6	Light Horse	40
Flail	8	Warhorse, Medium	100
Spear	2	Warhorse, Heavy	200
Pole Arm	7	Saddle	25
Halberd	7	Saddle Bags	10
Two-Handed Sword	15	Cart	100
Lance	4	Wagon	200
Pike	5	Raft	40
Short Bow	25	Small Boat	100
Long Bow	40	Leather Armor	15
Composite Bow	50	Chain-type Mail	30
Light Crossbow	15	Plate Mail	50
Heavy Crossbow	25	Helmet	10
Quiver of 20 Arrows	10	Shield	10

Item	Cost	Item	Cost
Barding (Horse Armor)	100	Silver Mirror, small	15
50' of Rope	1	Wooden Cross	2
10' Pole	1	Silver Cross	25
12 Iron Spikes	1	Holy Water/Vial	25
Small Sack	1	Wolfsbane, bunch	10
Large Sack	2	Garlic, bud	5
Leather Back Pack	5	Wine, quart	1
Water/Wine Skin	1	Iron rations (for dungeon expeditions) 1 person/1 week	15
6 Torches	1	Standard rations for 1 person/1 week	5
Lantern	10		
Flask of Oil	2		
Tinder Box	3		
3 Stakes & Mallet	3	Other items cost may be calculated by comparing to similar items listed above.	
Steel Mirror	5		

## ADDITIONAL CHARACTER CLASSES

There are a number of other character types which are detailed in *ADVANCED DUNGEONS & DRAGONS*. There are sub-classes of the four basic classes. They are: paladins and rangers (fighting men), illusionists and witches (magic-users), monks and druids (clerics), and assassins (thieves). There are half elves. Special characteristics for dwarven, elven, and halfling thieves are given. In addition, rules for characters who possess the rare talent of psionic ability are detailed. However, for a beginning campaign these additions are not necessary, and players should accustom themselves to regular play before adding further complexities.

At the Dungeon Master's discretion a character can be anything his or her player wants him to be. Characters must always start out inexperienced and relatively weak and build on their experience. Thus, an expedition might include, in addition to the four basic classes and races (human, elven, dwarven, halfling-ish), a centaur, a lawful werebear, and a Japanese Samurai fighting man.

## "HOPELESS CHARACTERS"

Sometimes the universe of chance allows a character to appear who is below average in everything. At the Dungeon Master's discretion, such a character might be declared unsuitable for dangerous adventures and left at home. Another character would then be rolled to take his place. There is enough chance in the dungeon encounters, however, that sometimes a character like this will survive and advance to a position of power and importance.

## NUMBERS OF CHARACTERS

Most Dungeon Masters allow a player only one (or perhaps two characters) at a time. If a character is killed, then for the next game the player rolls a new character. The new character, of course, starts with no experience. A character may be allowed to designate a "relative" who will inherit his wealth and possessions (after paying a 10% tax) on his death or disappearance. There is no reason, however, why a character could not choose to "retire," wealthy and covered with glory, and let some fresh, hot-blooded adventurer take the risks.

When a character is killed, the lead figure (if used) representing his body is removed from the table, unless it is eaten by the monsters or carried off by his comrades to be returned to his family. A seventh level cleric can raise the dead, if you can find one! Also, of course, wish rings and other magic can restore the deceased adventurer to his comrades and friends!

## NON-PLAYER CHARACTERS

In all probability the referee will find it beneficial to allow participants in the campaign to "hire into service" one or more characters. At times this may be nothing more than a band of mercenaries hired to participate in and share the profits from some adventure. However it is possible that players will be desirous of acquiring a regular entourage of various character types, monsters, or any army of some form. Non-player characters can be hired as follows:

Only the lowest level of character types can be hired, i.e. first level. The player wishing to hire a non-player character "advertises" by posting notices at inns and taverns, frequents public places seeking the desired hireling, or sends messengers to whatever place the desired character type would be found (elf-land, dwarf-land, etc.). This costs money and takes time, and the referee must determine expenditures (rolling a 6-sided die for 100's of gold pieces is suggested). Once some response has been obtained, the player must make an offer to tempt the desired character type into his service. As a rule of thumb, a *minimum* offer of 100 gold pieces would be required to tempt a human into service, dwarves are more interested in gold, magic-users and elves desire magical items, and clerics want some assurance of having a place of worship in which to house themselves. The Dungeon Master will act out the part of the prospective employee, making whatever kind of deal would be appropriate.

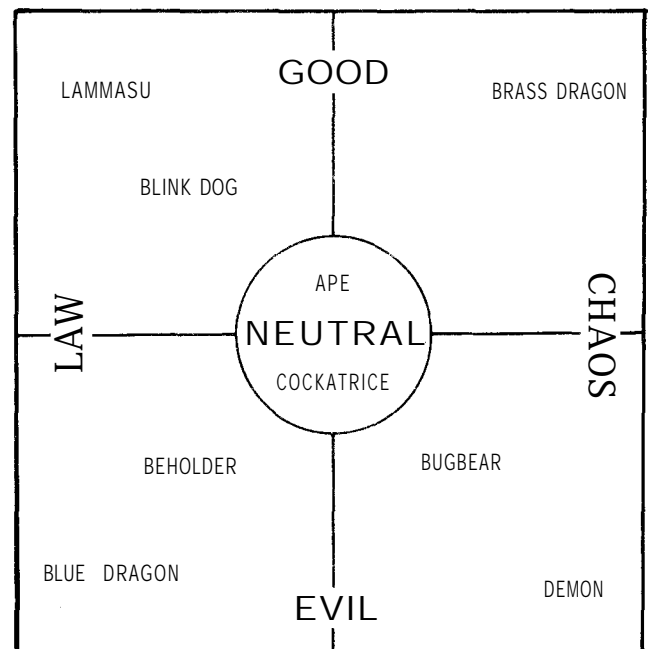
Monsters can sometimes be lured into service if they are of the same basic alignment as the player-

character, or they can be *charmed* and thus ordered to serve. Note, however, that the term "monster" includes men found in the dungeons, so in this way some high-level characters can, arbitrarily, be brought into a character's service, *charisma* allowing or through a *charm* spell. Some reward must be offered to a monster in order to induce it into service (not just sparing its life, for example).

A man or intelligent monster can surrender or become subdued. When this happens an offer of service can be made (assuming that communication is possible) as outlined later in the HOSTILE-FRIENDLY REACTION TABLE. Subdued monsters will obey for a time without need to check their reactions, and such monsters are salable.

## CHARACTER ALIGNMENT

Characters may be lawful (good or evil), neutral or chaotic (good or evil). Lawful characters always act according to a highly regulated code of behavior, whether for good or evil. Chaotic characters are quite unpredictable and can not be depended upon to do anything except the unexpected -- they are often, but not always, evil. Neutral characters, such as all thieves, are motivated by self interest and may steal from their companions or betray them if it is in their own best interest. Players may choose any alignment they want and need not reveal it to others. Note that the code of lawful good characters insures that they would tell everyone that they are lawful. There are some magical items that can be used only by one alignment of characters. If the Dungeon Master feels that a character has begun to behave in a manner inconsistent with his declared alignment he may rule that he or she has changed alignment and penalize the character with a loss of experience points. An example of such behavior would be a "good" character who kills or tortures a prisoner.



## LANGUAGES

The "common tongue" spoken through the "continent" is known by most humans, elves, dwarves, and hobbits. All other creatures and monsters which can speak have their own language, although some (20%) also know the common one. Lawful good, lawful evil, chaotic good, chaotic evil, and neutrality also have common languages spoken by each respectively. One can attempt to communicate through the common tongue, language particular to a creature class, or one of the divisional languages (lawful good, etc.). While not understanding the language, creatures who speak a divisional tongue will recognize a hostile one and attack. Characters with an *Intelligence* above 10 may learn additional languages, one language for every point above 10 in intelligence. Thus, a man with an intelligence level of 15 could speak seven languages, i.e. common, alignment, plus five others as selected. Magic-users spells and some magic items will enable the speaking and understanding of languages.

## TIME AND MOVEMENT IN THE DUNGEONS

A fully armoured man can move 120 feet per turn at a cautious walk. Each turn takes ten minutes (scale time, not actual) in the characters' magical universe. In the players' universe arguments sometimes develop and a turn may take considerably longer! Each turn is ten minutes except during combat where there are ten melee rounds per turn, each round lasting ten seconds.

Let us say a party has come to a blank wall and decides to search it for secret doors. The Dungeon Master says it will take one turn for one character to search a 10 foot section of wall. Unbeknownst to the adventurers, a monstrous purple worm is coming toward them down a side corridor. The Dungeon Master consults his table of monsters and sees that the worm travels 60 feet per turn, so it will be 60 feet closer when the search is completed. Let us hope the party remembered to have somebody watch the rear!

Time must be taken to rest, so one turn every hour should be spent motionless — i.e., one turn out of every six. If the party has been running (triple normal speed) they will need two turns to rest.

An unarmoured and unencumbered man can move 240 feet per turn, an armored man 120 feet, and carrying a heavy load only half that. Faster speeds can be allowed for charging or a short sprint. If a character is being pursued, however, he may have to throw away heavy treasure or armor in order to escape.

### MOVEMENT TABLE

Movement	Feet/turn	
	Exploring/ Mapping	Moving Normally
unarmored, unencumbered man	240	480
fully armored man, or carrying heavy load	120	240
fully armored AND heavily loaded	60	120
running, unarmored (X 3)	720	—
running, armored (X 3)	360	—

Since DUNGEONS & DRAGONS was originally written for wargamers who are used to miniature figures, distances are often given in inches. Inches can be converted to feet by multiplying by ten: 1 inch = 10 feet, 2 inches = 20 feet, etc. This scales the movement appropriately for maneuvering the figures on the top of a gaming table.

## ENCUMBRANCE

A back pack or sack will hold weight which equals approximately 300 gold pieces. For game purposes all forms of coins weigh the same. A character carrying 300 gold pieces would not be considered to be heavily loaded — assuming that the other equipment he or she carried was not excessive — for 300 gold pieces are assumed to weigh about 30 pounds. A character with 600 gold pieces is likely to be considered as being heavily loaded, as the weight of the other equipment normally carried will make the character's load in the neighborhood of 75 pounds minimum (a fighting man will be far more loaded down, but it is assumed that such individuals are trained to be stronger and so able to carry more weight).

In order to give players a better idea of just how encumbered they are by equipment and subsequent additions of treasure to their load, it is suggested that they note on a sheet of paper just where or how each item they have with them is stored or carried.

Example: The magic-user, Malchor, is about to set off on a dungeon exploring expedition. In addition to his normal garb of boots, loin cloth, robe, girdle, and pointy hat he notes that he is bringing the following equipment with him:

- 2 daggers (1 in girdle, other in boot)
- 1 back pack
- 1 large sack (in pack)
- 1 — 50' coil of rope (in pack)
- 1 standard rations (in pack)
- 1 small sack (in pack)
- 12 iron spikes (in small sack in pack)
- 1 quart wine (in pack)
- 1 small sack, shoulder slung, left side
- 2 flasks of oil (shoulder sack)
- 2 vials holy water (shoulder sack)
- 1 garlic bud (shoulder sack)
- 1 wolfsbane bunch (shoulder sack)
- 20 gold pieces (in purse hidden under robe)
- 1 water skin, shoulder slung, right side
- 1 tinder box (tucked in girdle)
- 1 lantern, filled with oil (left hand)
- 1 — 10' pole (right hand)

## LIGHT

Most dungeons are dark. Elves and dwarves can see 60 feet in the dark, as can all monsters (and this term embraces all of the evil characters of the Dungeon Master), but humans and hobbits will need artificial light or be reduced to half speed or less. Magic swords and some staves shed light, but the party may have to resort to torches or lanterns. A good torch will burn for six turns, while a flask of oil in a lantern will last 24 turns. Either allow the bearer to see 30 feet. Artificial light, of course, will attract monsters who live in the dark and will also warn them that the party is ap-

proaching. Note that elves and dwarves lose their ability to see 60 feet if there is light within 30 feet of them.

### TRAPS, DOORS, SECRET DOORS, SURPRISES, WANDERING MONSTERS

Many dungeons contain *traps*, such as trap doors in the floor. If a character passes over one a six-sided die is rolled; a roll of 1 or 2 indicates that the trap was sprung and he has fallen in, taking one or more 6-sided, dice of damage.

*Doors* are usually closed and often stuck or locked. They have to have the locks picked or be smashed open. A roll of 1 or 2 indicates that a door has been forced open. Of course, if the party has to hit the door several time's before getting their roll of 1 or 2, there is no possibility of surprising the occupants of the room.

When the characters come to a door they may *listen* to detect any sound within. A die roll of 1 for humans, 1 or 2 for elves, dwarves and halflings, indicates that they have heard something, if there is anything to hear. The "Undead" — skeletons, zombies, ghouls, wights, wraiths, mummies, spectres and vampires — make no noise unless they wish to. The party gets one try at listening to any door, wall, panel, etc.

If elves pass by a **secret door** or passage, roll a six-sided die and a 1 or 2 means they sense something there. If the party is searching for a secret door then an elf will locate it on a roll of 1 to 4, other characters on a roll of 1 or 2. Of course, the Dungeon Master will lessen these possibilities in lower levels of the dungeon.

Doors opened will usually shut automatically unless spiked or wedged open. Doors open automatically for monsters, however, unless held or spiked shut.

*Surprise* may occur whenever one party is unaware of the presence of the other. A roll of a 1 or 2 on a six-sided die means the party or the monsters were surprised. If the party surprises a monster they get an opportunity to cast a spell, shoot arrows, shut the door, run, or draw weapons and attack before the monster can react. A character surprised by a monster may drop whatever he is holding — on a die roll of 6 — and the monster gains first reaction (which means it will usually charge to attack the party).

At the end of each three turns the Dungeon Master can roll a die to see if a *wandering monster* has come down the corridor. A roll of 6 means that something has

come "strolling" along. If the party has someone watching they will see or hear the monster up to 120 feet away unless it is coming around a corner, very quiet, etc. If it is uncertain how far away the monster is, roll two six-sided die and multiply by 10. The result is the distance in feet (i.e. a roll of 5 + 2 = 7 or 70 feet). The referee could then place a figure representing the monster or monsters on the table at the appropriate distance from the adventurers, if figures are being used.

The wandering monsters may be pre-selected by the Dungeon Master, such as a guard of skeletons or goblins that walks up and down the main corridor every five turns, or the wandering creatures may be selected from a table by random number generation. Where a slash (/) appears between two monsters, roll again to see which of the two appears.

The number of wandering monsters appearing should be roughly equal to the strength of the party encountering them. First level adventurers encountering monsters typically found on the first level of a dungeon should be faced with roughly equal numbers, i.e. a party of three would encounter 2-6 orcs, 3-12 giant rats, etc. However, if the party were second level, or the first level monsters were encountered on the second level of the dungeon, the number of wandering monsters encountered should be doubled. In a like manner, the number of monsters should be tripled for third level adventures or in the third level of the dungeon if the monsters appearing are first level. If justification is needed, simply consider that a small party is relatively quiet, thus attracting less attention than a large group, and powerful characters will similarly bring more numbers of monsters. The basic number of monsters appearing in an encounter with wandering monsters is shown in parentheses after each monster. Modify the number as required to suit the situation. Roll the appropriate die or dice to generate the random number falling within the parameters indicated for the possible number of the specific type of monster the party has encountered, and then adjust the number according to your modification. Numbers shown should not be reduced below the lowest number shown.

Level Beneath the Surface	Consult Monster Die Roll—	Level Table Number		
		1	2	3
One	1-8	9-11	12	
Two	1-3	4-9	10-12	
Three	1	2-4	5-12	

### WANDERING MONSTER TABLE

One Level Below Ground	Die	Two Levels Below Ground	Die	Three Levels Below Ground	Die
Kobolds (3-12)	1	Orcs (5-20)	1	Hobgoblins (5-20)	1
Goblins (2-8)	2	Hobgoblins (2-8)	2	Gnolls (4-16)	2
Warriors/Seers (1-3/1-2)	3	Gnolls (2-5)	3	Bugbears (2-8)	3
Orcs (2-5)	4	Ghouls (1-4)	4	Ogres (1-4)	4
Skeletons/Zombies (1-6/1-4)	5	Swordsmen (2-5)	5	Wights (1-3)	5
Bandits (2-5)	6	Conjurers (1-4)	6	Displacer Beasts (1-2)	6
Berserkers (1-4)	7	Priests (2-5)	7	Doppelgangers (1-4)	7
Stirges (2-5)	8	Robbers (1-4)	8	Grey Ooze (1)	8
Adepts/Footpads (1-4/1-4)	9	Dwarves (4-16)	9	Blink Dogs (2-5)	9
Dwarves (2-5)	10	Elves (3-12)	10	Harpies (1-3)	10
Elves (1-6)	11	Giant Ticks (1-3)	11	Wererats (1-4)	11
Gelatinous Cube (1)	12	Carrion Crawler (1)	12	Ochre Jelly (1)	12

Obviously, some of these creatures will not always be hostile. Some may offer aid and assistance. To determine the reaction of such creatures, roll 2 dice:

#### HOSTILE/FRIENDLY REACTION TABLE

Score	Reaction
2	Attacks immediately!
3-5	Hostile reaction
6-8	Uncertain, make another offer, roll again
9-11	Accepts offer, friendly
12	Enthusiastic, volunteers help

The Dungeon Master should make adjustments if the party spokesman has high charisma or offers special inducements.

If the party decides to flee they may be able to delay pursuit by discarding some of their possessions. Unintelligent monsters will stop to pick up food half the time (roll 1-3 on a 6-sided die) and intelligent monsters will stop for treasure half the time (roll 1-3). Burning oil will deter monsters (referee's discretion).

#### EXPERIENCE POINTS AND EXPERIENCE LEVELS

Accumulated experience is measured by experience points. Experience points are awarded on the basis of treasure obtained and monsters killed or subdued. Experience for treasure recovered is on the basis of 1 point for every gold piece. Convert jewelry, gems, etc. into gold piece value. (For more information regarding treasure, see TREASURE and BASE TREASURE VALUES.) Treasure is usually divided equally among members of the party and therefore the experience is also. If, for some reason, one character gets more of the loot, such as a thief stealing gems from the saddle bags on the way home, then he should get the additional experience points.

Monsters killed or overcome by magic or wits are worth experience points to be divided among the entire party.

#### Experience Points for Monsters Overcome

Monster's Hit Dice	Value	Bonus for Special Abilities
Under 1	5	1
1	10	3
1 + 1	15	4
2	20	5
2 + 1		
3	35	15
3 + 1	50	25
4	75	50
4 + 1	125	75
5	175	125
5 + 1	225	175

Special abilities of the monster would indicate monsters which regenerate, use or hurl missiles, have poison, have paralytic touch, etc.

If the defeated monster is lower in level than the character who overcomes him, less experience is gained. The experience points for the kill are multiplied by a fraction: monster's level/character's level. For example, if a third level fighting man killed the first level orc he generates  $\frac{1}{3}$  the experience points. The Dungeon Master usually takes all the experience earned

by the party, treasure and monsters defeated, and divides it equally among all surviving members of the expedition.

The Dungeon Master should have the option of lowering the number of experience points gained under special circumstances. If one character sneaks out of the dungeon with all the treasure while the rest of the party is being eaten, he should gain some experience points but not necessarily all of them!

Remember that characters with high scores in their prime requisite get a bonus of experience points.

No more experience points should be awarded for a single game than will move a character up one experience "level." Thus if a first level fighting man earns 5000 experience points this would ordinarily move him up two levels (see table below). He is therefore only allowed the number of points that would take him up to second level and almost up to third. He therefore receives 3,999 experience points, not 5,000, because 4,000 points would move him up two levels. There is no theoretical limit to the number of levels a character may progress (15th level fighting man, 14th level wizard, etc.). but only the first three levels are discussed in this book.

As a character goes up a level he increases his hit dice. The new die is rolled and the score added to his current number of hits.

Magic-users and clerics increase the number of spells they can use with each new level. Magic-users retain the spells they already have and select new ones from the appropriate list. Clerics can call upon more spells and increase their powers of turning away the undead. Thieves increase their abilities.

#### FIGHTING MEN, ELVES, HALFLINGS AND DWARVES

Level	Experience		
	Points	Hit Dice	Spells
1 (Veteran)	0	1-8sided	0
2 (Warrior)	2000	2-8 sided	0
3 (Swordsman)	4000	3-8 sided	0

#### MAGIC-USERS

1 (Medium)	0	1-4sided	1 first level spell
2 (Seer)	2500	2-4sided	2 first level spells
3 (Conjurer)	5000	3-4 sided	2 first level, 1 second level

#### CLERICS

1 (Acolyte)	0	1-6 sided	0
2 (Adept)	1500	2-6 sided	1
3 (Priest)	3000	3-6 sided	2

#### THIEVES

1 (Apprentice)	0	1-4 sided	A
2 (Footpad)	1200	2-4 sided	B
3 (Robber)	2400	3-4 sided	C

#### DWARVES, HALFLINGS AND ELVES

Halflings and Dwarves progress as fighting men, but Halflings use a six-sided die for hit points. Elves progress in two areas — fighting man and magic-user. They use a six-sided die for hits.

## EXPLANATION OF THIEF'S ABILITIES

A	open lock 15%	remove trap 10%	pick pocket 20%	move silently 20%	hide in shadows 10%	hear noise roll of 1-2
B	open lock 20%	remove trap 15%	pick pocket 25%	move silently 25%	hide in shadows 15%	hear noise roll of 1-2
C	open lock 25%	remove trap 20%	pick pocket 30%	move silently 30%	hide in shadows 20%	hear noise roll of 1-3

When the determination of a percentage probability is called for, as in the thieves table above, use the 20-sided die. Roll 2 such die (or one die twice) and designate 1 die the tens and one the units. Let us say a red die will be tens. Then a roll of red 6 and white 2 with a pair of dice is 62%.

Drego the thief tries to pick the lock on a treasure chest. He is a first level thief so he needs a roll of 01% to 15% on the dice. He rolls red 3 and white 0 — a 30% and not good enough to open the lock. He is allowed only that one try — one roll of the dice — to open it, because no matter how long he works on the lock there is only a 15% chance that an inexperienced thief can get it open.

Later, Drego is alone in a dark corridor when a party of evil warriors walks by. He announces that he will hide in the shadows. He rolls a red 0 and a white 2, 02%, much less than the score of 10% he needs for success. He is not seen.

The thief's ability to hear noise at closed doors, secret panels, etc. is rolled on a six-sided die like anyone else, but his ability improves as he advances in experience.

### CLERICAL ABILITIES

Clerics have the ability to turn away the "undead," and higher level clerics can dispel them. If the cleric turns the undead away they retreat before him, will not touch him and flee from his immediate vicinity if they can. When a higher level cleric dispels an undead monster it disappears and is gone forever.

When a cleric of the first three level confronts one or more of the undead, consult the table below. A "T" means the monsters are automatically turned away. If there is more than one of the undead, roll two 6-sided dice to see how many are turned away. The numbers

on the table indicate that the cleric may be able to turn the undead. Roll two 6-sided dice, if the roll is equal to, or greater than, the number given in the table it means the cleric has been successful in turning the undead and a second die roll can be used to determine how many have been affected.

### USE OF THE WORD *LEVEL*

The word *level* is used in the game to mean successively deeper strata of the dungeon labyrinths. Also, characters advance in experience by level and at each new level they increase their hit dice (the amount of damage they can take) and increase in special abilities such as theft or magic. Level is used in reference to monsters to indicate how tough and ferocious they are. Thus a monster's level usually indicates its hit dice and special abilities, and is a measure of how hard it is to kill. A fifth level monster, such as a 5-headed hydra, is worth many more experience points than a first level orc.

Most dungeons are constructed of deeper and deeper levels below the surface. Usually the dungeon level indicates how difficult it is. Thus, the third level of a dungeon would contain monsters primarily drawn from the third level, although not exclusively. Such an area of the dungeon would be particularly dangerous for first level characters and probably should not be attempted until they have more experience.

We are talking, therefore of dungeon level, monster level, character level and spell level. Example: "While on the 4th dungeon level, my 6th level magic-user encountered a 5th level monster and attacked it with a 3rd level spell!" The multiple usage of the term "level" will become quite familiar and not at all confusing once players have participated in a few sessions of the game.

## CLERICS VS. UNDEAD TABLE

Cleric Level	Undead Type							
	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	9	11	no effect.	no effect.	no effect.	no effect.	no effect.
2	T	7	9	11	no effect.	no effect.	no effect.	no effect.
3	T	T	7	9	11	no effect.	no effect.	no effect.

Number = score needed to turn away

T = automatically turned away, up to 2 dice in number



## MAGIC SPELLS

A first level magic-user (medium) or a second level cleric (adept) may cast one spell, and as they go up in experience points the number of spells increases. The magic-user acquires books containing the spells, the study of which allows him to memorize a spell for use. He can then throw the spell by saying the magic words and making gestures with his hands. This means that a magic-user bound and gagged can not use his magic. In some cases the spell may require substances or apparatus, such as conjuring a water elemental (5th level) requires the presence of water, a sleep spell requires a pinch of sand. A magic-user must concentrate on his spell, so he can not cast a spell and walk or run at the same time, and he certainly can not cast a spell while engaged in combat. Then, after all that, the spell may not work!

More important, as the spell is recited it fades from the spell-caster's mind and he can not use it again! He must go back to his study and re-learn the spell. This takes at least 1 day. Magic-users can not bring their magic books into the dungeon with them. Always assume that more than 1 day has passed between expeditions, so that a magic-user who leaves the dungeon and goes home may start a new game with all his spells ready, but the appropriate time lag must be carefully noted.

This rule places great limitations on the magic-user's power, but there are ways to partially overcome them. One is to have the spell written out on a magic scroll. Scrolls are written in magic runes that fade from the page as they are read, so a scroll also can only be used once. Magic users may make a scroll of a spell they already "know" (i.e. have in their magic book) at a cost of 100 gold pieces and 1 week's work for each spell of the first level, 200 gold pieces and 2 weeks for a second level spell (if the magic-user is third level), etc.

Certain magical items which can be found in dungeons can be used by magic-users, and often only by magic-users. Thus there are magic wands, staves, rings, amulets, potions, scrolls and similar items which gave the user magical powers just as if he had a magic spell. Some of these are described later under TREASURE.

It is also possible for a magic-user, through the expenditure of much money for research, to create new spells. The Dungeon Master must agree that the spell is appropriate to the level of the character trying to create it, the magic-user must spend 2000 gold pieces per level of spell and one week of time. He then has a 20% chance of success. The player rolls two 20-sided dice and reads them off, the first number being tens and the second units. If the die are different colors decide in advance which is the tens die. A roll of 20 or anything less than 20 means the spell research was successful, the magic-user writes it into his book and may use the spell, subject to the rules above and the restrictions given below.

The number of spells a magic-user may employ during an adventure is determined by what level magic-user he may be. If he is a first level, only one. He gets to choose the spell he will memorize from his books and he does this before the expedition starts off. He does not necessarily get to choose from the entire list of first level spells, however. That depends on his in-

telligence, as shown in the table below.

Intelligence of Magic-User	% Chance to Know Any Given Spell	Number of Spells Knowable per Level	
		Minimum	Maximum
3-4	20%	2	3
5-7	30%	2	4
8-9	40%	3	5
10-12	50%	4	6
13-14	65%	5	8
15-16	75%	6	10
17	85%	7	All
18	95%	8	All

Let us suppose that old Malchor the first level magic-user is planning on going on a dangerous quest. His intelligence is only 10 (equal to maybe an IQ of 100!) and he can not have studied and copied into his books all the spells listed under Book of First Level Spells (this list is given later). The most he can have available is 6 and the least 4 (maximum and minimum from the table above). The game player would like to give him the Sleep Spell. His chance to "know" this spell — have it available in his books is 50% (from the table) — so two 20-sided dice are rolled to give a percentage, using the system described earlier. A roll of anything less than 51 means the spell is available, 51 or above, it is not, and poor Malchor must try for another spell. Incidentally, if he goes through the entire list without getting his minimum of 4 spells, he gets to try again. Once the spell is in his magic books, Malchor can memorize it for use, but being a first level magic-user, he can only memorize one spell. Further study and experience with magic expands his ability and when he reaches second level he can carry two spells in his head!

## SAVING THROWS

Even when a magical spell has been properly thrown, it does not always work. Anyone subjected to magical attack rolls a special die to see if the magic took effect (see below). This die roll is called a "saving throw" because if you roll the correct number (given in the chart below) or any higher number, you are unaffected or "saved."

### Saving Throw Table — Levels 1 to 3

*(Use a 20-sided die)*

Class	Spell or Magic Staff	Magic Wand	Death Ray or Poison	Turned to Stone	Dragon Breath
Normal man, Kobold, Goblin, etc.	17	14	13	15	16
Fighting Man, Thief, Hobgoblin, etc.	16	13	12	14	15
Magic-user	15	14	13	13	16
Cleric	15	12	11	14	16
Dwarves & Halflings	14	11	10	12	14

Failure to make the total indicated results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the

total indicated, or higher, means the weapon either has no effect (spell, death ray, poison, paralyzation, stone, polymorph) or half damage (from dragon breath, fire ball, lightning, wand of cold and staves). Higher level characters get better saving throws and these are given in *ADVANCED DUNGEONS & DRAGONS*.

Numbers can be generated as follows: Mark one set of faces on a 20-sided die by coloring with a red permanent marker on one of each faces — 0, 1, 2, 3, etc. The marked faces will be considered to have a ten added to them — 1 = 11, 2 = 12, 3 = 13, etc. Unmarked 0 = 10, marked 0 = 20. This die will also be used to determine the results of combat from the combat table.

### MONSTER SAVING THROWS

Evil men and man-type monsters like goblins and orcs make man-type saving throws. Higher level monsters are tougher and more resistant to magic, just as player characters are. Monsters use the table above, most monsters being considered as fighters for purposes of saving throw, although magic-using monsters would use the magic-user or fighter column, whichever was more favorable, if not a human. The same applies to monsters using clerical-type magic. For conversion of monsters to the table, count each hit die as one level.

There are many special cases. The undead are unaffected by poison (except zombies who are poisoned by salt) and unaffected by spells which require a living mind: sleep, charm person, hypnosis, etc. Large or powerful creatures like demons, balrogs and dragons may be highly resistant to certain kinds of spells especially if thrown by a magic-user of lower level than their own level.

### MAGIC-USER SPELLS

#### Book of First Level Spells:

Charm Person	Protection from Evil
Dancing Lights	Read Languages
Detect Magic	Read Magic
Enlargements	Shield
Hold Portal	Sleep
Light	Tenser's Floating Disc
Magic Missile	Ventriloquism

#### Book of Second Level Spells:

Audible Glamer	Locate Object
Continual Light	Magic Mouth
Darkness	Mirror Image
Detect Evil	Phantasmal Forces
Detect Invisible	Pyrotechnics
ESP	Ray of Enfeeblement
Invisibility	Strength
Knock	Web
Levitate	Wizard Lock

#### Book of Third Level Spells:

Clairaudience	Invisibility 10'
Clairvoyance	Lightning Bolt
Dispel Magic	Monster Summoning I
Explosive Runes	Protection/Evil 10'
Fire Ball	Protection/Normal Missiles
Fly	Rope Trick
Haste Spell	Slow Spell
Hold Person	Suggestion
Infravision	Water Breathing

### FIRST LEVEL SPELLS

#### Charm Person — Level 1 ; Range: 120 feet

This spell applies to all two legged, generally mammalian humanoids of approximately man size including sprites, pixies, nixies, kobolds, goblins, orcs, hobgoblins and gnolls. It does not affect the undead or large monsters. If the spell is successful it will cause the charmed entity to come completely under the influence of the magic-user. The possibility of the entity breaking free from the charm spell later depends upon its intelligence. A new saving throw will be made according to the following schedule:

Intelligence	New Saving throw every:
3-6	month
7-9	three weeks
10-11	two weeks
12-15	one week
16-17	two days
18 or more	day

#### Dancing Lights — Level: 1 ; Range: 120 feet; Duration, 2 turns

This spell creates from 1-6 lantern-like lights which give the appearance of the illumination carried by a party of dungeon adventurers or a similar group. The magic-user can cause them to move, even around corners, up to the maximum range of the spell. Once cast, the magic-user need simply speak his desire, and the lights follow instructions, so there is no need for continued concentration.

#### Detect Magic — Level 1 ; Range: 60 feet; Duration: 2 turns

A spell to determine if there has been some enchantment laid on a person, place or thing. It has a limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked," etc.

#### Enlargement — Level 1 ; Range: 30 feet; Duration: 1 + level of spell caster in turns

This spell increases the size and mass of the object upon which it is cast. It doubles the size of non-living matter, and it increases the size of living matter by one-half. Only one object or thing can be affected by the spell, and the caster must be able to see or touch the object or thing in order to make the spell work. Note it will not add to the magical nature of any object, so a potion enlarged will simply be a single potion with a greater volume. It will, for example, make a door stronger, however, as an *enlargement* spell will cause it to be twice as thick. In cases where the object is very large, the spell is limited by a volume equal to 12 cubic feet/level of the spell caster, i.e. a 10th level magic-user could enlarge an object up to 120 cubic feet in volume.

#### Hold Portal — Level 1 ; Range: 10 feet; Duration 2-12 turns

A spell to hold a door, gate or the like. It is similar to a locking spell (see below) but it is not permanent. Roll two 6-sided dice to determine the duration of the spell in turns. A dispel *magic* will negate it, a strong anti-magical creature like a Balrog will shatter it and a *knock spell* will open it.

#### Light — Level 1 ; Range: 120 feet; Duration: 6 + level of spell caster in turns

A spell to cast light in a circle 3" in diameter, not equal to full daylight. It lasts for a number of turns equal to 6 plus the level of the user. Thus a first level magic-user could cast the spell for 7 turns, and, of course, he could turn it off before 7 turns had gone by, but he would not be able to cast it again during that game.

**Magic Missile** — Level 1 ; Range: 150 feet

A conjured missile equal to a magic arrow, and it does 1 die roll plus 1 point (2-7) to any creature it strikes. Roll the missile fire like a long bow arrow (*Missile Fire Table*). Higher level magic-users fire more than one missile.

**Protection from Evil** — Level 1; Range: 0 feet; Duration: 6 turns

This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters such as elementals, invisible stalkers, demons, etc. It serves as an "armor" from evil attacks, adding +1 to all the users saving throws, and subtracting -1 from the hit probability of evil opponents. These effects are cumulative with such magical protections as magic armor and rings of protection.

**Read Languages** — Level 1 ; Range: 0 feet; Duration: 2 turns

The means by which directions and the like are read, particularly treasure maps. Very much like read magic spell below. The zero range merely means that the magic-user casts the spell on himself or on something he touches.

**Read Magic** — Level 1 ; Range: 0 feet; Duration: 2 turns

The means by which incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a magic-user. (Note once a scroll is looked at under a Read Magic spell, the magic-user can read it again without such aid.)

**Shield** — Level 1 ; Range: 0 feet; Duration: 2 turns

By means of this spell the user imposes a self-moving magical barrier between himself and his enemies. It provides the equivalent of plate armor and shield (armor class 2) against missiles, chain mail and shield (armor class 4) against other attacks.

**Sleep** — Level 1 ; Range: 240 feet; Duration: 4-16 turns

Puts all kinds of creatures to sleep for 2-8 turns. Monsters of higher level are less affected as follows. To determine the number of creatures put to sleep by the spell: if the creatures have up to 1 die of hit points (or 1 die +1 point), roll two 8-sided dice to find the number put to sleep, creatures with 2 dice of hit points (or 2 dice + 1 hit point) roll two 6-sided dice, creatures with 3 dice of hit points (or 3 dice + 2 points) roll one 6-sided die, and of creatures of 4 dice (or 4 dice + 1 point) only one will be put to sleep. Creatures with more hit dice are unaffected by the spell. Undead are always unaffected. There are no saving throws allowed.

**Tenser's Floating Disc** — Level 1 ; Range: 10 feet; Duration: 6 turns

The wizard, Tenser, always greedy for more treasure, devised this spell. It summons a floating platform which is disc-shaped. The disc floats at ap-

proximately waist height and can bear up to 5,000 gold pieces in weight. The disc will follow the magic-user who created it wherever he goes, staying six feet behind him at all times. When the spell wears out anything still upon the floating disc will fall to the ground.

**Ventriloquism** — Level 1 ; Range: 60 feet; Duration: 2 turns

Allows the user to make the sound of his voice issue from someplace else, such as a statue, animal, behind a door, etc.

## SECOND LEVEL SPELLS

**Audible Glamer** — Level 2; Range: 240 feet; Duration: 2 turns

By means of this spell the magic-user is able to create an auditory hallucination. The volume of sound and the number of voices, calls, etc. is a direct function of the level of the sender. At second level the caster can, at best, make it seem as if 2-8 persons were conversing in normal tones. With each additional level which the magic-user attains a like volume can be added, i.e. at third level the caster could create the sound of 4-16 persons moving and speaking normally, or half that number shouting and fighting. For other than human sounds simply judge by relative sound volume (a lion roaring would require a fourth level casting, but the sound of a giant snake approaching would easily be accomplished by a second level magic-user).

**Continual Light** — Level 2; Range: 120 feet; Duration: infinite

Sheds a circle of light wherever the caster desires. Creates a circle of illumination 6" in diameter, not equal to full daylight. Continues to shed light until dispelled.

**Darkness** — Level 2; Range: 120 feet; Duration: 6 turns

Causes total darkness in an area of 50 feet radius in which even infravision is useless. It can be countered by a dispel magic or a light spell. (Dispel magic is a third level spell.)

**Detect Evil** — Level 2; Range: 60 feet; Duration: 2 turns

A spell to detect evil thought or evil intent in any creature or evilly enchanted object. Poison, however, is neither good nor evil.

**Detect Invisible** — Level 2; Range: 10 feet X level of spell caster; Duration: 6 turns

A spell to find treasure hidden by an invisibility spell. It will also locate invisible creatures.

**ESP** — Level 2; Range: 60 feet; Duration: 12 turns

A spell which allows the user to detect the thoughts (if any) of whatever lurks behind doors or in darkness, or whatever a creature in range is thinking. The spell can penetrate 2 feet of rock but a thin coating of lead will prevent penetration. The undead do not think.

**Invisibility** — Level 2; Range: 240 feet; Duration: infinite

A spell which lasts until the user or some outside

force breaks it. The magic-user can cast it upon himself or any person or object in range. An invisible person can not attack and remain invisible; he becomes visible again before he strikes a blow, and the spell is broken.

**Knock** — Level 2; Range: 60 feet

Spell which opens known secret doors, held portals, doors locked by magic, barred and otherwise secured gates, locked chests, etc.

**Levitate** — Level 2; Range: 20 feet X level of spell caster in 10's of feet; Duration: 6 + level of spell caster in turns

This spell lifts the caster, all motion being in the vertical plane; however, the user could, for example, levitate to the ceiling, and move horizontally by the use of his hands. Duration: 6 turns + level of user. Upwards motion 60 feet/turn. If cast on another person, range 20 feet for each level of magic-user.

**Locate Object** — Level 2; Range: 60 feet + level of spell caster in 10's of feet; Duration: 2 turns

In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus the exact nature, dimensions, color, etc. of some magical item would have to be known for the spell to work. A well-known object such as a flight of stairs leading up can be detected by this spell, however. The spell gives the direction of the object but not the distance and can only detect at a limited range.

**Magic Mouth** — Level 2; Range: 0 feet; Duration: infinite

Resembles ventriloquism in that sound issues from a chosen object, but there are differences. A mouth appears, or the mouth of the object moves in accordance with what is said. The magic mouth can be ordered to speak under certain conditions, such as when anyone comes within 10 feet, or when a specific person comes within 10 feet, etc. The spell lasts until the message is given. Message can not exceed 25 words.

**Mirror Image** — Level 2; Range: 0 feet; Duration: 6 turns

The spell caster creates 1 to 4 images of himself. Images are indistinguishable from the magic-user and do exactly what he does. Any attack on an image dispels it but does not affect the others. Roll a 4-sided die to determine the number of images created by the spell.

**Phantasmal Forces** — Level 2; Range: 240 feet; Duration: infinite

Creation of vivid illusions of nearly anything the user envisions (a kind of projected mental image). The illusion persists as long as the caster concentrates on it unless it is touched by a living creature. Damage caused by the illusion will be real if the illusion is believed to be real. Note the illusion is visual and not auditory.

**Pyrotechnics** — Level 2; Range: 240 feet; Duration: 6 turns

This spell requires some kind of real fire to work — a torch, brazier, campfire, etc. It can create either a great display of flashing fiery colors and lights resem-

bling fireworks or a great amount of thick smoke covering an area of at least 20 cubic feet if a torch is the source, for example. The effect depends on the size of the fire used to cause it, and when the spell is used the fire-source is extinguished.

**Ray of Enfeeblement** — Level 2; Range: 30 feet

When the magic-user employs this spell a thin beam of coruscating grayish light springs from his hand. The creature struck by this ray will lose 4 points of strength for a number of melee rounds equal to the level of the spell caster. If the intended victim makes its saving throw against magic the ray does nothing to him. Creatures who lose strength will do 25% less damage than is indicated, per 4 points of strength lost, on all attacks which involve physical force or contact, i.e. striking, clawing, biting, squeezing, etc.

**Strength** — Level 2; Range: 0; Duration: 48 turns

This spell increases a fighter's strength by 2-8 points, a thief's by 1-6 points, or a cleric's by 1-4.

**Web** — Level 2; Range: 10 feet; Duration: 48 turns

Creates masses of sticky strands which are difficult to sever but subject to flame. Covers an area 10 X 10 X 20 feet. Giants can break through in two melee rounds, weaker creatures take much longer, i.e. a normal man would require 2-8 turns to get through them. A flaming sword will slash through a web in one melee round.



**Wizard Lock** — Level 2; Range: 10 feet; Duration: infinite

Similar to hold portal but lasts indefinitely. It can be opened by a knock spell without breaking the wizard spell. A wizard lock can be passed through without a spell by any magic-user three levels higher than the one who placed the spell.

### THIRD LEVEL SPELLS

Third Level Spells can only be used by magic-users of the fifth level and above. They are listed above to give some idea of the range of magical possibilities.

### THIRD LEVEL MAGIC-USER SPELLS

**Clairaudience** – Level 3; Range: 60 feet; Duration: 6 turns

Allows the caster to hear over a distance for the duration, through doors or up to 2 feet of rock but not lead.

**Clairvoyance** – Level 3; Range: 60 feet; Duration: 6 turns

Allows the caster to see over a distance for the duration, with the same limitations as Clairaudience.

**Dispel Magic** – Level 3; Range: 120 feet; Duration: 1 turn

A spell for countering other spells. When cast it will disrupt any functioning spell in a 15-foot radius cast by a lower-level magic-user, such as Charm Person, Darkness, Hold Portal, Invisibility, Light etc. Spells from higher-level casters have a percentage chance of disruption equal to the level of the caster of Dispel Magic divided by the level of the other caster. Magic items are not affected.

**Explosive Runes** – Level 3; Range: 0 feet; Duration: infinite

The means by which magic-users protect their writings. The spell scribes undetectable runes on one item, which will explode if read by anyone else, causing 4d6 points of damage and destroying the item. A magic-user two or more levels higher than the caster has a 2 in 4 chance of detecting the runes, and a 3 in 4 chance of removing them. The caster may remove the runes at any time.

**Fire Ball** – Level 3; Range: 240 feet

The caster sends forth a ball of fire that explodes when it hits a target or travels its full range. All within a 20-foot radius of the blast are engulfed, and take 1d6 damage per level of the caster (for example, 6d6 for a 6<sup>th</sup> level caster), unless a saving throw vs spells is made for ½ damage.

**Fly** – Level 3; Range: 0 feet; Duration: 1d6 turns + level of spell caster in turns

With this spell the caster may fly at up to 120 feet per turn. The Dungeon Master rolls secretly for the duration.

**Haste Spell** – Level 3; Range: 240 feet; Duration: 3 turns

Doubles the speed of up to two-dozen individuals in a rectangular area 60 feet by 120 feet. Those affected move at twice normal movement rate and make two attacks per melee round, once at the beginning of the round and once at the end. Will negate the effect of a Slow Spell.

**Hold Person** – Level 3; Range: 120 feet; Duration: 6 turns + level of spell caster in turns

Cast on up to 4 individuals selected by the caster within a 15' radius. Each must save vs spells or be fixed in place for the duration; the save is at -2 if there is only one target.

**Infravision** – Level 3; Range: 0 feet; Duration: 24 hours

This spell allows a single person to see in the dark as a dwarf or elf (i.e., up to 60 feet) for an entire day.

**Invisibility 10'** – Level 3; Range: 240 feet; Duration: infinite

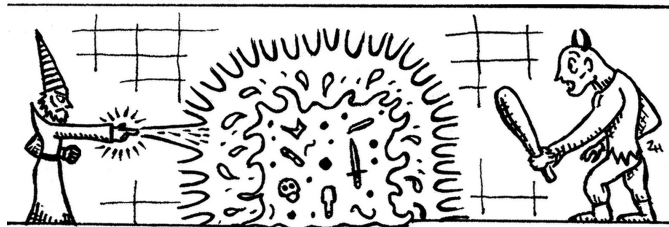
All individuals within a 10-foot radius of the target (person or object) are rendered invisible so long as they remain within the radius. The spell lasts until an attack is made by one of those affected, or until dispelled.

**Lightning Bolt** – Level 3; Range: 240 feet

The caster sends forth a 60-foot long, 7½-foot wide bolt that will travel up to 240 feet unless it hits a target first. The bolt must fully extend, and if there is not sufficient room it will bounce back towards the caster to its full length. The damage is as a Fire Ball; 1d6 per level, save for half.

**Monster Summoning I** – Level 3; Range: 10 feet; Duration: 6 turns

Summons one or more monsters to serve the caster, including in combat. The type of monster is determined with a roll on the Wandering Monster Table, One Level Below Ground. If the monster has less than 1 HD, 1d6 will appear; if the monster has 1 HD or more, 1d3 will appear. Unless killed the monsters remain for the length of the spell.



**Protection from Evil 10'** – Level 3; Range: 0 feet; Duration: 12 turns

Circles the caster with Protection from Evil to a 10-foot radius, and with twice the duration. Individuals in the circle are protected from enchanted monsters, and are -1 to hit and +1 to save on attacks from ordinary evil opponents.

**Protection from Normal Missiles** – Level 3; Range: 30 feet; Duration: 12 turns

This spell prevents any ordinary missile fire from hitting one individual, selected by the caster. Ordinary missile fire does not include missile fire from monsters with more than 1 hit dice, magical weapons, or spells.

**Rope Trick** – Level 3; Range: 0 feet; Duration: 6 turns + level of spell caster in turns

Creates a passage to an extra-dimensional space at the end of a 6- to 24-foot rope, which hangs suspended when tossed in the air. The caster and up to three others may climb to the space for the duration. The rope may be moved, forcing those in hiding to find another way down.

**Slow Spell** – Level 3; Range: 240 feet; Duration: 3 turns

Halves the speed of up to two-dozen individuals in a rectangular area 60 feet by 120 feet. Those affected have move at one-half normal and can only attack once every other melee round. Will negate the effect of a Haste Spell.

**Suggestion** – Level 3; Range: 60 feet; Duration: 1 week

The caster utters an order up to two sentences in length, and the target must save versus spells or carry it out. There is only a 1% chance that an order to harm oneself will be followed, although the referee may optionally increase this chance if the order is cleverly worded.

**Water Breathing** – Level 3; Range: 30 feet; Duration: 12 turns

One recipient may breath while under water as if in the air. It does not provide any ability to swim.

## CLERICAL SPELLS

Clerics of the first level can not cast any spells. When they reach the second level, however, they are capable of one spell per game/day. Since clerical spells are divinely given, they do not have to be studied to master them. A second level cleric can call on any first level spell he wants to use, thus the entire gamut of spells is available to him for selection prior to the adventure. However, only that spell or spells selected can be used during the course of the adventure.

### Book of First Level Spells:

<i>Cure Light Wounds</i>	<i>Protection from Evil</i>
<i>Detect Evil</i>	<i>Purify Food and Water</i>
Detect Magic	<i>Remove Fear</i>
<i>Light</i>	Resist Cold

### Book of Second Level Spells:

<i>Bless</i>	Resist Fire
Find Traps	Silence: 15' Radius
Know Alignment	Snake Charm
Hold Person	Speak with Animals

## FIRST LEVEL CLERICAL SPELLS

**Cure Light Wounds** — Level: clerical 1; Range: 0

During the course of one melee round this spell will heal damage done to a character, including elves, dwarves and hobbits. A die is rolled and 1 is added to it; the result is the number of hit points restored (2-7). The zero range means the cleric must touch the wounded person to heal him.

**Detect Evil** — Level: clerical 1; Range: 120 feet; Duration: 6 turns

Same as the magic-user's spell except for duration and range.

**Detect Magic** — Level: clerical 1; Range: 60 feet; Duration: 2 turns

Same as that for magic-users.

**Remove Fear** — Level: clerical 1; Range: 0

When the cleric lays his hands upon a person and chants this spell it will quiet fear. Thus, a person running away due to a fear wand attack gains another saving throw, adding the number equal to the level of the cleric to the die, i.e. a 2nd level cleric gives +2 to the saving throw against fear, a 5th level cleric adds 5, etc.

**Resist Cold** — Level: clerical 1; Range: 30 feet; Duration: 6 turns

This spell allows the person to resist the effects of cold. Freezing temperatures can be withstood with ease while the effects of the spell last, and it gives a +2 to saving throws against cold (wand or even dragon breath). Any damage sustained from cold is also reduced by -1 from each die of damage taken.

**Light** — Level: clerical 1; Range: 120 feet; Duration: 12 turns

Same as that for magic-users.

**Protection from Evil** — Level: clerical 1; Range: 0; Duration: 12 turns

Same as that for magic-users.

**Purify Food and Water** — Level: clerical 1; Range: 10 feet

This spell will make spoiled or poisoned food and water usable. The quantity affected is that which would serve a dozen people.

## SECOND LEVEL CLERICAL SPELLS

**Bless** — Level: clerical 2; Range: 60 feet; Duration: 6 turns

Blessing raises morale and adds +1 to attack dice of the party blessed. Blessing can be given during any turn the characters are not engaged in combat.

**Find Traps** — Level: clerical 2; Range: 30 feet; Duration: 2 turns

Enables the cleric to locate any magical and mechanical traps in a radius of 30 feet.

**Hold Person** — Level: clerical 2; Range: 120 feet; Duration: 6 + level of spell caster in turns

Similar to a charm person spell. Affects 1-4 persons. Holds the person or persons rooted to the spot unless released or the spell wears out. Duration is 6 turns + level of caster. If cast at one person alone it reduces his saving throw by 2.

**Know Alignment** — Level: clerical 2; Range: 10 feet; Duration: 2 turns

By employing this spell the cleric is able to tell exactly the alignment of any creature. That is: lawful good, lawful evil, chaotic good, chaotic evil, neutrality. Furthermore, this spell allows the cleric to tell how lawful or chaotic, good or evil, a creature is. Thus the cleric will be able to know whether a neutral person tends towards any of the four alignments.

**Resist Fire** — Level: clerical 2; Range 30 feet; Duration: 6 turns

Similar to the resist *cold* spell, this incantation allows the individual to resist normal fire for a maximum of 2 melee rounds. It gives a +2 on saving throws against fire of all sorts, and any damage sustained from fire is reduced by subtraction of 1 from each die of damage so sustained.

**Silence: 15' Radius** — Level: clerical 2; Range: 180 feet; Duration: 12 turns

Allows the user to cast silence in a large area so as to prevent sound or allow his party to move noiselessly. It can be used to silence some object as well. Note conversation is not possible under a silence spell.

**Snake Charm** — Level: clerical 2; Range: 60 feet; Duration: special

Variable strength spell functioning better as the level of the user goes up. For each level the cleric has attained one level of snake(s) (1 hit die of snakes) can be charmed. Thus, a 3rd level cleric could charm 3 snakes with 1 hit die each or 1 snake with 3 hit dice. Duration depends upon the state of the snake at the

time of the spell casting. If it is not attacking duration is 2-5 turns; if it is attacking duration is 7-12 melee rounds.

**Speak with Animals** — Level: clerical 2; Range: 30 feet; Duration: 6 turns

Allows the cleric to speak with any form of animal and understand what they say in reply. There is a possibility the animals will do some service for the cleric, and they will not attack his party.

### EVIL CLERIC SPELLS

Evil clerics have basically the same spells as do good clerics. However, spells in *italics> are reversed for evil clerics. The reversed spells are:*

- Cause Light Wounds
- Detect Good
- Darkness
- Contaminate Food and Water
- Cause Fear
- Curse

### COMBAT MELEE

Combat results are based on the attacker's ability (indicated by his "level") and the defender's abilities (indicated by his "armor class"). In a melee the attacker strikes a blow or "takes a swing." The probability of a hit is converted into a random number of 1 to 20 (the specially marked die is recommended). The attacking player rolls, and if the number indicated

on the tables, or greater, is scored, a hit has been made on the opponent. He then makes another die roll, with one 6-sided die, to see how many points of damage were done by the hit. (The more complex system used for advanced play allows for varying amounts of damage by different weapons and by various sorts of monsters.) These are subtracted from the defender's "hit points." If hit points are reduced to zero or below, the combatant is dead. If he survives he gets to swing at his attacker. The die roll is read off the table for his attack capability against his opponent's armor class and he makes a 20-sided die roll. If he makes his score, or greater, damage points are rolled and subtracted. If he does not make his die roll the attack was a miss, glanced off his opponents shield or armor, etc. and the first opponent strikes again.

The combat tables used by D & D gamers are often extremely complicated. Full tables are given in *ADVANCED DUNGEONS & DRAGONS*. The tables below are deliberately simplified, but will take some practice to use them with facility. Once the system is mastered, however, players can add whatever modifications they wish.

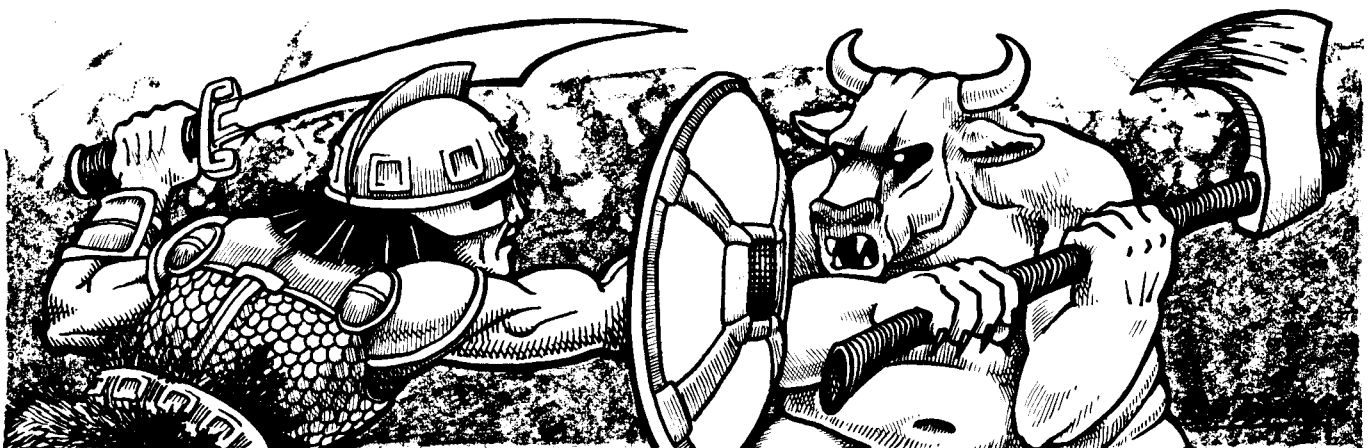
Melee is the most exciting part of the game, but it must be imagined as if it were occurring in slow motion so that the effect of each blow can be worked out. When the party of adventurers is attacked by several monsters, all may be involved in melee, but the hand-to-hand battles must be fought one at a time and then the result imagined as if all were going on simultaneously.

### DIE ROLL FOR CHARACTER TO SCORE A HIT, BY OPPONENT'S ARMOR CLASS

Armor Class	9		8		7		6		5		4		3		2	
	No	Shield	Leather	Leather	Chain	Chain	Plate	Plate	Chain	Chain	Plate	Plate	Shield	Shield	Shield	Shield
Normal Man	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
1st-3rd Level Character	10	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7

Score of number shown or higher is a hit.

For characters over 3rd level consult table in *ADVANCED DUNGEONS & DRAGONS*.



A 20-sided die must be marked or colored so that one set of sides 0-9 is different from the other set. Count 0 as a 10. The marked set is then read as if 10 had been added to the roll (11-20), treating 0 as 10 or 20. This die is used for all combat resolution.

The "armor class" of humanoid monsters is literally the armor they are wearing (or possibly their skin/hide!). For non-human creatures, however, it is assigned partly on this basis, with strong armor class for scales and shells, and partly on the basis of difficulty to hit. Thus a small fast creature, like a vampire bat, might be hard to hit with a sword and could be assigned "armor class: plate" (AC 3) to indicate this although its own skin would make it seem more like "armor class: none" on first thought. All the monsters in the monster section given later have an armor class assigned and the Dungeon Master can make up an appropriate armor class for any new ones he invents .

If a creature is struck directly with oil (whether or not it is immediately set aflame) damage will be 1 8-sided die on the first melee round it is afire, and on the second round 2 8-sided dice of damage will be sustained; thereafter no further damage will be taken, as it is assumed that the oil has run off, been wiped off, burned away, etc.

Flasks of oil can be used as missiles, with characters hurling them at adversaries. Naturally, even if such missiles strike they will not burst into flame by themselves, and some form of ignition is necessary in most cases. To hit a target with such a missile assume that a base score of 1 1 or better is required. Adjust this score according to dexterity (-1, 0, or +1 according to the dexterity of the individual). If the target is smaller than man sized add to the number required to hit as follows: target about 4' tall add 1, about 2' tall add 2, about rat-sized or smaller add 3. In like manner lower the score required to hit if the target is larger than man-sized, i.e. target about 8' tall subtract 1, about 18' tall subtract 2,

#### DIE ROLL FOR MONSTER TO SCORE A HIT, BY DEFENDER'S ARMOR CLASS

Armor Class	9	8	7	6	5	4	3	2
Monster's Hit Dice	No Armor	Shield	Leather	Leather & Shield	Chain Mail	Chain Mail & Shield	Plate Mail	Plate & Shield
up to 1+1	10	11	12	13	14	15	16	17
1 + 1 to 2	9	10	11	12	13	14	15	16
2 to 3	8	9	10	11	12	13	14	15
3+ to 4	6	7	8	9	10	11	12	13
4+ to 6+	5	6	7	8	9	10	11	12
7 to 8+	4	5	6	7	8	9	10	11
9 to 10+	2	3	4	5	6	7	8	9
11 up	0	1	2	3	4	5	6	7

The number of damage points scored by a monster's hit is variable and is given in the monster section. In general, humanoid creatures and first level monsters do one six-sided die's worth of damage per "hit" — whether the hit is a sword blow, a bite, a horn gore, a clawing or whatever.

#### POISONED WEAPONS

If a hit is scored by a poisoned weapon, a curare tipped blowgun dart, the poisoned sting of a giant scorpion, etc., the victim must make his saving throw against poison or paralysis and also take the number of damage points indicated by the die roll. It is recommended that the Dungeon Master not allow players to make use of poisoned weapons in all but extreme situations.

#### FIRE

Flasks of oil can be spread on the floor of the dungeon and ignited. The pool will be 5 feet across, if circular, and the flames do 2 8-sided dice of damage to anything caught within the conflagration. The fire burns out in 1 turn or 10 melee rounds.

huge targets such as large dragons subtract 3. If the target is stationary, or nearly so, add 4 to the chance to hit (reduce the number needed to hit by 4). Treat the oil flask missile as a handhurled axe.

To ignite oil once the flask has struck, some flaming object must also be hurled at the target. A torch, a lantern, or any similar flaming missile will do. Probability to hit is the same as the oil flask missile, with an additional bonus of +2 to ignite the oil as the latter substance is assumed to have spread over a fairly large area.

Flaming oil will not harm such non-corporeal monsters as wraiths and spectres. It will harm skeletons, zombies, ghouls, wights and mummies — although it will do only half normal damage to the last two named. Similarly, monsters which normally use fire weapons — such as red dragons, fire giants, and hell hounds — are not harmed by flaming oil.

#### HOLY WATER

The effects of a vial of holy water on the undead are the equivalent of a flask of burning oil on other creatures. Other monsters are not affected by holy water.



## MISSILE FIRE

Hits with arrows and other missiles are based on the range of the weapon in question. The short, medium and long ranges of missile weapons in feet are:

	Short Range	Medium Range	Long Range
Short Bow	0-50 feet	50-100 feet	100-150 feet
Horse Bow (Short Composite Bow)	0-60 feet	60-120 feet	120-180 feet
Long Bow	0-70 feet	70-140 feet	140-210 feet
Composite Bow	0-80 feet	80-160 feet	160-240 feet
Light Crossbow	0-60 feet	60-120 feet	120-180 feet
Heavy Crossbow	0-80 feet	80-160 feet	160-240 feet
Sling Stone	0-60 feet	60-120 feet	120-180 feet
Javelin	0-20 feet	20-40 feet	40-80 feet
Handhurled axe, spear or dagger	0-10 feet		10-30 feet

If the archer is firing at long range his dice roll for a hit is one higher than the score for hits with any other weapon, and is read off the table under the opponent's armor class. At medium range the archer uses the score as shown, and at close range he adds 1. Thus a long-bowman fires an arrow at a giant rat (armor class: 7) at a range of 200 feet (long range). He needs a 13, rolls a 9 and misses. The rat advances and the archer fires another arrow when he is 60 feet away (short range). He rolls a 11, adds 1 for close range, getting a 12, a hit, and does one die of damage.

Note that ranges shown are for underground missile fire. Outdoors read feet as yards. Also, unless in a very high roofed area, all slinging, as well as long range fire, is not possible.

## COVER

When an enemy figure is only partially exposed behind a wall, rocks, etc., the archer must subtract 2 (-2) from his die roll. Note that an enemy archer would not have to expose himself beyond partial cover to fire back. Figures behind high walls, firing through arrow slits or concealed in woods are very hard to hit. Subtract 4 from the die roll for missiles fired against such targets. Once the party is engaged in melee, arrows can not be fired into the fight because of the probability of hitting friendly characters.

## MAGIC WEAPONS

Magic weapons are usually designated as +1, +2, +3, etc. This means that they give the wielder that many points to add to his roll for a hit. They may have other powers, do additional damage, etc., and some monsters can only be injured by magic weapons, being impervious to ordinary attack. Magic armor and shields subtract from the combat die roll of anyone striking at them, and the armor and shield bonuses are simply added together to determine the subtraction. Certain cursed armor and shields actually increase the probability of being hit by the indicated amount.

## COMBAT ROUNDS, TIME AND MOVEMENT IN MELEE

There are ten "rounds" of combat per turn. Each round is ten seconds, so a combat turn is shorter than a regular turn, but results in at least as much muscular fatigue. Movement (if any) is usually at a sprint; an unarmored man can move 20 feet per melee round, a fully armored man only 10 feet. Each round consists of an exchange of blows with ordinary weapons. Light weapons such as the dagger allow two blows per round. The heavy two-handed sword, battle axe, halberd, flail, morning star, and most pole arm can be used only once every other round. The light crossbow takes time to cock and load, so it likewise can be fired only once every other round. The heavy crossbow takes twice as long to load and fire. Unless otherwise specified, monsters can strike, bite, claw, jab, etc. as fast as a man can strike with a hand weapon. Characters can be attacked by more than one opponent at a time; the Dungeon Master should be guided by the actual placement of the figures on a paper sketch or on the table in deciding how many opponents can engage as melee starts, always keeping in mind the dimensions of the dungeon itself. One would not expect to get more than two or three figures fighting side by side in a ten foot corridor, for example.

After each round of melee the players may move other characters than those engaged in actual combat into position to render assistance, etc. Remember that spells and missiles fired into a melee should be considered to strike members of one's own party as well as the enemy.

## WHO GETS THE FIRST BLOW?

When two figures are brought into position 10 scale feet (or less) apart they may engage in melee. The character with the highest dexterity strikes first. If the Dungeon Master does not know the dexterity of an attacking monster he rolls it on the spot. Subject to the limitation of heavy weapons the two figures exchange blows in turn until the melee is resolved. If dexterities

are within 1 or 2 points of each other, a 6-sided die is rolled for each opponent, and the higher score gains initiative — first blow.

Attackers who surprise an opponent or who approach him from behind always get the first blow. Characters who are wounded continue to strike valiantly until they are killed or the melee ends in their favor, unless they choose to break off the combat and flee. If combat is broken off, the fleeing party must accept an attack without any return on his part, the attacker adding +2 to his die roll for hit probability, and the armor class of the fleeing party can not include a shield.

### THE PARRY

A player may elect to have a character parry an attacker's blow. He must announce he is doing so before the opponent strikes. The parry subtracts 2 from the attacker's die roll. The person parrying does not get his next hit, using that part of the round for the parry. If the attacker still makes his roll and gets exactly the number needed, the parrying weapon was broken but no damage inflicted. It takes one melee round to draw a new weapon, but one hanging free, or in the other hand, can be employed immediately.

### MELEE RESOLUTION — CONQUER, WITHDRAW, SURRENDER OR DIE!

A character in melee may withdraw from combat if there is space beside or behind him to withdraw into. His opponent gets a free swing at him as he does so with an attacker bonus of +2 on the die roll, and shields do not count as protection when withdrawing.

A losing combatant may offer to surrender. His opponent does not have to accept the offer, of course. Non-human monsters are often too unintelligent to consider such an offer.

If an opposing figure is killed or withdraws, the attacker may advance or pursue immediately — if the player desires — or he may take some other action.

### EXAMPLES

"Bruno the Battler" smashes open a dungeon door and is confronted by a big goblin in chainmail armed with a scimitar. Bruno's dexterity is 13 and the goblin's only 9 so the fighting man draws his trusty sword and takes the first swing. He needs a 14, rolls an 8 and misses. The goblin swings at Bruno, who is wearing chainmail and carrying a shield. The goblin rolls a 12, his blow glances off Bruno's shield. Bruno swings again, a 15, gets a hit, rolls a die of damage, a 2. The goblin can take 4 points of hits so he swings back, rolls a 16, gets a hit. The damage die comes up 3. Bruno can take 6 points of hits, so he is still alive. He makes a desperate swing, a 17, gets a 4 on the 6-sided die for damage, the goblin is killed!

### SECOND EXAMPLE

A party of adventurers is standing at an intersection of corridors when the Dungeon Master rolls a "wandering monster." Using the Wandering *Monster* Table, he determines that the party is being attacked by six

large spiders with 1 + 1 (hit point) hit die each and they are 100 feet away. "Malchor" the magic-user throws a sleep spell but it only affects four of them; the other two keep coming. The party decides to fire arrows (the Dungeon Master rules that only those in the front row have a clear field of fire). The spiders are 50 feet away and coming fast. Two characters get off arrows from their long bows and they agree to both shoot at "the one on the left." They roll a 3 (an obvious miss) and a 15. The spiders are armor class: 8 (shield), and the range is medium for the longbow; the 15 is a hit and is found to do 4 damage points. The spider's hit die is rolled and comes up a 3 (+1), equalling 4 hit points — the creature is killed by a lucky arrow hit! The second spider keeps coming. The archers get off one more arrow apiece, a 6 and a 9, and the shafts miss! The two fighters drop their bows and draw swords as the monster is upon them, biting!

The Dungeon Master rolls the spider's dexterity: 10. Bruno the Battler has a 13 so he swings first, rolls an 8, a miss. The spider is next, rolls a 6. He needs a 15 against the fighting man's chain mail and shield, and he misses. "Mogo the Mighty," dexterity 9, swings last, rolls a 17, a hit! The spider takes 2 points of damage but can withstand 5 so it keeps fighting. The first round of melee is over. Bruno swings again, 10, another miss. The spider strikes, 16, Bruno takes 2 points of damage, not enough to kill him, but the spider's bite is poison. Bruno rolls his saving throw against poison, fails to make it, and dies a horrible death. Mogo, attempting to avenge his comrade, strikes again, a 6, and the blow glances harmlessly off the spider's armored head. The second round of melee is over!

Then the spider rolls a 6 and a 10, both misses and Mogo rolls a 4 and a 10, and so fails to strike a vital area through the spider's armor. Malchor has pulled back from the combat and the other members of the party are hurrying forward but have not yet reached the melee.

In the fifth round the spider makes a hit with a roll of 16 against Mogo's chain mail and does 1 point of damage plus the poisonous bite. Mogo rolls a saving throw of 12 (adjusted according to the weak poison of the spider) against the poison, so it doesn't affect him. He can take 3 hit points; he subtracts the 1 point of damage done and keeps fighting. His swing misses, however, a 2.

Five melee rounds have gone by when the Priestess Clarissa steps over the body of the fallen Bruno to join the fray. Her dexterity is only 6, however, so the spider and the fighting man exchange another set of swings without connecting before she can hit. Raising her heavy mace she deals the giant arachnid a blow of 19, connecting for a damage roll of 5. The spider falls dead with the side of its head smashed in!

### Comment

This last example illustrates several things. When there is time, or when a magic-user says he is getting a spell ready, magic spells go off first. This is followed by any missile fire, if the distance to the monsters permits, and then melee is joined, after which no missile fire is permitted because of the danger of hitting friendly forces. If a magic-user is not involved in the melee he can get another spell off after 1 or more melee rounds

have gone by. If he is personally attacked he can't concentrate to use his magic but must draw his dagger and defend his skin! However, if the magic-user had some magical device — such as a wand or staff — it could be used in lieu of the dagger as an attack weapon.

## MONSTERS

A large selection of monsters is given in alphabetical order and many more can be found in *ADVANCED DUNGEONS & DRAGONS*. No attempt has been made to include demons or gods and goddesses from the GODS, DEMI-GODS & HEROES Supplement. The Dungeon Master can easily invent new creatures or "borrow" them from works of fantasy and science fiction.

For each monster listed we give the move in feet per turn and the hit dice, which indicates how tough the creature is and how many experience points it is going to be worth. Armor class is needed for the combat table to determine how hard the creature is to hit. Treasure is discussed in the next section and a table there gives the different treasure designations. If the monster's alignment is given here, then there follows a brief description which should include any special powers and attributes of the creatures.

In setting up his dungeon, the Dungeon Master should be guided by the table given under *Wandering Monsters*, so that the adventurers have a reasonable chance of survival. There is endless opportunity for inventiveness in the game, however, and if a high hit dice monster is desired, ways can be invented to scale it down so that a low level party can have a chance of defeating it. If one wanted to use a chimera, for instance, in a campaign with low level characters, the creature could be scaled down. Maybe it ran into a high level magic-user and was partially shrunk by a magic spell, reducing its hit points. Or there might be a special magic sword, effective only against this chimera, hidden in the dungeon, and the adventurers given a hint or a legend that might lead them to it. In the interest of maintaining the balance of the game, however, a small or weak monster must not have a treasure anything like the hoard of a normal monster.

Determination of exactly how much treasure any monster has can be a difficult matter. To give too little will increase the probability of characters being slain before they are able to increase their level, and small treasures also tend to dampen enthusiasm for the game. On the other hand, too generous treasure stocking quickly turns the game into a give away show, where characters rocket through the levels without actually earning them, and such players seldom become truly able, often losing interest in the game because there is no challenge, no thrill of "risking your life."

The TREASURE TYPES TABLE (shown hereafter) is recommended for use only when there are exceptionally large numbers of low level monsters guarding them, or if the monsters are of exceptional strength (such as dragons). A good guide to the amount of treasure any given monster should be guarding is given in the MONSTER & TREASURE ASSORTMENTS which are included in the game. As a guideline, it should take a group of players from 6 to 12 adventures

before any of their characters are able to gain sufficient experience to attain second level. This guideline will hold true for successive levels. Note that it is assumed that the 6 to 12 adventures are ones in which a fair amount of treasure was brought back — some 10% to 20% of adventures will likely prove relatively profitless for one reason or another.

## MONSTER LIST — BANDIT TO ZOMBIE

### Bandit

*Move:* 120 feet/turn

*Hit Dice:* 1

*Armor Class:* variable (typically AC 6)

*Treasure Type:* A

*Alignment:* lawful evil — 25% probability  
chaotic evil — 25% probability  
neutral — 50% probability

*Attacks:* 1

*Damage:* 1-6 points

For every 30 bandits there will be 1 4th level fighting man (leader, etc.).

For every 50 there will be one 5th or 6th level fighter.

Over 200 — a 25% chance of a magic-user, (die 1-4, 10th level, 5-6, 11th level). 25% chance of a cleric, 8th level.

300 — there will absolutely be a magic-user, 50% chance of a cleric.

With these high level types, 5% chance for each level for magical accouterments (i.e. 4th level fighter, 4 X 5 = 20%, roll 20% or less means he has the item, then chosen from the appropriate list by die roll).

Fighting Men — Armor, Shield, Sword

Magic-user — Wand/Staff, Ring, Miscellaneous

Magic

Cleric — Miscellaneous Weapon, Armor, Shield

Armor Class — Supernormal characters: chain mail and shield, barded horses. Regular troops in leather and shield.

25% will have bows — short bow or light crossbow.

25% will be cavalry — leather and shield.

10% will be medium horse-clad in chain mail and shield. Horses are unarmored, however.

Will have prisoners in a ratio of 1 / 10 bandits.

Each bandit carries 3-18 silver pieces on his person.

### Basilisk

*Move:* 60 feet/turn

*Hit Dice:* 6 + 1 hit point

*Armor Class:* 4

*Treasure Type:* F

*Alignment:* neutral

*Attacks:* 1 bite

*Damage:* 1-10 points

A rather small reptilian monster, unintelligent, that turns creatures to stone by its glance or its touch. Saving throws applicable. It can be viewed in a mirror without harm. If it sees its own eyes in a mirror it must make a saving throw or be turned to stone!

## Berserker

*Move:* 120 feet/turn  
*Hit Dice:* 1 + 1 hit point  
*Armor Class:* 7  
*Treasure Type:* J  
*Alignment:* neutral  
*Attacks:* 1  
*Damage:* 1-8 points

Berserkers are simply men mad with battle-lust. The force consists only of fighting men. When fighting normal men, kobolds, goblins or orcs, they add +2 to their attack die roll due to their ferocity. They never retreat or surrender, will always fight to the death.

No prisoners.

## Black Pudding

*Move:* 60 feet/turn  
*Hit Dice:* 10  
*Armor Class:* 6  
*Treasure Type:* nil  
*Attacks:* 1  
*Damage:* 3-24 points

A black amorphous blob, 5 to 30 feet in diameter, black pudding is always hungry and always dangerous. It moves 60 feet per turn, dissolves wood, corrodes metal, can not affect stone, and causes three dice of damage to exposed flesh. If an armored man runs through a black pudding it will eat away his armor in the next turn. Black puddings travel easily on ceilings and walls and can pass through small openings. It can be killed only by fire; other attacks break it up into smaller puddings, thus a magical flaming sword does normal damage to this monster.

## Blink Dogs

*Move:* 120 feet/turn  
*Hit Dice:* 4  
*Armor Class:* 5  
*Treasure Type:* C  
*Alignment:* lawful good  
*Attacks:* 1 bite  
*Damage:* 1-6 points

Blink Dogs resemble African wild dogs, are highly intelligent, travel in packs, and employ a limited teleportation. When attacking they teleport close to the enemy and then reappear 1' to 4' away and attack in the same melee round. This teleporting is known as "blinking" and an instinct prevents a "blink" into a solid object. The entire pack will blink out and not reappear if seriously threatened. They will always attack a displacer beast.

## Bugbear

*Move:* 90 feet/turn  
*Hit Dice:* 3 + 1 hit point  
*Armor Class:* 5  
*Treasure Type:* B  
*Alignment:* chaotic evil

*Attacks:* 1  
*Damage:* 2-8 points

These creatures are great hairy goblin giants. Despite their size and shambling gait they move very quietly and attack without warning whenever they can. They surprise a party on a roll of 1-3 on a 6-sided die due to their stealth.

## Carrion Crawler

*Move:* 120 feet/turn  
*Hit Dice:* 3 + 1 hit point  
*Armor Class:* 7  
*Treasure Type:* B  
*Alignment:* neutral  
*Attacks:* 8 tentacles  
*Damage:* 0

This scavenger is worm shaped, 9' long, 3 feet high at the head and moves quickly on multiple legs. It can move equally well on the wall or ceiling as on the level. The mouth parts are surrounded by eight tentacles, two feet long, which produce paralysis on touch (i.e. when a hit is made).

## Chimera

*Move:* 120 feet/turn, 180 feet flying  
*Hit Dice:* 9  
*Armor Class:* 4  
*Treasure Type:* F  
*Alignment:* chaotic evil  
*Attacks:* 2 claws + 3 heads = 5  
*Damage:* 1-3/claw  
2-8 for goat head  
2-8 for lion head  
3-12 for dragon head

The chimera has three heads — goat, lion and dragon. It has the forebody of a lion, the hindquarters of a goat and the wings of a dragon. The goat's head gores with its horns, the lion's head bites with its fangs, and the dragon's head can bite or breathe fire (with a 5 inch range and 3 dice of damage). Like a regular dragon, the dragon head will only breathe fire 50% of the time, the other 50% of the time it will bite. If the dragon head breathes fire (3 times/day maximum), the breath has a range of 50 feet and does 3-24 points of damage.

## Cockatrice

*Move:* 90 feet/turn, 180 feet flying  
*Hit Dice:* 5  
*Armor Class:* 6  
*Treasure Type:* D  
*Alignment:* neutral  
*Attacks:* 1  
*Damage:* 1-6 points

A smallish monster with the head, wings and legs of a cock and the tail of a serpent. The cockatrice can fly and it turns opponents to stone with its touch if it scores a hit.

The monster is not intelligent.

## Displacer Beast

*Move:* 150 feet/turn  
*Hit Dice:* 6  
*Armor Class:* 4  
*Treasure Type:* D  
*Alignment:* neutral (evil)  
*Attacks:* 2 tentacles  
*Damage:* 2-8 points each

The displacer beast resembles a puma with six legs and a pair of tentacles which grow from its shoulders. It attacks with the tentacles which have sharp horny edges. It is highly resistant to magic, gets a +2 on its saving throws.

The displacer beasts always appear to be 3 feet from their actual position. This makes the beast harder to hit. Subtract 2 from all attack die rolls against them and add +2 to all saving throws made by the beast.

## Djinni

*Move:* 90 feet/turn, 240 feet flying  
*Hit Dice:* 7 + 1 hit point  
*Armor Class:* 5  
*Treasure Type:* nil  
*Alignment:* neutral  
*Attacks:* 1  
*Damage:* 2-16 hit points

The djinni are intelligent, free-willed air elementals. As such they are quite powerful and highly magical in nature. Although not able to do all of the things credited to them in fairy tales, they can: conjure food that is nutritionally sound, create drinkable beverages, magic soft goods and even wooden objects which have permanence into being, conjure metallic objects which will last for a short time (the harder the metal, the shorter the life, i.e. djinni gold lasts one day, but djinni steel lasts but one turn), create illusions with both visual and audial components which will remain until touched or dispelled magically (the djinni does not need to concentrate upon the illusion to maintain it in existence), make themselves invisible, make themselves gaseous in form, and each djinni is able to form itself into a whirlwind. A djinni whirlwind is a cone with a 10 foot base diameter, a 20 foot diameter at the top, and a height of 30 feet. It takes the djinni 1 full turn to go into this state — or come out of it. A djinni whirlwind will sweep aside and kill all creatures with fewer than two hit dice which it encounters, and it causes 2-12 hit points of damage to all other creatures caught in its path.

A djinni is able to carry up to 6,000 gold pieces in weight without tiring, walking or flying. It is able to carry a double load for a short time — 3 turns walking or 1 turn flying — but must then rest for a turn.

Very great magic-users and exceptionally wise clerics are rumored to be able to command or capture djinni so as to have them as servants.

## Doppelganger

*Move:* 90 feet/turn  
*Hit Dice:* 4

*Armor Class:* 5  
*Treasure Type:* E  
*Alignment:* chaotic evil/neutral  
*Attacks:* 1  
*Damage:* 1-12 hit points

These amorphous creatures are intelligent and of evil nature. A doppelganger is of mutable form, able to shape itself into the double of any humanoid creature (up to seven or so feet tall) it observes. Once in the likeness of the person it is imitating it will attack. The favorite trick of the doppelganger is to do away with the person whom it is imitating in a manner which does not alert the person's companions. Then, in the role of that individual, the doppelganger will attack the others by surprise, and at great advantage, as the group is engaged in some activity which distracts from its watchfulness, i.e. such as fighting with some other monster.

*Sleep* and *charm* spells do not affect doppelgangers. All other forms of magical attack are likewise difficult against them, as doppelgangers' saving throw scores are 10 or better against spells and 7 or better against magic wands.

## Dragon

*Move:* 90 feet/turn, 240 feet flying  
*Hit Dice:* variable  
*Armor Class:* 2  
*Treasure Type:* H  
*Alignment:* variable  
*Attacks:* 2 claws + 1 bite — 3  
*Damage:* 1-6/claw, 4-24 per bite

Dragons come in many colors, sizes and shapes. Most are intelligent. Large, old dragons are far too formidable for low level characters to combat, and even young ones are exceedingly dangerous opponents. Of the dozen different kinds found in *ADVANCED DUNGEONS & DRAGONS* only four will be covered here.

Dragon Type	Breath Weapon	Breath Range & Shape	Hit Dice	Alignment
White	cold	80 foot X 30 foot cone	5-7	neutral/ chaotic evil
Black	acid	60 foot X 5 foot line	6-8	chaotic evil/ neutral
Red	fire	90 foot X 30 foot cone	9-11	chaotic evil
Brass	sleep/ fear	70 foot X 20 foot cone/ 50 foot X 40 foot cloud	6-8	neutral/ chaotic good

All dragons are able to use their breath weapons but three times per day, so often they will opt to attack by clawing and biting rather than breathing. To determine if a dragon will opt to breathe or attack otherwise after the first attack (when it always breathes) simply roll a 6-sided die, a score of 3 or less indicates the dragon will attack by claw and fang, while a 4 or better indicates it will breathe.

Cone-shaped breath weapons originate from the dragon's mouth with a 2 foot diameter.

Line-shaped breath weapons originate at the height of the dragon's head at the time of release and travel in a straight line.

Cloud-shaped breath weapons billow forth from the dragon's mouth to a height of 30 feet above the ground.

Hit dice for a dragon are indicative of its overall size, while the number of hit points per hit are an indication of the dragon's age. The number and value of hit dice also equal the damage done by the dragon's breath weapon. First, roll an 8-sided die to determine the overall size of the dragon: 1-2 = small (positively female), 3-6 = medium (equal chances for being male or female), 7-8 = large (positively male). For each type of dragon there is a spread of three hit dice, the lowest figure is for small size, the middle number is for medium size, and the highest is for large sized.

The age, or maturity, of a dragon is determined as follows:

Die Roll	Description and Age of Dragon	Value of Hit Dice and Breathe Weapon
1	very young — 1-5 years	1 hit point per die
2	young — 6-15 years	2 hit points per die
3	sub-adult— 16-25 years	3 hit points per die
4	young adult — 26-50 years	4 hit points per die
5	adult — 51-100 years	5 hit points per die
6	old — 101-150 years	6 hit points per die
7	very old — 151-200 years	7 hit points per die
8	ancient — 201 + years	8 hit points per die

**Example:** A medium-sized young red dragon has 10 hit dice, and as it is young, each hit die is worth 2 hit points, so it can sustain a maximum of 20 hit points. If it breathes fire it will do a maximum of 20 hit points of damage to all creatures within the cone of fire — those which make their saving throw against dragon breath will take only one-half maximum damage, 10 hit points.

If characters encounter a sleeping dragon they can elect to attempt to subdue it rather than kill it (striking with the flat of weapons or hitting non-vital areas). A dragon is subdued when it has taken subduing hit points equal to its total hit points. In the case above, 20 subduing hit points would subdue the medium-sized young red dragon. However, until it is subdued it will fight normally. Once subdued, a dragon can be sold or forced to serve the character or characters who subdued it. Note that a dragon will stay in a subdued condition for a maximum of one month, and thereafter it will seek to kill its captor(s) and/or escape.

As dragons are intelligent, or semi-intelligent at worst, they will always act to their best advantage in any given situation — bargaining, combat, or in captivity.

The amount of treasure shown for a dragon is a broad generalization. Very young and young dragons are unlikely to have accumulated any wealth. Small dragons will have less than medium-sized or large ones. Dragons with more hit dice — more powerful dragons — will tend to have more treasure than weaker ones. Very old and ancient dragons will usually have more wealth and magic in their hordes.

Saving throws against dragon breath weapons normally reduce damage by one-half. In the case of the brass dragon, the saving throw will indicate whether or not the weapon has any effect. If the dragon breathes a cone of sleep gas, and a victim fails to make his saving throw, he will sleep as if struck by a *sleep* spell, regardless of his level. If the dragon breathes a cloud of fear gas, treat its effects the same as a wand of fear; if the victim fails to make his saving throw he will run away at top speed for 1-3 turns, dropping everything he holds in his haste to flee. In either case, if the saving throw is made the breath weapon will have NO effect.



### Dwarf

*Move:* 60 feet/turn

*Hit Dice:* 1

*Armor Class:* 4

*Treasure Type:* G

*Alignment:* lawful good 25%, neutral 75%

*Attacks:* 1

*Damage:* 1-8 points

These short sturdy folk have been described under characters. For every 40 dwarves (or possibly fewer) there will be one high order dwarf, the leader, who may have magic arms or armor, and be of level 2-7.

### Elf

*Move:* 120 feet/turn

*Hit Dice:* 1 + 1

*Armor Class:* 5

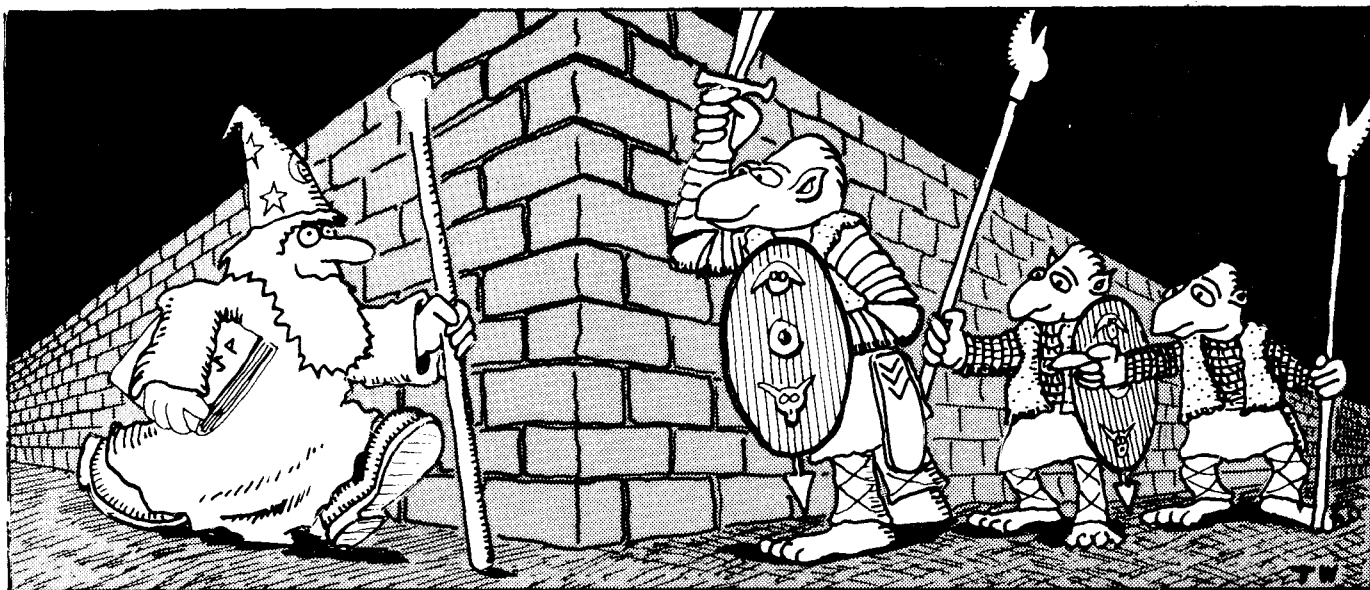
*Treasure Types:* E

*Alignment:* chaotic good (some neutral)

*Attacks:* 1

*Damage:* 1-10 points

Elves generally are of two sorts, wood elves and high elves. When a group of 50 (or possibly fewer) is encountered, they will have a leader (fighter/magic-user) of 2-4 level/2-8 level ability. They are described in the characters section.



### Gargoyle

*Move:* 90 feet/turn, 150 feet flying  
*Hit Dice:* 4  
*Armor Class:* 5  
*Treasure Type:* C  
*Alignment:* lawful evil  
*Attacks:* 4  
*Damage:* 1 - 4 points each

As depicted in medieval architecture, gargoyles are reptilian, horned, taloned, fanged, winged beasts of hideous aspect. They will attack nearly anything that approaches them and are at least semi-intelligent and cunning. They can only be hit with magic weapons.

### Gelatinous Cube

*Move:* 60 feet/turn  
*Hit Dice:* 4  
*Armor Class:* 8  
*Treasure Type:* variable  
*Attacks:* 1  
*Damage:* 2-8 points

These monsters are shaped like cubes 10 feet or so on a side. They move through rooms and corridors of dungeons at 60 feet/turn, sweeping them clean of all living and dead material. In the process they may pick up indigestible items like gold and gems and carry them within their body. Flesh that comes into contact with the cube is anesthetized unless a saving throw against paralysis is made. The touch of the cube causes 2-8 points of damage as the creature seeks to devour its victim.

The gelatinous cube is subject to fire and normal weapons but not to cold, lightning or most spells.

### Ghouls

*Move:* 90 feet/turn  
*Hit Dice:* 2  
*Armor Class:* 6

*Treasure Type:* B  
*Alignment:* chaotic evil  
*Attacks:* 3  
*Damage:* 1-3 points

Ghouls are hideous humanoid creatures of bestial aspect who live on dead bodies. Ghouls paralyze any human/humanoid figure they touch except elves who are immune. The character touched gets to make his usual saving throw against paralysis. The ghoul must score a hit on the combat table to deliver its paralyzing blow, which also does regular damage. They otherwise melee in normal fashion and are subject to missile fire and regular weapons.

### Giant

*Move:* 120 feet/turn  
*Hit Dice:* 8-12  
*Armor Class:* 4  
*Treasure Type:* E + 5000 GP  
*Alignment:* variable  
*Attacks:* 1  
*Damage:* variable

Giants can throw rocks like a catapult, range 200 feet with a 20 foot hit area. Each rock does 2 dice of damage to anything it hits. A giant can throw one rock every 5 melee rounds.

There are several ways to calculate catapult (giant) fire. This one is adapted from CHAINMAIL. If figures are being used on a table, the giant estimates the range to his target and throws. The actual distance is then measured. Two six-sided dice of different colors are then rolled. One color is an overshoot and the other an undershoot. To decide which number to use, take the greater. The miss is in inches, shown by the die spots. If they tie the rock lands at the specified range. Anything within 2 inches of the impact is hit. If figures are not used, treat the thrown rock as an arrow or other missile on the combat table.

Giants can be one of many types, including the following:

Giant Type	Hit Dice	Alignment	Lair	Size	Damage	Special Characteristics
Hill Giant	8	N/CE	Cave	12'	2-16	None
Stone Giant	9	N	Cave	14'	3-18	Throws rocks 240 ft. with a 30 ft. impact area.
Frost Giant	10 + 1	N/CE	Castle	16'	4-24	Impervious to cold. Does 2 die + 1 damage perhit.
Fire Giant	11 + 3	N/LE	Castle	12'	5-30	Impervious to fire, 2 dice + 2 damage.
Cloud Giant	12 + 2	N	Castle	18'	6-63	Keen sense of smell, 3 dice damage.
Storm Giant	15	N/CG	Castle, underwater, or mountain	24'	7-42	Can use weather control spell to cause storm. 3 dice + 3 damage.

Giants in castles usually have other monsters there — a hydra, wolves, bears or referee's choice.

Giants encountered outside their lair carry 1000 to 6000 gold pieces as well as rocks for throwing in their capacious shoulder sack.

### Giant Tick

*Move:* 30 feet/turn

*Hit Dice:* 3

*Armor Class:* 4

*Treasure Type:* nil

*Attacks:* 1

*Damage:* 1 - 4 points

These over-grown insects live on blood. A hit indicates that they have attached themselves and will draw 4 hit points worth of blood per melee round until killed or burned. Fire makes them detach themselves. After a hit by a giant tick it is necessary to Cure Disease because the creature's bite carried a disease fatal in 2-8 days. Ticks are ambulatory and pursue prey, but usually drop from the ceiling or trees.

### Gnome

*Move:* 60 feet/turn

*Hit Dice:* 1

*Armor Class:* 5

*Treasure Type:* C

*Alignment:* chaotic good 75%, neutral 25%

*Attacks:* 1

*Damage:* 1 - 6 points

Gnomes are similar to dwarves, whom they resemble. They are smaller, have longer noses and beards and inhabit low-land and hill burrows rather than mountains. They favor crossbows.

### Goblin

*Move:* 60 feet/turn

*Hit Dice:* 1 - 1 point (but always at least 1)

*Armor Class:* 6

*Treasure Class:* L

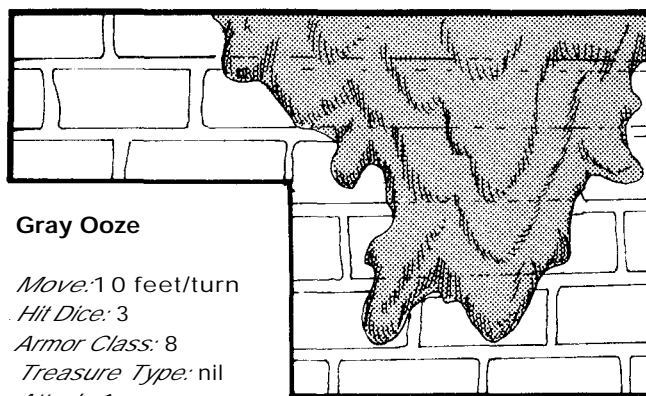
*Alignment:* lawful evil

*Attacks:* 1

*Damage:* 1 - 6 points

Goblins fight at -1 off their attack die roll in full daylight. They can see in the dark. They always attack dwarves on sight.

In the goblin lair there will be a goblin king who fights as a hobgoblin. He has a bodyguard of 5-30 goblins who also fight as hobgoblins. They are large and fearless, fight at full strength under all conditions and take nothing off their hit die, in dark or light.



### Gray Ooze

*Move:* 10 feet/turn

*Hit Dice:* 3

*Armor Class:* 8

*Treasure Type:* nil

*Attacks:* 1

*Damage:* 2 - 16 points

This seeping horror resembles wet stone and is difficult to detect. It can corrode metal in one turn. It does two 8-sided dice of damage to exposed flesh every turn it is in contact with it. It is impervious to cold and fire but can be killed by weapons and lightning. It moves only 10 feet per turn.

### Green Slime

*Move:* 0

*Hit Dice:* 2

*Armor Class:* can always be hit

*Treasure Type:* nil

*Attacks:* 1

*Damage:* special

Non-mobile, this horror can be killed by fire or cold but is unaffected by other weapons. It eats away wood and metal, but not stone. Once in contact with flesh it sticks and penetrates in one turn, turning the flesh into green slime. It can not be scraped off but must be excised or treated with a Cure Disease spell. It often drops from high places, such as ceilings.



## Griffon

*Move:* 120 feet/turn, 300 feet flying  
*Hit Dice:* 7  
*Armor Class:* 5  
*Treasure Type:* E  
*Alignment:* neutral  
*Attacks:* 2 claws + 1 bite — 3  
*Damage:* 1-4/claw, 2-16/bite

The griffon is a fierce, swift, and loyal steed with the wings, head and forelimbs of a giant eagle and the hindquarters of a lion. It will, however, always attack horses, being extremely fond of horseflesh, and can not be brought within 360 feet of horses. Wild griffons attack anyone who comes close to their nest.

## Harpy

*Move:* 60 feet/turn, 150 feet flying  
*Hit Dice:* 3  
*Armor Class:* 7  
*Treasure Type:* C  
*Alignment:* chaotic evil  
*Attacks:* 2 claws + 1 weapon  
*Damage:* 1-4/attack

This creature has the lower body of an eagle and the upper torso and head of a woman. By their singing they lure men to them, their touch then charms them and they are killed and devoured. Any creature hearing the harpy song must make its saving throw against spells or be drawn irresistably to his doom!

## Hell Hound

*Move:* 120 feet/turn  
*Hit Dice:* 3-7  
*Armor Class:* 4  
*Treasure Type:* C  
*Alignment:* lawful evil  
*Attacks:* 1 bite  
*Damage:* 1-6 points

Large reddish-brown hounds who can breathe fire, causing 3-7 6-sided dice of damage (equal in number to the hounds' hit dice). They can usually detect hidden invisible objects or creatures. Range of the fire breath is only five feet and is treated as a blow on the combat table, with special damage done per hit.

## Hippogriff

*Move:* 180 feet/turn, 360 feet flying  
*Hit Dice:* 3 + 1  
*Armor Class:* CM, 5  
*Treasure Type:* nil  
*Alignment:* neutral  
*Attacks:* 2 claws + 1 bite = 3  
*Damage:* 1-6/claw, 1-10/bite

Having the foreparts of a great eagle and the hind-quarters of a horse, the hippogriff is a fierce fighter, attacking with claws and beak. They can be used as steeds but will not herd with pegasi, and the two will

normally fight each other:

## Hobgoblin

*Move:* 90 feet/turn  
*Hit Dice:* 1 + 1 hit point  
*Armor Class:* 6  
*Treasure Type:* D  
*Alignment:* lawful evil  
*Attacks:* 1  
*Damage:* 1-8 points

A hobgoblin king and his bodyguard of 1-4 all fight as ogres. Hobgoblins are big, powerful goblinoids, and their morale (such as a saving throw against fear) is always a +1.

## Horse

*Move:* see below  
*Hit Dice:* 2 to 3  
*Armor Class:* 7, unless wearing barding (horse armor)

Light horses hit move 240 feet/turn and have 2 hit dice.

Medium horses move 180 feet and have 2 + 1 hit dice.

Heavy war horses move 120 feet and have 3 hit dice.

Draft horses and mules move 120 feet and have 2 + 1 hit die.

Mules can often be taken into dungeons and they can carry 3,500 gold pieces. Horses can usually carry more, but lack the ability and calm necessary for dungeon expeditions.

## Hydra

*Move:* 120 feet/turn  
*Hit Dice:* varies with number of heads  
*Armor Class:* 5  
*Treasure Type:* B  
*Alignment:* neutral  
*Attacks:* 1/head  
*Damage:* 1-6 points/head

Unlike the standard mythological concept of the Hydra as a snake with many heads, this beast is dinosaur-like with many heads. Each head is represented by one hit die of 6 points, so a three headed hydra has 18 hit points, a 6 headed one, 36. When six hit points are scored against the beast, one head has been killed. The hydra will continue to attack, however, if it has one head left, and usually all the heads attack at once, so it takes multiple bites every melee round.

## Kobold

*Move:* 120 feet/turn  
*Hit Dice:* 1/2 (1-4 hit points each)  
*Armor Class:* 7  
*Treasure Type:* J  
*Alignment:* lawful evil  
*Attacks:* 1  
*Damage:* 1-4

These evil dwarf-like creatures behave much like goblins, but are less powerful. A chieftain fights like a gnoll, as does his bodyguard of 1-6. Kobolds are highly resistant to magic and get a +3 on all saving throw dice except dragon breath. They have infravision.

### Lizard Man

*Move:* 60 feet/120 feet in water  
*Hit Dice:* 2 + 1 hit point  
*Armor Class:* 5  
*Treasure Type:* D  
*Alignment:* neutral  
*Attacks:* 1  
*Damage:* 1-8

These aquatic monsters will capture men in order to take them to the tribal lair for a feast, with the man served as the main course! They are at least semi-intelligent and use weapons such as spears and clubs.

### Lycanthrope

*Move:* see below  
*Hit Dice:* see below  
*Armor Class:* see below  
*Treasure Type:* C  
*Alignment:* see below  
*Attacks:* 1  
*Damage:* variable

There are many types of were-creatures, since the legend usually centers around the most dangerous and terrifying animal known. Thus we find were-wolves in Europe, were-tigers in India, were-leopards in Africa and were-sharks in Polynesia. The commonest types found in dungeons are:

Lycanthrope	Move	Hit Dice	Armor Class	Alignment	Damage
Wereboar	120'	4 + 1	4	neutral/chaotic good	2-12
Wererat	120'	3	7	neutral/lawful evil	1-6
Werbear	90'	6	2	neutral/chaotic good	3-24
Weretiger	120'	5	3	neutral/chaotic evil	3-18
Werewolf	150'	4	5	neutral/lawful evil	2-8

All were-creatures are unaffected by normal weapons. Silver and magic weapons score normal hits on them. Some lycanthropes must spend part of the time in human form (referee's discretion) and are vulnerable to all weapons in that form. All were-creatures are repelled by wolfsbane.

Anyone seriously wounded by a lycanthrope (50% of possible hit points) will become a lycanthrope in 2-24 days unless treated with a Cure Disease spell by a cleric.

Lycanthropes will often assume their human form to deceive their victims.

All were-creatures are intelligent in their animal form. Werewolves are often good and may render assistance. Wererats spend much of their time in a giant part-rat, part-human form. They can move more silently, and can summon 10 to 100 rats as a vampire.

### Manticore

*Move:* 120 feet/fly 180 feet/turn  
*Hit Dice:* 6 + 1 hit point  
*Armor Class:* 4  
*Treasure Type:* D  
*Alignment:* lawful evil  
*Attacks:* 2 claws + 1 bite  
*Damage:* 1-6 each

A huge lion-bodied monstrosity with a human face, dragon wings, and a tail full of iron spikes. There are 24 spikes in a manticore's tail and they can be fired, 6 at a time, like crossbow bolts with an 180 foot range. Their favorite prey is man.

### Medusa

*Move:* 90 feet  
*Hit Dice:* 4  
*Armor Class:* 8  
*Treasure Type:* F  
*Alignment:* lawful evil  
*Attacks:* 1  
*Damage:* 1-6 hit points

Human of form with the living bodies of snakes (asps) growing from its head instead of hair. This monster is usually female. The gaze of the medusa turns creatures to stone, the bite of the asps on its head is poisonous and it will attempt to beguile victims into looking at it. It can be looked at in a mirror without harm, and if it sees its own gaze in a mirror, it is turned to stone.

### Minotaur

*Move:* 120 feet/turn  
*Hit Dice:* 6  
*Armor Class:* 6  
*Treasure Type:* C  
*Alignment:* lawful evil  
*Attacks:* 2 horns + 1 bite  
*Damage:* 1-6 each

The minotaur is a bull-headed man (and all of us who have debated game rules are well acquainted with such). They are bigger than human size and are man-eaters. They will always attack and pursue as long as their prey is in sight. They usually inhabit tunnels, mazes and labyrinths.

## Mummy

*Move:* 60 feet/turn  
*Hit Dice:* 5 + 1 point  
*Armor Class:* 5  
*Treasure Type:* D  
*Alignment:* lawful evil  
*Attacks:* 1  
*Damage:* 1 - 12 hit points

Mummies are also members of the undead. They do not drain life levels, but their touch (if they make a hit) causes the dreaded rotting mummy disease which makes wounds take ten times the usual rate of healing. A cleric can reduce this healing time to only twice normal with a *cure disease* spell if it is administered within an hour.

Only magic weapons can hit mummies, and they take only half damage from a hit. Note, however, that mummies are vulnerable to fire, including the ordinary kinds such as a torch.

When a mummy is first seen a saving throw vs. a spell must be made or the individual is paralyzed with fear and cannot move until the mummy strikes him or another member of the party. If the party numbers above 5 each member gains a +2 on his saving throw, as their numbers help dispel fear.

## Nixie

*Move:* 60 feet/turn, 120 feet swimming  
*Hit Dice:* 1  
*Armor Class:* 7  
*Treasure Type:* B  
*Alignment:* neutral  
*Attacks:* 1  
*Damage:* 1 - 4

These water sprites will attempt to charm humans, lure them under water and enslave them for one year. For every 10 nixies seen, one *charm person* spell will be thrown on the party. They carry javelins and daggers and travel in the water with 10-100 fierce large fish.

## Ochre Jelly

*Move:* 30 feet/turn  
*Hit Dice:* 5  
*Armor Class:* 8  
*Treasure Type:* nil  
*Attacks:* 1  
*Damage:* 2 - 12 hit points

Ochre jelly is a giant amoeba which can only be killed by fire or cold. It is, of course, ochre colored. Hits with weapons or lightning merely make it into several smaller ochre jellies. It does 2 dice of damage per turn to exposed flesh but can not eat through metal or stone. It will destroy wood, leather or cloth and it seeps through small cracks easily.

## Ogre

*Move:* 90 feet/turn  
*Hit Dice:* 4 + 1 hit point  
*Armor Class:* 6

*Treasure Type:* C + 1000 gold pieces  
*Alignment:* chaotic evil  
*Attacks:* 1  
*Damage:* 1-10 hit points

These large and fearsome humanoid monsters range from 7 to 10 feet in height and are of various disgusting colors. Encountered outside of their "lair" they will be carrying 100-600 gold pieces each in their giant-like sacks.

## Orc

*Move:* 90 feet/turn  
*Hit Dice:* 1  
*Armor Class:* 7  
*Treasure Type:* D  
*Alignment:* chaotic evil  
*Attacks:* 1  
*Damage:* 1 - 6 points

There are many tribes or nations of orcs. Members of different orc tribes cooperate poorly and attack members of another tribe on sight unless under a strong commander.

In large numbers they are likely to be accompanied by more powerful creatures. For every 100 orcs the chances are:

1 - 6 ogres	20%
1 - 4 trolls	10%

In full daylight orcs suffer a -1 off their attack dice.

## Owl Bear

*Move:* 120 feet/turn  
*Hit Dice:* 5  
*Armor Class:* 5  
*Treasure Type:* C  
*Alignment:* neutral  
*Attacks:* 3  
*Damage:* 1 - 8 each

These are huge bears with the heads of owls. A male will stand 8 feet tall, weigh 1,500 pounds and have claws 2" long. Owl bears have ugly dispositions and will attack with beak, claw and bear-hug.

## Pegasi

*Move:* 240 feet, fly 480 feet/turn  
*Hit Dice:* 2 + 2 points  
*Armor Class:* 6  
*Treasure Type:* nil  
*Alignment:* lawful good  
*Attacks:* 2  
*Damage:* 1 - 8 each

Winged horses are wild and shy and difficult to capture. They will serve only lawful good characters and fight as a heavy war horse.

## Pixie

*Move:* 90 feet, fly 180 feet/turn  
*Hit Dice:* 1

*Armor Class:* 3

*Treasure Type:* R + S

*Alignment:* neutral/chaotic good

*Attacks:* 1

*Damage:* 1-4

Small air sprites who are invisible unless they want to be seen or have a detect invisible spell thrown against them. Unlike most invisible creatures, they can attack while invisible, and always gain surprise on attacking. After that surprise wears off and defenders note minor shadows and air distortions caused by the pixies. They can fly for three turns, then must rest a turn. They use short bows, small spears, and daggers. Their royalty are powerful magic-users. All are friendly with elves and fairies.

### Purple Worm

*Move:* 60 feet/turn

*Hit Dice:* 15

*Armor Class:* 6

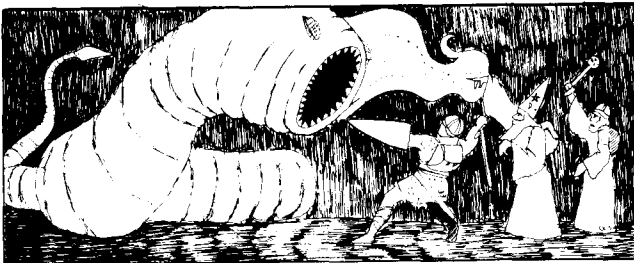
*Treasure Type:* D

*Alignment:* neutral

*Attacks:* 2

*Damage:* 2-12 each

These huge and hungry monsters lurk nearly everywhere beneath the surface of the earth. Some reach a length of 50 feet and a diameter of 10 feet. There is a poisonous sting at the tail, and if it hits a saving throw vs. poison must be made. Its mouth is the more fearsome weapon for it is able to swallow opponents in a single gulp. Any hit more than 2 over the minimum necessary to hit indicates the purple worm has swallowed its victim. In six turns the swallowed creature will be dead, in twelve it will be digested and unrecoverable. Purple worms are unintelligent and always attack.



### Rust Monster

*Move:* 120 feet/turn

*Hit Dice:* 5

*Armor Class:* 2

*Treasure Type:* nil

*Alignment:* neutral

*Attacks:* 1

*Damage:* 0

This inoffensive looking little creature is the bane of anyone wearing metal. Hits by a rust monster or hits delivered to one cause armor and weapons, even magic weapons, to rust instantaneously. The creature is fast and attracted by the smell of metal. It eats the rust and corroded metal created by its anti-metallic attack.

### Shadow

*Move:* 90 feet/turn

*Hit Dice:* 2 + 2 hit points

*Armor Class:* 7

*Treasure Type:* F

*Alignment:* lawful evil

*Attacks:* 1

*Damage:* 1-4

Non-corporeal intelligent creatures who can be harmed only by magic weapons. Their touch, should they score a hit, also drains 1 point of strength (for 8 turns). If a creature is brought to 0 points it becomes a shadow.

Shadows are not turned by clerics nor are they affected by *sleep* or *charm* spells.

### Skeleton

*Move:* 60 feet/turn

*Hit Dice:* 1/2 (1-4 hit points)

*Armor Class:* 8

*Treasure Type:* nil

*Alignment:* neutral

*Attacks:* 1

*Damage:* 1-6 hit points

Animated skeletons act only under instructions of their motivator, an evil magic-user or cleric. They are commonly found near graveyards, dungeons, or deserted places but may be located elsewhere to guard a treasure. They do not have any treasure of their own. They can be dispelled by a good cleric but will otherwise always attack until totally wiped out. They are members of the "undead" and therefore unaffected by *sleep*, *charm* and *mind reading* spells. They usually make no noise since they do not move unless they are attacking.

### Spectre

*Move:* 150 feet, fly 300 feet/turn

*Hit Dice:* 6

*Armor Class:* 2

*Treasure Type:* E

*Alignment:* lawful evil

*Attacks:* 1

*Damage:* 1-8 hit points

These monsters have no corporeal body and are totally impervious to all normal weaponry including silver-tipped arrows. The "Nazgul" of Tolkien fall into this category. They drain two life energy levels each time they score a hit. Men-types killed by a spectre become low-strength spectres under the control of the one who made them. Magical weapons score full hits on spectres.

### Stirge

*Move:* 180 feet/turn

*Hit Dice:* 1

*Armor Class:* 7

*Treasure Type:* Q

*Alignment:* neutral

*Attacks:* 1

*Damage:* 1-3 hit points

Large bird-like creatures with long proboscises, rather like feathered ant-eaters. A hit scored by a stirge indicates that it has attached itself to its prey in order to suck its blood, and it will drain blood at a rate of 1-4 hit points per melee round thereafter. The stirge will continue to bloat itself with blood until killed or until its prey is a bloodless corpse. Attacks at +2 on all die rolls.

## Troll

*Move:* 120 feet/turn  
*Hit Dice:* 6 + 3 hit points  
*Armor Class:* 6  
*Treasure Type:* D  
*Alignment:* chaotic evil  
*Attacks:* 2 claws + 1 bite  
*Damage:* 1-6 each

Thin and rubbery, loathsome trolls are able to regenerate, even if cut to pieces. The only way to prevent the regeneration is to burn the dead bodies or immerse them in acid. Trolls regenerate at a rate of 3 hit points per turn, beginning in the third melee round after they have been injured. They will resume combat when they have regenerated to 6 or more hit points.

Although they have the strength of ogres, they attack with talons and fangs and do only 1 die of damage per hit.

## Unicorn

*Move:* 240 feet plus magical movement (below)  
*Hit Dice:* 4  
*Armor Class:* 2  
*Treasure Type:* nil  
*Alignment:* lawful good  
*Attacks:* 2 hooves, 1 horn  
*Damage:* 1-8 each

Unicorns are fierce and elusive. Only a pure maiden (in the strictest sense of the term) can subdue and ride them. They typically avoid humans. Unicorns attack as a mounted lance or spear and as a heavy horse. They can run 240 feet per turn or magically transport themselves and a rider 360 feet instantaneously through a *dimension door* spell once per day. They resist all magic on a roll of 8 or better on a 20-sided die.

## Vampire

*Move:* 120 feet, can fly 180 feet/turn in bat form  
*Hit Dice:* 7-9  
*Armor Class:* 2  
*Treasure Type:* F  
*Alignment:* lawful evil  
*Attacks:* 1  
*Damage:* 1-10 hitpoints

Vampires drain two life energy levels, as do spectres, when they hit an opponent in combat. Magic weapons score full hits against them, but if their hit points are reduced to zero they merely assume a gaseous form and escape. They regenerate hit points beginning immediately on being hit and at a rate of 3 hit points per turn.

Vampires can only be killed by being impaled through the heart with a wooden stick, exposed to direct sunlight or immersed in running water. Silver weapons have no effect.

Vampires cast no reflection in a mirror and they withdraw from garlic, a mirror, or a cross (or similar holy symbol) if it is strongly presented. All vampires, regardless of religious background, are affected by the cross which is sovereign against them. They will not flee these symbols, but it can keep them from their intended victim if interposed between the vampire and its prey.

Men-types killed by a vampire become vampires under the control of the one who made them. Vampires can also call up 10 to 100 rats or 3 to 18 wolves to their aid. They can polymorph themselves into gaseous form or into a huge bat at will.

Vampires charm men-types by looking into their eyes (treat as a *charm* spell with a minus 2 on the victim's saving throw against the spell).

## Werewolf, etc. — see Lycanthrope

## Wight

*Move:* 90 feet/turn  
*Hit Dice:* 3  
*Armor Class:* 5  
*Treasure Type:* B  
*Alignment:* lawful evil  
*Attacks:* 1  
*Damage:* 0

Barrow wights (as per Tolkien) are nasty nearly immaterial creatures who drain away life energy levels when they score a hit in melee, one level per hit. Thus, a third level fighter would drop to second, losing hit die. An opponent totally drained of life energy by a wight becomes a wight under the control of the draining creature.

Normal weapons have no effects on wights. Silver tipped arrows score normal damage and magic arrows double damage against them.

Magic weapons of other types score full damage and those with a special bonus add the bonus to the number of hit points inflicted on the wight per hit.

## Wraith

*Move:* 120 feet, fly 240 feet/turn  
*Hit Dice:* 4  
*Armor Class:* 3  
*Treasure Type:* E  
*Alignment:* lawful evil  
*Attacks:* 1  
*Damage:* 1-6 hit points

These monsters are immaterial and drain life energy, 1 level per hit. They are like wights, but have more hit dice and are harder to hit.

Silver tipped arrows score  $\frac{1}{2}$  die of damage. Magic arrows score only normal damage. They are impervious to normal weapons.

## Yellow Mold

*Move:* non-mobile

*Hit Dice:* 2 per 10 square feet of mold

*Armor Class:* always hit

*Treasure Type:* nil

*Attacks:* 0

*Damage:* 1 - 6 hit points

This deadly fungus can be killed only by fire. It does one die of damage to exposed flesh and eats through wood or leather but does not harm metal or stone. Its worst threat is its spores. Rough contact with yellow mold has a 50% chance of releasing a cloud of asphyxiating spores 10' X 10' X 10'. All those caught within must make a saving throw against poison or be killed.

## Zombie

*Move:* 120 feet/turn

*Hit Dice:* 2

*Armor Class:* 8

*Treasure Type:* nil

*Alignment:* neutral

*Attacks:* 1

*Damage:* 1-8

Corpses animated by the will of some evil magic-user or evil cleric. They may be placed to guard some item, but have no treasure of their own. They can be dispelled by a lawful cleric and destroyed by normal weapons. They are immune to spells of *sleep*, *charm* and *ESP* and make no noise until they attack. By nature they are slow, getting only one attack every other melee round.

## TREASURE

As can be seen from the *MONSTERS* section, many monsters carry treasure or secrete it in their "lair," cave, or dungeon room. The treasure types are listed in the table below and descriptions and additional tables are given later. There are many more magical and wondrous items described in **ADVANCED DUNGEONS & DRAGONS**, and the Dungeon Master can easily invent treasure items of his own. The tables are designed to maintain some sort of balance between the value of the dungeon's treasures and the risks involved in obtaining it. It is highly recommended, for this reason, that neophyte Dungeon Masters use the tables.

## BASE TREASURE VALUES

Coins:

1 copper piece (CP) equals 1/50 gold piece

1 silver piece (SP) equals 1/10 gold piece

1 electrum piece (EP) equals 1/2 gold piece

1 platinum piece (PP) equals 5/1 gold piece

or:

5 copper pieces equals 1 silver piece

10 silver pieces equals 1 gold piece

2 electrum pieces equals 1 gold piece

5 gold pieces equals 1 platinum piece

Gems:

The base value of gems is determined by rolling percentile dice to generate a random number from 01-00:

01-20	base value is —	10 gold pieces
21-45		50 gold pieces
46-75		100 gold pieces
76-95		500 gold pieces
96-00		1000 gold pieces

For every gem found roll a 6-sided die. Each 1 rolled indicates the gem is of the next higher value, up to a maximum of 1,000 gold pieces.

*Jewelry:*

Jewelry is worth from 300-1,800 gold pieces per piece. Roll three 6-sided dice to determine the value of each piece of jewelry.

Damaged jewelry is worth only one-half the value obtained by the dice. Jewelry is damaged by such things as very hot fire (such as a fire ball from a magic wand), lightning bolts, smashing, and similar rough treatment.

## Use of the Treasure Table

Under each category of treasure is a possible number and a percentage. This means that, for example, Treasure Type A will contain between 1 to 6 thousand silver pieces 30% of the time. To use this information, after deciding to place a monster in a dungeon and have it guard a Type A treasure (from the Monster List), the Dungeon Master rolls two 20-sided dice and reads them off as a percentage. For the silver, anything rolled 30 or less means that silver is present. A six-sided die is then rolled to see how many thousands of silver pieces will be present. The Dungeon Master records this so that the players, when they reach the treasure, can be immediately told what they have found. It must be stressed that treasures shown are very large and generally only for use when large numbers of monsters are encountered.

## Maps and Magic Categories

"Any" means the treasure may contain a map or a magic item. Roll of two 20-sided dice giving a "percentage" of 76 or higher means a map, lower than 76, a magic item from the lists described next. Maps must be made up by the Dungeon Master in advance, showing the location of treasures in the dungeon or its vicinity. Such treasures would be guarded by appropriate monsters and the maps need not be complete, entirely accurate, or might be written as a riddle, etc.

Magic items may be swords, other weapons, potions, scrolls, rings, wands or staves, or miscellaneous magical items. The die rolls to determine the items are given below.



**TREASURE TABLE**

Type	1000's of Copper	1000's of Silver	1000's of Electrum	1000's of Gold	1000's of Platinum	Gems and Jewelry*	Maps or Magic
A	1-6:25%	1-6:30%	1-4:20%	2-12:35%	1-4:25%	6-36:50%	30%: any 3
B	1-8:50%	1-6:25%	1-4:25%	1-3:25%	nil	1-6:25%	10%: weapon, armor, or misc. weapon
C	1-12:20%	1-4:30%	1-4:10%	nil	nil	1-4:25%	10%: any 2
D	1-8:10%	1-12:15%	nil	1-6:60%	nil	1-8:30%	15%: any 2 + 1 potion
E	1-10:05%	1-12:30%	1-4:25%	1-8:25%	nil	1-10:10%	25%: any 3 + 1 scroll
F	nil	2-20:10%	1-8:20%	1-12:45%	1-6:30%	2-24:20% 1-12:10%	30%: no weapons, any other 3 + 1 potion and 1 scroll
G	nil	nil	nil	10-40:50%	1-12:50%	3-18:25% 1-10:25%	35%: any 4 + 1 scroll
H	3-24:25%	1-100:50%	10-40:50%	10-60:50%	10-40:25%	1-100:50% 10-40:50%	15%: any 4 + 1 potion and 1 scroll
I	nil	nil	nil	nil	3-18:30%	2-16:50%	15%: any 1
J	3-24 pieces per individual	nil	nil	nil	nil	nil	nil
K	nil	3-18 pieces per individual	nil	nil	nil	nil	nil
L	nil	nil	2-12 pieces per individual	nil	nil	nil	nil
M	nil	nil	nil	2-8 pieces per individual	nil	nil	nil
N	nil	nil	nil	nil	1-6 pieces per individual	nil	nil
O	1-4:25%	1-3:10%	nil	nil	nil	nil	nil
P	nil	1-6:30%	1-2:10%	nil	nil	nil	nil
Q	nil	nil	nil	nil	nil	1-4:50% nil	nil
R	nil	nil	nil	2-8:40%	10-60:50%	5-20:55% 2-12:45%	nil
S	nil	nil	nil	nil	nil	nil	40%: 2-8 potions
T	nil	nil	nil	nil	nil	nil	50%: 1-4 scrolls

\*Roll for each category (Gems and Jewelry), probability shown if different for either category.

## Magic Items Die Roll

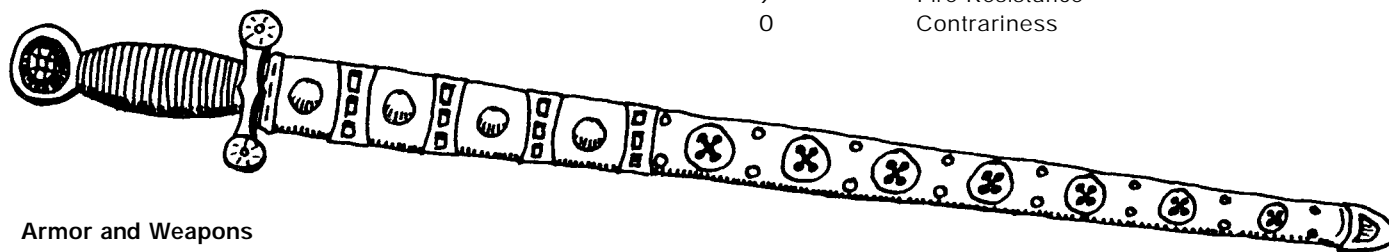
01-20	Sword
21-40	Other Weapons and Armor
41-65	Potion
66-85	Scroll
86-90	Ring
91-95	Wand or Staff
96-00	Miscellaneous Magic

Once the category of magic items is determined (from the table or a die roll), go to the appropriate table below and roll a 20-sided die for identification of the item. Magic items are described in the next section.

### Swords

#### Die Roll

1	Sword +1
2	Sword +1, +2 against Lycanthropes
3	Sword +1, Flaming, +2 against Trolls, +3 against Undead
4	Sword +2
5	Sword +1, Locating Object Ability
6	Sword +1, +3 against Dragons
7	Sword +1, +2 against Magic-users and Enchanted Monsters
8	Sword +3
9	Sword -1 Cursed
0	Sword -2 Cursed



### Armor and Weapons

1	Shield +1
2	Armor +1
3	10 Magic Arrows +1
4	Magic Bow +1
5	Dagger +1 against man-sized opponents, +2 vs. goblins and kobolds.
6	Dagger +2 against man-sized opponents, +3 vs. orcs, goblins and kobolds
7	Axe +1
8	War Hammer +1
9	Spear +1
0	Cursed Armor, looks like +1 Armor but adds +2 to opponent likelihood of hitting the wearer!

### Potions

1	Growth
2	Diminution
3	Giant Strength
4	Invisibility
5	Gaseous Form
6	Speed
7	Flying
8	Delusion
9	Poison
0	Healing

## Scrolls

Scrolls may contain any of the spells previously described, under Spells or described here as *potions*, *rings*, *wands*, etc.

1	Any one spell
2	Any two spells
3	Any three spells
4	Cursed scrolls, curse affects the reader immediately
5	Protection from lycanthropes
6	Protection from undead
7	Protection from magic
8	Any potion spell except delusion or poison
9	Any ring spell except wishes or regeneration
0	Any wand spell

### Rings

1	Invisibility
2	Animal Control
3	Plant Control
4	Weakness
5	Protection +1
6	Three Wishes
7	Regeneration
8	Water Walking
9	Fire Resistance
0	Contrariness

### Wands and Staves

1	Wand of Magic Detection
2	Wand of Secret Door & Trap Detection
3	Wand of Fear
4	Wand of Cold
5	Wand of Paralyzation
6	Wand of Fire Ball
7	Staff of Healing
8	Snake Staff
9	Staff of Striking
0	Rod of Cancellation

### Miscellaneous Magic Items

1	Crystal Ball
2	Medallion of ESP
3	Bag of Holding
4	Elven Cloak and Boots
5	Broom of Flying
6	Helm of Telepathy
7	Bag of Devouring
8	Helm of Evil/Good
9	Rope of Climbing
0	Gauntlets of Ogre Power



## EXPLANATION OF MAGICAL ITEMS

### *Magical Weapons*

Weapons with a plus after them are magical and the user adds the plus to his die roll for a hit. In addition some monsters can only be injured by magical weapons. Some magic weapons also do additional damage besides increasing the probability of a hit. Any sword that is +2 or +3 against particular opponents (trolls, undead, etc.) does the indicated additional damage. Any magic arrow, in addition to being +1 on their chance of scoring a hit, also does +1 additional damage, unless specified otherwise due to the type of monster being shot. Magic bows merely confer +1 on the probability of a hit, the arrows do no additional damage. A magic arrow shot from a magic bow has a +2 probability of a hit. Magical weapons other than swords always add their bonus to both hit probability and to the points of damage scored. Thus, a War Hammer +2 adds to the chance of hitting and also does 2 additional hit points when it does strike. Magic armor and shields subtract their bonus from any attacker's ability to hit the wearer. Cursed armor increases the probability that the wearer will be hit by anyone attacking him.

### *Magical Potions*

Potions will affect anyone who takes them. Some method of detecting the effects of the potion must be found. If the characters lack a detect magic spell, they may dare a tiny sip to see what the result may be. This would leave enough potion to accomplish its complete effect. Most potions come in small vials or flasks containing a single dose. The effects of most potions last somewhat longer than 6 turns. The Dungeon Master rolls a secret die to determine the number of additional turns and only informs the player when the effect of the potion has worn off.

*Growth* — A full dose will cause anyone to reach 30 feet in height. Partial doses can be taken.

*Diminution* — A full dose reduces anyone taking it to 6 inches in height.

*Giant Strength* — Confers the full advantages of stone giant prowess, including doing 3-18 points of damage when scoring a hit, and having the same hit probability as a stone giant.

*Invisibility* - Acts like an invisibility spell except that the duration is determined as above.

*Gaseous Form* — the users body assumes gaseous form, his weapons and armor drop off and he can penetrate any barrier which is not airtight. User retains cohesion and control over his new gaseous body.

*Haste* — User moves at twice normal speed and can deliver twice the usual number of blows during combat for the durations of the potion effect.

*Fly* — User can fly at will up to 120 feet per turn until the potion wears off.

*Poison* — The Dungeon Master will, on careful questioning, give a hint that the potion is dangerous. If taken, the character is allowed his saving throw against poison.

*Delusion* — Causes the user to think he has undergone the effect of any of the other potions on this list, whichever he seems to desire. In actuality, nothing happens to him.

*Healing* — Like a healing spell, repairs a six-sided die + 1 number of points of damage.

### *Scrolls*

Select the spells from the appropriate list by some random method. The spells written on the scrolls can be read only by magic-users, except for the protection spells. The scroll can be used only once, the words fade from the scroll if it is read, leaving it blank. The magic-user can carefully unroll the top of the scroll and read the title without setting off the spell. The exception is the curse, which takes effect immediately when the scroll is first opened. The curse may change the reader of the scroll into a toad or an insect, or it may teleport to him an enraged monster chosen from the appropriate list by the Dungeon Master. The reader of the cursed scroll is allowed his saving throw to see if the curse takes effect. Protection scrolls can be read by anybody. They ring the reader and anyone near him with a 10 foot circle of protection against the specified evil which lasts for six turns. The sphere of protection from magic does not allow spells to be projected out of it anymore than it allows them to be projected into it.

### *Rings*

Rings must be worn to take effect so a ring can be carried and put on only when desired. Only one magic ring can be worn on each hand. Rings can be used by anyone.

*Invisibility* — the invisibility lasts as long as the ring is worn. If the wearer attacks anything, however, he becomes visible and remains visible during any hostile action.

*Animal Control* — allows the wearer to command 3-18 small animals, 2-16 medium-sized animals or 1-6 large ones. The effect lasts indefinitely, so long as the wearer concentrates upon the control.

*Plant Control* — allows the wearer to control plants, including fungi, 1-6 in number if large, or a 10 X 10 foot area of ground covered with plants or grasses, but concentration must be maintained.

*Weakness* — affects the wearer immediately when it is placed on the finger, and it cannot be removed without a cleric's *remove curse* spell. Each turn the wearer of the ring becomes 10% weaker until he is at only one-half his normal strength. Weakness is reflected in defense, attack, and carrying ability. The only good thing about this ring is that there is a 5% chance that the curse will work in reverse when it is first put on, thus making the wearer *stronger* (up to the maximum 18,

naturally). A weakness ring which does not work in reverse will never do so, but one which does work in reverse for one person still has a 95% chance for causing weakness in any other who wears it.

*Protection + 1* — serves as plate armor +1, and adds +1 to all saving throws.

*Three Wishes* — the wishes of the ring must be limited in power in order to maintain the balance of the game. This requires the utmost discretion on the part of the Dungeon Master. Greedy characters will typically ask for more wishes. The Dungeon Master should put that character in an endless closed time loop, moving him back to the time he first obtained the ring. Wishes for powerful items or great treasure should, if possible, be granted in such a way that they are of no benefit to the wisher. Wishes that unfortunate adventures had not happened should be granted. Often absolutely literal fulfillment of the wish wording is sufficient to limit its beneficial effects.

*Regeneration* — regenerates injury to the wearer at a rate of 1 hit point per turn, even if the wearer is killed and dismembered, unless the ring wearer is treated as a troll.

*Water Walking* — allows the wearer to walk on the surface of any body of water.

*Fire Resistance* — normal fires will have no effect on the wearer of this ring. Adds +2 to saving throws against fire balls or dragon fire and subtracts 1 hit point from each die of damage done by them.

*Contrariness* — the wearer will not wish to remove this ring and it cannot be removed without a remove curse spell (third level clerical spell). Causes the wearer to do the exact (or nearly exact) opposite of normal or of what is requested. If, for example, the wearer is told to not kill himself, he will agree — and instead attempt to kill the person suggesting he not kill himself.

#### *Wands and Staves*

Wands that have projectiles or rays are considered to do six 6-sided dice of damage and to have 100 charges or projectiles. Wands and staves can be used only by magic-users, or, when specified, by clerics.

*Wand of Magic Detection* — when held, the wand causes any magic item within 20 feet to glow or otherwise signal its presence.

*Wand of Secret Doors and Trap Detection* — the wand gives warning or points to any hidden door, panel, trap, etc. within 20 feet.

*Wand of Fear* — This wand can effect all creatures in a cone shaped area emanating from it, 60 feet long and 30 feet wide at the base. All within must make their saving throw or be panicked and flee, dropping everything they are holding and running away at top speed for 1-3 turns.

*Wand of Cold* — creates a cone shaped area of cold the

same dimensions as the fear wand. Creatures that make their saving throw take half damage.

*Wand of Paralyzation* — Projects a ray the same dimensions as the fear wand. Those not making their throws are paralyzed for 6 turns.

*Wand of Fire Balls* — On activation, the wand produces a fire ball which will travel any distance, up to 240 feet, desired by the user and then explode with a burst radius of 20 feet, doing 6 dice of damage to anyone within range who fails their saving throw (half damage if saving throw is made). Fire ball blasts in confined spaces generally conform to the shape of the space (so watch out!).

*Staff of Healing* — a clerical staff which heals 2-7 hit points of damage with a touch. Can be used only once per day on any particular person, but will heal any number of different people in a day.

*Snake Staff* — a clerical staff which has a +1 chance of hitting and does 1 die + 1 points of damage per hit. On command it will also coil around the creature hit rendering him helpless or preventing a counterattack for 1-4 turns. It then crawls back to the cleric who possesses it. It can also be commanded by its owner to release its victim.

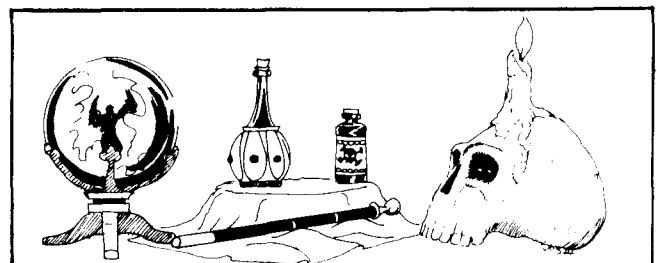
*Staff of Striking* — Does not add to the probability of a hit, but if a hit is scored with it, it does 2-12 hit points of damage. It can be wielded only by a magic-user.

*Rod of Cancellation* — a rod of about four feet in length which can be employed by any character. It will function but once, but if it strikes any magic item its charge drains all magical properties from that item permanently. The character employing the rod adds 2 to his die roll to score hits.

#### *Miscellaneous Magical Item*

*Crystal Ball* — a magic-user can see things at a distance through the ball but can only use it three times a day or he will be driven mad. Use for an extended period requires a day of rest afterwards. Objects and places are best seen if they are familiar to the user of the ball and are close by. Unfamiliar and distant scenes are hard to perceive, the vision fades quickly and can not be regained. Spells can not be sent through the ball.

*Medallion of ESP* — any character can use this device, which functions like an ESP spell, but malfunctions on a roll of 6. Each time it is used the Dungeon Master should check it with a die roll.



*Bag of Holding*— Sack sized magic bag which will hold 10,000 gold pieces or an object up to 10 feet X 5 feet X 3 feet in size. The bag will then weigh 600 gold pieces in weight, or 300 for the gold and no more.

*Elven Cloak*— makes the wearer next to invisible (i.e. seen only on roll of 6 or a see invisible spell).

*Elven Boots*— allows for completely silent movement. The elven cloak and boots can be used by any character.

*Broom of Flying* — the user must know the "Word of Command," but then the broom will carry the user 240 feet per turn or come to him a distance of up to 240 feet on command. Carrying an extra person reduces the flying speed to 180 feet. The command word should be magically engraved on the broom or otherwise distinguished but not impossible to obtain by the broom's owner.

*Helm of Telepathy* -- Anyone putting on this helmet can read the thoughts of any creature within 90 feet. If more intelligent than the creature or character the wearer of the helm may be able to impress his will upon the creature. For monsters subtract 2 from their saving throw against this spell, for characters subtract 1. Suggestions to kill oneself or do other acts contrary to the victims nature will not be carried out, but an attack could be stopped once begun.

*Bag of Devouring*— Looks just like a Bag of Holding but is actually an extension of an extra-dimensional monster. Anything placed within it is devoured in 7-12 turns.

*Helm of Evil/Good* — when a character places this helmet upon his or her head it immediately changes their alignment to the exact opposite: lawful good to chaotic evil, chaotic good to lawful evil, and vice versa. A neutral person wearing the helm will simply be *totally* self-seeking and do nothing to help anyone else in any way. The device can be removed only with a cleric's remove curse spell, and the person wearing the helm will do everything in his power to resist removal of the device.

*Rope of Climbing* — this thin, strong line is fifty feet long, and it has the ability to obey certain commands from its owner. The rope will snake downwards or climb upwards and fasten itself upon being so instructed by the user. It can then be used to climb upwards or downwards, and it will bear up to 10,000 gold pieces in weight without breaking. It takes up only a small amount of space when folded or coiled, having the appearance of perhaps a coil of normal rope about ten feet in length.

*Gauntlets of Ogre Power* — the character wearing these gauntlets adds from 2-8 points to damage caused when striking with any weapon — doing 2-8 hit points merely with his fist — because of the additional power these gauntlets bestow. This power also allows him to grasp and crush things with great ease, just as if he were an ogre (18 strength). The wearer is able to carry weight equal to an additional 1,000 gold pieces in his

hands without suffering from being over loaded or encumbered. The gauntlets do not add to hit probability.

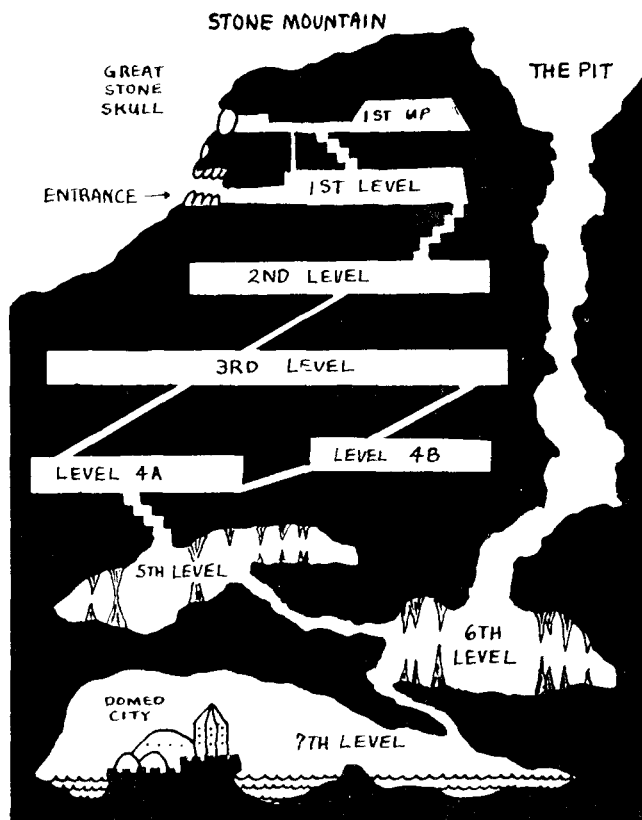
#### Note Regarding Magic Items:

If a character, fearing to contact some harmful magic item, has a hireling or non-player character flunkie try out a newly found piece of equipment, the Dungeon Master must take stringent measures against the character. The morale of those in the character's employ will plummet if they learn of such conduct. The person made to act as guinea pig by testing the magic item will, of course, demand to keep it if it proves to be beneficial, or if it is a harmful item the person putting it on will seek revenge on the character who had him try the item out.

#### DUNGEON MASTERING AS A FINE ART

Before players can take their bold characters on adventures into the misty mysterious dungeons, the Dungeon Master must sit down, pencil in hand, and map out the dungeons on graph paper. There should be several levels and each level should have access above and below and be made up of interlocking corridors, passages, stairs, closed rooms, secret doors, traps, and surprises for the unwary. The geomorphic dungeon levels provided with this game contain many suggestions and will prove very useful.

SAMPLE CROSS SECTION OF LEVELS



## SAMPLE FLOOR PLAN, PART OF FIRST LEVEL

Each new room or area is given a code number and a record made on a separate page of what it contains, treasure, monsters, hidden items, etc. Place a few special items first, then randomly assign treasure and monsters to the other rooms using the selection provided in the game or appropriate tables. Many rooms should be empty. Roll a 6-sided die for each room. A roll of 1 or 2 indicates that some monster is there. Ochre jellies, green slime, black puddings, etc. are randomly distributed, usually without treasure, most often in corridors and passageways. Wandering monsters are usually determined randomly as the game progresses. Traps should not be of the "Zap! You're dead!" variety but those which a character might avoid or overcome with some quick thinking and a little luck. Falling into a relatively shallow pit would do damage only on a roll of 5 or 6 (1-6 hit points at most) but will delay the party while they get the trapped character out. Hidden rooms, movable walls, teleportation devices, illusion rooms, dead ends, etc., make interesting variations.

Since the game (and the dungeons) are limited only by the imagination of the Dungeon Master and the players, there is no end to the variation possible. Try to keep the dangers appropriate to the levels of the characters and the skill of your players. The possibility of "death" must be very real, but the players must be able to win through with luck and courage, or they will lose interest in the game and not come back.

Once the game begins, try to keep the action moving at a dramatic pace. If the going gets rough, the characters have the option of turning around and going back to the surface. If time runs out the characters can always be left at some appropriate spot within the dismal depths, time suspended, and the action taken up again another day. Dramatize the adventure as much as possible, describe the scenery, if any. Non-player characters should have appropriate speech, orcs are gruff and ungrammatical, knights talk in flowery phrases and always say "thou" rather than "you." When characters swear they call on the wrath of their appropriate deities, be it Zeus, Crom, Cthulhu or whatever. The dramatic talents of the Dungeon Master should be used to their fullest extent. It adds to the fun.

One player should map the dungeon from the Dungeon Master's descriptions as the game progresses. This is easiest done if he uses a piece of graph paper marked North, East, South, West with the entrance to the dungeon level drawn in near the center. One of the players should keep a "Chronicle" of the monsters killed, treasure obtained, etc. Another should act as "caller" and announce to the Dungeon Master what action the group is taking. Both mapper and caller must be in the front rank of the party. If the adventurers have a leader, the caller would logically be that player.

### EXAMPLE

D.M. "You're in a stone corridor, ten feet wide by fifteen feet high, running north-south."  
Caller "We're walking north."  
D.M. "Fifty feet up along the corridor there's a door in the east wall. It's five feet wide."  
Caller "Halfling will listen at the door."

D.M. (He knows there is nothing they can hear, but he carefully rolls a concealed die.) "He doesn't hear anything."  
Caller "The fighting man will open the door. He's got his sword out, ready to strike. The Halfling and the thief are right behind him."  
D.M. (Rolls) "A 2, the door bursts open. You see a room, L-shaped, 20 feet wide. From the door it runs due east 30 or so feet and then the other leg of the L runs north. (They must enter and carefully examine to map a room.) You don't see anyone in the room in front of you."  
Caller "Anything else in the room?"  
D.M. "Some trash along the walls. A small wooden chest on the floor in the middle of the room."  
Caller "Aha! The fighting man and the halfling will enter the room. The dwarf will hold the door. The others will watch the corridor."  
D.M. "O.K."  
Player "The halfling says, 'Careful, it may be booby-trapped!'"  
Caller "The fighter kicked the chest with his boot."  
D.M. "It is knocked over. The lid comes open. A thousand gold pieces spill out!"  
Caller "Good! The fighter . . ."  
D.M. "Around the corner come four orcs. 'Surface dwellers! Kill them, cut them to mince-meat! Pound them to hamburger!'"  
Caller "The fighting man is ready. He swings (rolls die). An 18!"  
D.M. "It's a hit. Roll your damage."  
Caller (Rolls a six-sided die) "A four."  
D.M. "He's dead. You cut him in half. The second orc is on you. He swings . . ." (the fight continues until all four orcs lie dead.)  
Caller "We search the other half of the room. Everybody fill your packs and pockets with the gold."  
D.M. "Other half of the room is the same dimensions as the first one, 40 feet. You find four bunks, a table and benches."  
Caller "We search for more treasure."  
D.M. "Nope. Nothing of value."  
Caller "How about doors?"  
D.M. "No doors in either part of the room."  
Caller "The elf and the dwarf will search for secret doors. The rest of the party comes into the room and we shut the door. The halfling will stay at the door and listen."  
D.M. (After determining which part of the room is being searched he rolls a secret die) "The elf finds a secret door in the northernmost 10 foot wall section in the eastern half of the L."  
Caller "Does he hear anything?"  
D.M. (Carefully rolling a secret die for end-of-turn wandering monster) "No. But the hobbit guarding the door reports hearing slithering noises outside."  
Player "Hey, everybody, I hear slithering noises!"  
Caller "Let the elf try to open his secret door. Halfling, spike that door of yours shut!"  
D.M. "The elf opens the secret door. It's a dark passage, only three feet wide, running

straight north."  
 Caller "See anything?"  
 D.M. "Passage is empty as far as he can see."  
 Caller "With his infravision?"  
 D.M. "Right, with his infravision."  
 Caller "O.K., everybody, into the secret passage."  
 D.M. "In what order?"  
 Caller "Elf in front. Fighter behind him. Dwarf will close the door and bring up the rear."  
 D.M. "You've proceeded north 100 feet when the elf comes to a stop."  
 Caller "What's the matter?"  
 D.M. "He sees a gelatinous cube filling the passage 60 feet ahead."  
 Caller "Crom's devils! Somebody get a torch alight. Dwarf, go back to the door and listen for noises in the room we just left!"  
 D.M. "Dwarf says, 'There's a hollow space under the floor here somewhere.'"  
 Caller "O.K., Elf, squeeze back down the corridor and see if you can find a trap door. Where's that torch?"  
 Somebody "Here it is."  
 D.M. "The gelatinous cube begins to slide slowly down the passage toward you . . ."

This example could be played with maps and pencil and paper. If miniature figures are used, they can be arranged in battle order on the table top and the movement through passages and rooms imagined, the pieces rearranged for combat or other changes of formation. Figures are available for all the character types of **Dungeons & Dragons** as well as for most of the monsters.

Obviously, the success of an expedition depends on the Dungeon Master and his creation, the dungeon. Many gamers start with a trip across country to get to the entrance to the dungeon — a trip apt to be punctuated by attacks by brigands or wandering monsters or marked by strange and unusual encounters. The party then enters the underworld, tries to capture the maximum treasure with the minimal risk and escape alive. The Dungeon Master should have all this completely mapped out, hit points and attack die rolls calculated and recorded, so that the game will proceed most rapidly at the exciting moments when the enemy is encountered. Do not hesitate to have lawful or helpful characters chance by at times, your adventurers may need a little help!

The imaginary universe of **Dungeons & Dragons** obviously lies not too far from the Middle Earth of J.R.R. Tolkien's great *Lord of the Rings* trilogy. The D & D universe also impinges on the fantasy worlds of Fritz Leiber, Robert E. Howard, Gardner F. Fox, classical mythology and any other source of inspiration the Dungeon Master wants to use.

A final word to the Dungeon Master from the authors. These rules are intended as guidelines. No two Dungeon Masters run their dungeons quite the same way, as anyone who has learned the game with one group and then transferred to another can easily attest. You are sure to encounter situations not covered by these rules. Improvise. Agree on a probability that an event will occur and convert it into a die roll — roll the number and see what happens! The game is intended

to be fun and the rules modified if the players desire. Do not hesitate to invent, create and experiment with new ideas. Imagination is the key to a good game. Enjoy!

## Sample Dungeon

Background — 100 years ago the sorcerer Zenopus built a tower on the low hills overlooking Portown. The tower was close to the sea cliff west of the town and, appropriately, next door to the graveyard.

Rumor has it that the magician made extensive cellars and tunnels underneath the tower. The town is located on the ruins of a much older city of doubtful history and Zenopus was said to excavate in his cellars in search of ancient treasures.

Fifty years ago, on a cold wintry night, the wizard's tower was suddenly engulfed in green flame. Several of his human servants escaped the holocaust, saying their master had been destroyed by some powerful force he had unleashed in the depths of the tower. Needless to say the tower stood vacant for a while after this, but then the neighbors and the night watchmen complained that ghostly blue lights appeared in the windows at night, that ghostly screams could be heard emanating from the tower at all hours, and goblin figures could be seen dancing on the tower roof in the moonlight. Finally the authorities had a catapult rolled through the streets of the town and the tower was battered to rubble. This stopped the hauntings but the townsfolk continue to shun the ruins. The entrance to the old dungeons can be easily located as a flight of broad stone steps leading down into darkness, but the few adventurous souls who have descended into crypts below the ruin have either reported only empty stone corridors or have failed to return at all.

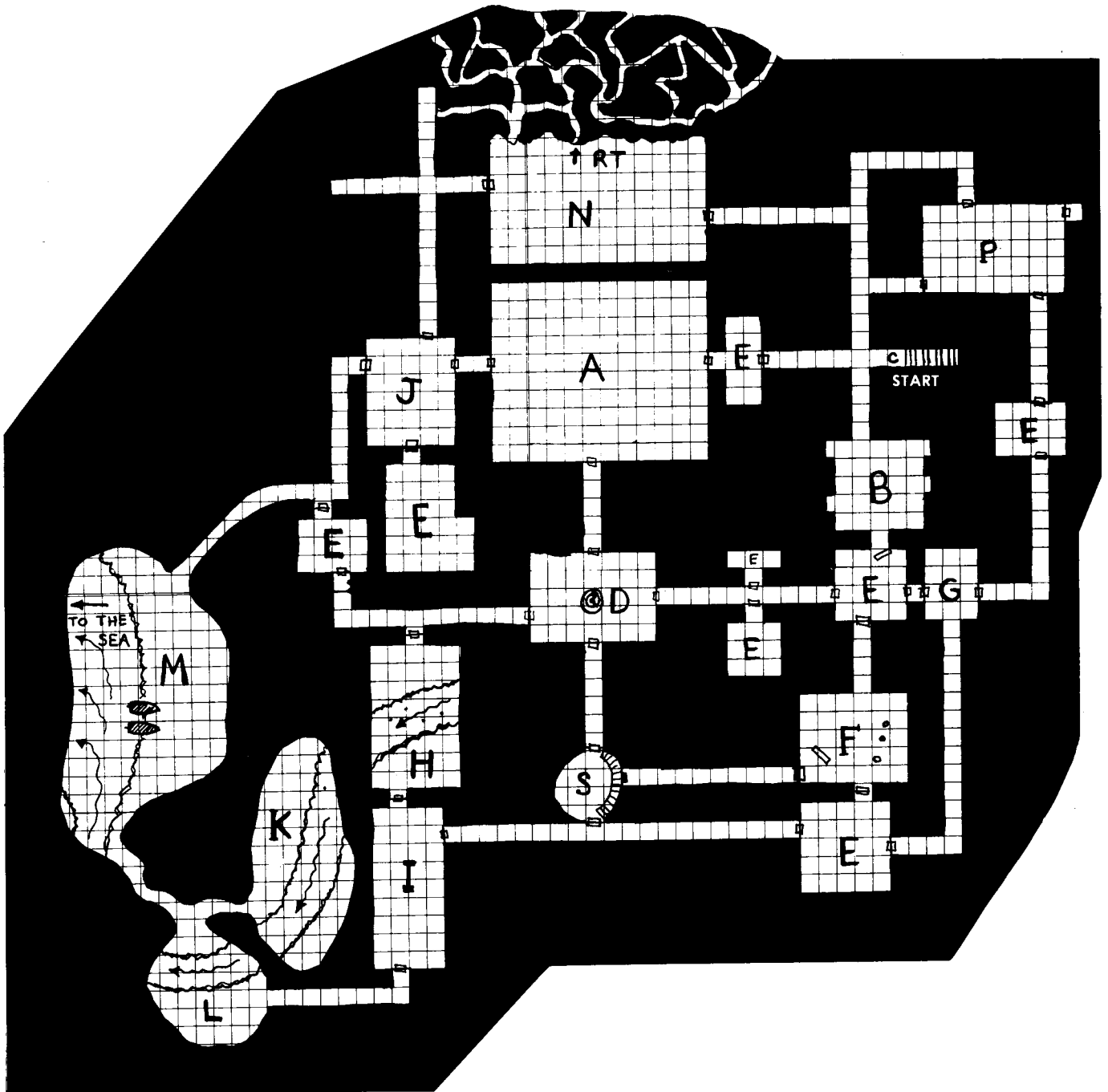
Other magic-users have moved into the town but the site of the old tower remains abandoned. Whispered tales are told of fabulous treasure and unspeakable monsters in the underground passages below the hilltop, and the story tellers are always careful to point out that the reputed dungeons lie in close proximity to the foundations of the older, pre-human city, to the graveyard, and to the sea.

Portown is a small but busy city linking the caravan routes from the south to the merchant ships that dare the pirate-infested waters of the Northern Sea. Humans and non-humans from all over the globe meet here. At the Green Dragon Inn, the players of the game gather their characters for an assault on the fabulous passages beneath the ruined Wizard's tower.

The Dungeon Master should read the background material above to the assembled players and then let them decide how they will proceed. Because of the nature of some of the traps in the dungeon, it is highly recommended that no one attempt it alone. If only one player is taking his or her character into the dungeon, the Dungeon Master should recommend employing one or more men-at-arms. These non-player characters can then be "rolled up" and hired out for a share of the treasure. The stairway from the surface leads twenty-five feet straight down and ends in the corridor marked START on the Dungeon Master's map.

A — This is a large room, 120 ft. X 100ft. There are doors in the east, west and the south wall. The room is furnished with rough tables and benches and as many

ILLUSTRATION OF SAMPLE FLOOR PLAN



beds as there are occupants. The occupants are goblins. There are at least three goblins. The Dungeon Master should increase the number of goblins if the party of adventurers is a large one — i.e., if more than three are in the party, have five goblins, more than five, seven or eight goblins, etc.

The goblins wear leather armor and carry swords and daggers. They can each take one 8-sided die of hits, minus one point, i.e. roll a regular hit die, subtract one — the result is the goblin's hits. If one is rolled do not subtract. If half their number is killed, the other(s) will try to escape through one of the doors or surrender. If surrender is accepted the captured goblins will offer to lead the party to a treasure but will, in reality, try to guide them to one of the dangerous trap rooms and then run.

There are small wooden chests under each bed and several leather sacks hanging on pegs along the wall. Most of the sacks contain junk, dirty clothes, old bones, etc., but two contain coins, 500 silver pieces each. There are several cloaks hanging on pegs and in a pocket of one cloak there is a magical potion of growth in a glass vial. One of the chests contains an additional 2000 copper pieces but the chest is booby-trapped and an opening releases a cloud of sleep gas filling an area 6 X 6 X 6 feet. Anyone within this area who fails to make his saving throw against poison falls deeply asleep for a number of turns. The Dungeon Master determines the exact number of turns of unconsciousness by secret roll of a 6-sided die, subtracting a 1 if the character has a high constitution.

*B* — This is a 50 ft. X 50 ft. room with a north door and an open door at the south end. The four deep niches in the walls can be seen from the north doorway but they are covered with cobwebs and nothing can be seen within them. The room is totally dark and the floor is covered with an inch of undisturbed dust.

There are four skeletons in the niches. They do not attack unless someone advances over ten feet into the room, then they all rush out and attack until destroyed or turned away. A first level cleric must roll a 7 or more with two 6-sided dice to turn them and then make a second roll to see how many are turned away. If turned, they run out the door at the end of the room farthest from the cleric.

There is no treasure in this room.

*C* — C is an empty corridor. All corridors in this dungeon are 10 feet wide and 10 feet high. (The magic-user's secret corridor (S to F) is 5 feet by 5 feet.) Remember that at the end of 3 turns a wandering monster might appear — corridors are likely places for this to happen.

*D* — An almost empty room with a 6 ft. tall stone statue in the center. There is a door in the middle of each wall, north, south, east and west. The statue is facing the door by which the party just entered. Doors to this room always open from the outside, but at the same time the statue will rotate on its base to face the opening door. Once it has been opened, the door starts to slowly shut, activated by a powerful spring in the hinges — it will stay open to allow the party to enter. The door opens outward into the corridor.

From inside the room all doors are firmly held shut except the one the statue is facing — that door can be easily opened. To open any door, then, the statue must be rotated on its base (it turns easily) until it faces the door. Then the door opens easily. Doors can not be forced open, they are held by the equivalent of a "wizard lock."

*E* — Room E is always an empty room. The size of the rooms and the number of doors is variable, as shown on the Dungeon Master's map.

*F* — This is a magic-user's room. He is an evil thaumaturgist (fourth level) who has been trying to take over the dungeon level. The room is 50 ft. by 60 ft. There is a large door in the south wall and a smaller one in the north wall. The magic-user himself is standing behind a work table in the southwest corner. Near him is a second level fighting man whom he holds under a charm spell. Actually this man is one of the smugglers from the sea cave whose curiosity allowed him to wander too far into the underground.

The fighter is basically neutral but will attack fiercely on command from the magic-user. Armor class 5 (chainmail), he carries a magic + 1 sword. He wears a jeweled belt (stolen) with rubies worth 1000 gold pieces.

S12 I10 W9 C13 D10 C12 Level 2, Hits 11

The thaumaturgist (4th level magic-user) knows six spells: read magic, charm person, magic missile, protection from good (he is lawful evil), wizard lock and web. He carries a scroll of levitation. When caught in this room he will (a) direct the fighter to attack, and (b) try to exit through the secret door behind him. While doing this there is a 50% chance that he will drop the magic scroll. If magic is thrown at him his saving throw is better than that of magic-users of the third level, add + 1 to his saving throw score.

S9 I16 W9 C10 D11 C12 Level 4, Hits 9

If he can get out the door he will put a wizard lock on it and run up the stairs to his tower. The rest of room F is occupied by 3 stone statues of men. They are men turned to stone by the magic-user with a special wand which he has in his tower. He will use the wand on anybody entering his hideaway.

*G* — Gloomy. Piles of rocks and rubbish four feet high cover the floor. There is a door in the center of every wall except the north.

There are 2-8 giant rats in the room, but they are hiding in the shadows and not easily seen. An elf or a dwarf might spot them (on a roll of say 1 or 2 on a six-sided die). They will attack if the room is entered.

The rats are armor class 7 (leather), have 2 hit points each, and have a treasure. Concealed in a mass of old bones, chewed leather straps and bits of armor in its nest is a belt attached to which is a silver dagger (50 gold piece value) in a sheath and a bag containing 50 electrum pieces. It takes a turn of careful searching in the refuse to come up with these things.

*H*— A room 80 ft. X 50 ft., with doors in the north and south walls. There is a river running through the room, 50 ft. wide. It enters and exits through holes in the east and west wall with less than a foot of air space over the water. The channel is 10 feet deep and the current is swift. Anyone falling in will be swept away unless he has a strength of 15 or better. Men in metal armor will sink to the bottom if they fall in. They may be able to shed their armor (50% chance) in one turn and get to the surface. The current will deposit anyone swept away in room K at the end of a turn. Being dragged under the rock wall between rooms is dangerous. Anyone with a constitution of 12 or better will survive unhurt, others run a 50% chance of taking a die of damage from drowning.

The walls of room H are fitted granite blocks as is the ceiling 20 feet above. The Dungeon Master will have to evaluate the characters' attempts to cross. The floor is also rock, 15 feet wide on each bank and the drop into the river is sheer.

*I*— Doors in the north, south and east walls give entrance to this room. In the center of the room is a bronze sundial on a low pedestal. Set into the stone of the west wall is a bronze mask, about the size of a man-hole cover. The eyes and mouth are shut. Below the mask, in common language, is an inscription: "I'll answer questions, one, no more. I never speak til it be four."

The magic is activated by shining the light of a single torch, lantern, etc. on the sundial so the shadow of the gnomon falls on the Roman numeral IV. The bronze mask then opens its eyes and says "Speak, I'll answer." It will give a reasonable answer to any brief pertinent question and then say, "I've answered one, now go away. I will not speak again today."

Since the shadow has to be held on IV, there is little chance of triggering the magic accidentally, even by walking around the sundial with a light.

*J* — A room 60 by 50 feet. The ceiling is out of sight in the darkness but there are large spider-webs in the corners. There are doors in the middle of all 4 walls.

An enormous spider lurks in the darkness of the roof, thirty-five feet above. He will drop on unwary adventurers. He is armor class 3 (plate mail), has 6 hit dice (31 hit points), and his bite causes 1-8 points of damage and is poisonous (-1 on saving throw dice because it is so strong).

If the party enters and does not see the spider, the monster will select a victim (by random number assignment of some sort) and try to drop on top of him.

If the spider makes his first hit he has dropped on the character and knocked him down. If he misses he lands beside the victim on the floor and the battle proceeds from there. If the spider gets a knock-down it is a surprise (naturally), and the spider gets the next blow. The character knocked down makes his first hit with a -2 off his roll, after that he hits normally. There is no treasure in this room, but a +1 dagger is imbedded in the spider's body (**evidently** a souvenir from some previous battle); it can be found only if the beast is cut open.

*K* — A cavern, about 10 feet high, irregularly shaped, with the river running through it. There is a

shallow beach where flotsam from the river is deposited. There is an exit to the west. The cave is completely dark, characters without lights or infravision will have to feel their way out.

*L* — Another cave with the river running through it. There is phosphorescent fungus growing on the rocks, so anyone can see without lights. There are east and west entrances on both sides of the river to the sandy beach. The river is only 3-4 feet deep at the center of the channel and can be forded.

There is a giant crab concealed under the sand on the south beach. It will attack anything that moves on either beach. It runs 60 feet in 1 turn, in armor class 3 (plate mail), and takes 2 hit dice (8 hit points). It strikes with its giant claws one at a time as fast as a man.

*M* — A large sea cave with entrances to the north and south. There is a sandy beach, on which are drawn up two row-boats. The entrance to the sea is to the west about 500 feet. If it is day up above, the cave will be dimly illuminated by sunlight coming through the tunnel. If it is night, torches in the hands of the occupants will shed a dim glow.

The cave is used by smugglers and pirates. There are four pirates present now, sitting in one of the boats, talking. They are normal men (1 6-sided hit die), armor class 7, and are armed with cutlasses. (At the Dungeon Master's discretion he may increase the number of pirates.) Each pirate carries 2-12 gold pieces in his purse (roll 2 6-sided dice). The pirates use the cave to hide treasure and there are chests in the first boat and a prisoner in the second boat. Every turn there is a 25% chance of another boatload of 2-5 pirates rowing in.

The prisoner is a girl, Lemunda the Lovely, whose father is a powerful lord in the city above. Lemunda is a good fighter in her own right and carries a concealed dagger in her girdle, but right now she is bound and gagged. She is lying in the bottom of the second boat, not the one occupied by the pirates. Her family would be very grateful to get her back.

Lemunda the Lovely:

S10 I14 W12 C15 D12 C17 Level 2, Hit Dice 2

The treasure is in two chests in the first boat. One chest contains 2000 silver pieces, the other 1000 electrum pieces and 12 gems each worth 100 gold pieces.

Exit from the underground can be made by rowing out to the sea, although there is a possibility of meeting another boat coming in. There is a large octopus at the bottom of the sea cave, 3 hit dice (16 hit points), armor class 7 (leather), which will attack boats. The pirates always throw the monster a large fish or the body of one of their victims and so it does not attack their boats. If the octopus makes a "hit" with a tentacle it will not do any damage immediately but will pull the victim overboard and try to drown him. See H for more information about drowning; assume that all characters know how to swim. The octopus gets 6 attacks per melee round!

*N* — This large room — 120 feet by 70 feet — is part of the catacombs of the city. The north wall has caved in and there are doors only at the east and west



ends of the tomb. Ten stone sarcophagi are scattered about, four empty with the tops off. Six, however, are closed. If the adventurers open one, roll a die to see which they have chosen.

#1 contains only moldering bones but releases a cloud of noxious gas which renders unconscious anyone within 3 feet unless they make their saving throw against poison. Unconsciousness lasts 1 to 6 turns, depending on the Dungeon Master's die roll.

#2 contains a partially clothed skeleton which holds a jeweled dagger in the bony hands folded across its chest. If the dagger is removed it will flash away into the air, turn and attack the one who touched it. It strikes as a 1 hit die monster and will continue to attack until it draws blood, doing 1 die of damage, or its intended victim runs from the room. It will then return to the coffin with its owner. The dancing dagger is hard to hit — armor class 3 — and if hit it falls to the floor and remains motionless for 3 melee rounds and then takes up the attack again! Putting it back in the sarcophagus will stop the attacks of course.

#3 skeletal form wears rings and a coronet worth 300 gold pieces.

#4 skeletal form wears jewelry worth 900 gold pieces.

#5 animated skeleton (7 hit points), armor class 7, is armed with a curved scimitar. It will attack as soon as the lid is removed.

#6 skeletal form in chainmail holds a magic sword + 1. Any warrior-type drawing it from the scabbard will feel the surge of magical power it gives.

When the party enters the room there is a 50% chance a giant rat will burst through the loose dirt at the north end of the room and attack. Armor class 7, 4 hit points. At the end of each turn or each 10 melee rounds there is another 50% chance that a rat will enter from the tunnels. The rats will not, however, leave room N except to go back to the tunnels.

The sarcophagus lids are heavy. Four or more men can lift them off, one man would have to slide the lid off, and this would take 1 turn. Thus it will take several turns to get them all open and the rats are pretty sure to show up.



P— This room is 50 by 80 feet and has doors in all four walls. It contains two ghouls and some smashed coffins. The ghouls are armor class 6, and if they score a hit they can paralyze their opponent (unless he is an elf). They can take 2 hit dice (1 1, 9 hit points respectively). The coffins contain, in addition to indescribable odds and ends, 50 platinum pieces and 5 gems each worth 10 gold pieces.

The east door leads to a short dirt tunnel which ends blindly under the cemetery.

RT— Rat tunnels. They are only 3 feet in diameter, round and dug through the soft earth of the cemetery. A man could crawl through them, but it should be hard for him to fight (a -2 from his attack die roll). A

halfling or dwarf would be at no particular disadvantage. Every 100 feet there is a 50% chance of meeting a rat, every 200 feet a 50% chance of coming on 5 gold pieces. The tunnels form an endless maze and there is no end to the rats. The tunnels intersect the dungeons at the northernmost corridor and at room N. Rats are described under room N.

S— Spiral Staircase. The spiral staircase begins at floor level at the north wall and winds around up to the roof 25 feet above, making 1 full turn. The stair ends in a closed trap door in the ceiling, leading up to room S1.

The room contains a giant snake, armor class 6 (leather and shield), 2 hit dice (13 hit points), and moves 100 feet per turn.

There are two visible doors at ground level, north and south as well as the trap doors in the ceiling. There is a secret door under the stairs, opened by pressing a hidden catch.

S7 — Ground floor of the magician's tower, entered through the trap door in the floor. There is a door to the north and a spiral stair leading up, just like the one in the room below, ending in a trap door in the ceiling. The door to the street outside and the trap in the ceiling are both open. There are a fireplace, cooking utensils and a few chairs. The room is unoccupied. The trap door above leads to room S2.

S2— Just above S1 and shaped the same, also with a spiral stair leading to the roof, trap door closed. No doors, but narrow (2 foot wide), tall windows in each wall. This is the wizard's study, and here he has his two giant volumes of magic spells, table, lamps, chemicals, skulls, loose pages of parchment, mystic designs on the floor, etc.

Against the south wall there is an ape in an iron cage. The key is in the lock of the cage door. The ape is 2 hit die and is armor class 7 (leather), and will attack as soon as he gets out — he hates the cage and has been waiting to get even. If the magic-user opens the cage there is a 25% chance the ape will attack him. If anyone else opens the cage, the ape will attack someone in the room and then try to escape through a window, down the side of the tower and off through the city streets.

The magic-user keeps his wand of petrification (turns flesh to stone if he makes a hit with it) hidden in a secret compartment of the table (only 5% chance of locating this compartment). Hidden among the undecipherable parchment notes on the table is a scroll which reverses the wand effect, but only for 1 person and only once.

The magic-user himself is described in room F. If he is not in room F he will be found here.

By the time the adventurers have worked their way through this, the Dungeon Master will probably have lots of ideas of his or her own to try out. Design your own dungeon or dig new passages and levels in this one. What lies in the (undiscovered) deeper levels where Zenopus met his doom? Do the pirates have other treasure troves hidden in the sea caves? What inhuman rites are practiced deep in the ghoulish haunted passages beneath the graveyard? What are the townspeople going to do when they discover that our friends are tampering with Things Better Left Alone?

## USING THE DICE

Players need not be confused by the special dice called for in **DUNGEONS & DRAGONS**. By using the assortment of 4-, 6-, 8-, 12- and 20-sided dice, a wide range of random possibilities can be easily handled.

For a linear curve (equal probability of any number), simply roll the appropriate die for 1-4, 1-6, 1-8, 1-10, or 1-12. If some progression is called for, determine and use the appropriate die (for instance, 2-7 would call for a 6-sided die with a one spot addition). For extensions of the base numbers, roll a second die with the appropriately numbered die. For example: to generate 1-20, roll the 20-sided die and 6-sided die,

and if the 6-sided die comes up 1-3, the number shown on the 20-sider is 1-10 (1-0), and if the 6-sider comes up 4-6, add 10 to the 20-sided die and its numbers become 11-20 (1-0). This application is used with the 12-sided die to get 1-24. If 1-30 or 1-36 are desired, read the 6-sider with the 20- or 12-sided die, with 1-2 equalling no addition, 3-4 adding 10, and 5-6 adding 20. This principle can be used to generate many other linear curves.

For bell curves (increasing probability of numbers in the center, decreasing at both ends), just roll the same die two or more times, roll several of the same type of dice, or even roll two or more different dice.



## ABOUT THE EDITOR

The editor of this booklet, Dr. J. Eric Holmes, is an associate professor of neurology at the University of Southern California's School of Medicine. In addition, he is a devoted **DUNGEONS & DRAGONS** player whose background as a writer eminently qualifies him to prepare a work such as this one.

In addition to authoring a college-level textbook in his own field, Dr. Holmes has also completed two novels in the area of fantasy literature. His versatility is further demonstrated by his valuable work on this volume for **Basic DUNGEONS & DRAGONS**.

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## MAGIC-USER SPELLS

### Book of First Level Spells:

Charm Person	Protection from Evil
Dancing Lights	Read Languages
Detect Magic	Read Magic
Enlargements	Shield
Hold Portal	Sleep
Light	Tenser's Floating Disc
Magic Missile	Ventriloquism

### Book of Second Level Spells:

Audible Glamer	Locate Object
Continual Light	Magic Mouth
Darkness	Mirror Image
Detect Evil	Phantasmal Forces
Detect Invisible	Pyrotechnics
ESP	Ray of Enfeeblement
Invisibility	Strength
Knock	Web
Levitate	Wizard Lock

### Book of Third Level Spells:

Clairaudience	Invisibility 10'
Clairvoyance	Lightning Bolt
Dispel Magic	Monster Summoning I
Explosive Runes	Protection/Evil 10'
Fire Ball	Protection/Normal Missiles
Fly	Rope Trick
Haste Spell	Slow Spell
Hold Person	Suggestion
Infravision	Water Breathing

## CLERICAL SPELLS

Clerics of the first level can not cast any spells. When they reach the second level, however, they are capable of one spell per game/day. Since clerical spells are divinely given, they do not have to be studied to master them. A second level cleric can call on any first level spell he wants to use, thus the entire gamut of spells is available to him for selection prior to the adventure. However, only that spell or spells selected can be used during the course of the adventure.

### Book of First Level Spells:

<i>Cure Light Wounds</i>	<i>Protection from Evil</i>
<i>Detect Evil</i>	<i>Purify Food and Water</i>
Detect Magic	<i>Remove Fear</i>
<i>Light</i>	Resist Cold

### Book of Second Level Spells:

<i>Bless</i>	Resist Fire
Find Traps	Silence: 15' Radius
Know Alignment	Snake Charm
Hold Person	Speak with Animals

# DUNGEONS & DRAGONS

## REFERENCE TABLES

(This page is perforated for easy removal)

### Saving Throw Table — Levels 1 to 3

(Use a 20-sided die)

Class	Spell or Magic Staff	Magic Wand	Death Ray or Poison	Turned to Stone	Dragon Breath
Normal man, Kobold, Goblin, etc.	17	14	13	15	16
Fighting Man, Thief, Hobgoblin, etc.	16	13	12	14	15
Magic-user	15	14	13	13	16
Cleric	15	12	11	14	16
Dwarves & Halflings	14	11	10	12	14

## COST OF EQUIPMENT AND WEAPONS

Item	Cost	Item	Cost
Barding (Horse Armor)	150	Silver Mirror, small	15
50' of Rope	1	Wooden Cross	2
10' Pole	1	Silver Cross	25
12 Iron Spikes	1	Holy Water/Vial	25
Small Sack	1	Wolfsbane, bunch	10
Large Sack	2	Garlic, bud	5
Leather Back Pack	5	Wine, quart	1
Water/Wine Skin	1	Iron rations (for dungeon expeditions) 1 person/ 1 week	1 5
6 Torches	10	Standard rations for 1 person/1 week	5
Lantern	10		
Flask of Oil	2		
Tinder Box	3		
3 Stakes & Mallet	3	Other items cost may be calculated by comparing to similar items listed above.	
Steel Mirror	5		

Item	Cost	Item	Cost
Dagger	3	Case with 30 Quarrels	10
Hand Axe	3	20 Arrows/30 Quarrels	5
Mace	5	Silver Tipped Arrow	5
Sword	10	Mule	20
Battle Axe	7	Draft Horse	30
Morning Star	6	Light Horse	40
Flail	8	Warhorse, Medium	100
Spear	2	Warhorse, Heavy	200
Pole Arm	7	Saddle	25
Halberd	7	Saddle Bags	10
Two-Handed Sword	15	Cart	100
Lance	4	Wagon	200
Pike	5	Raft	40
Short Bow	25	Small Boat	100
Long Bow	40	Leather Armor	15
Composite Bow	50	Chain-type Mail	30
Light Crossbow	15	Plate Mail	50
Heavy Crossbow	25	Helmet	10
Quiver of 20 Arrows	10	Shield	10

**WANDERING MONSTER TABLE**

<b>One Level Below Ground</b>		<b>Die</b>	<b>Two Levels Below Ground</b>		<b>Die</b>	<b>Three Levels Below Ground</b>		<b>Die</b>
Kobolds (3-12)		1	Orcs (5-20)		1	Hobgoblins (5-20)		1
Goblins (2-8)		2	Hobgoblins (2-8)		2	Gnolls (4-16)		2
Warriors/Seers (1-3/1-2)		3	Gnolls (2-5)		3	Bugbears (2-8)		3
Orcs (2-5)		4	Ghouls (1-4)		4	Ogres (1-4)		4
Skeletons/Zombies (1-6/1-4)		5	Swordsmen (2-5)		5	Wights (1-3)		5
Bandits (2-5)		6	Conjurers (1-4)		6	Displacer Beasts (1-2)		6
Berserkers (1-4)		7	Priests (2-5)		7	Doppelgangers (1-4)		7
Stirges (2-5)		8	Robbers (1-4)		8	Grey Ooze (1)		8
Adepts/Footpads (1-4/1-4)		9	Dwarves (4-16)		9	Blink Dogs (2-5)		9
Dwarves (2-5)		10	Elves (3-12)		10	Harpies (1-3)		10
Elves (1-6)		11	Giant Ticks (1-3)		11	Wererats (1-4)		11
Gelatinous Cube (1)		12	Carrion Crawler (1)		12	Ochre Jelly (1)		12

**CLERICS VS. UNDEAD TABLE**

<b>Cleric Level</b>	<b>Undead Type</b>							
	<b>Skeleton</b>	<b>Zombie</b>	<b>Ghoul</b>	<b>Wight</b>	<b>Wraith</b>	<b>Mummy</b>	<b>Spectre</b>	<b>Vampire</b>
1	7	9	1 1	no effect.	no effect.	no effect.	no effect.	no effect.
2	T	7	9	1 1	no effect.	no effect.	no effect.	no effect.
3	T	T	7	9	11	no effect.	no effect.	no effect.

Number = score needed to turn away

T = automatically turned away, up to 2 dice in number

**DIE ROLL FOR CHARACTER TO SCORE A HIT,  
BY OPPONENT'S ARMOR CLASS**

<b>Armor Class</b>	<b>Armor Class</b>								
	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	
	<b>No Armor</b>	<b>Shield</b>	<b>Leather Armor</b>	<b>Leather &amp; Shield</b>	<b>Chain Mail</b>	<b>Chain Mail &amp; Shield</b>	<b>Plate Mail</b>	<b>Plate &amp; Shield</b>	
Normal Man	1 1	1 2	1 3	1 4	1 5	1 6	1 7	1 8	
1st-3rd Level Character	1 0	1 1	1 2	1 3	1 4	1 5	1 6	1 7	

Score of number shown or higher is a hit.

For characters over 3rd level consult table in **ADVANCED DUNGEONS & DRAGONS**.

**DIE ROLL FOR MONSTER TO SCORE A HIT, BY DEFENDER'S ARMOR CLASS**

<b>Armor Class</b>	<b>Armor Class</b>							
	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>
	<b>No Armor</b>	<b>Shield</b>	<b>Leather</b>	<b>Leather &amp; Shield</b>	<b>Chain Mail</b>	<b>Chain Mail &amp; Shield</b>	<b>Plate Mail</b>	<b>Plate &amp; Shield</b>
up to 1 + 1	10	11	12	13	14	15	16	17
1 + 1 to 2	9	10	11	12	13	14	15	16
2 to 3	8	9	10	11	12	13	14	15
3+ to 4	6	7	8	9	10	11	12	13
4+ to 6+	5	6	7	8	9	10	11	12
7 to 8+	4	5	6	7	8	9	10	11
9 to 10+	2	3	4	5	6	7	8	9
11 up	0	1	2	3	4	5	6	7

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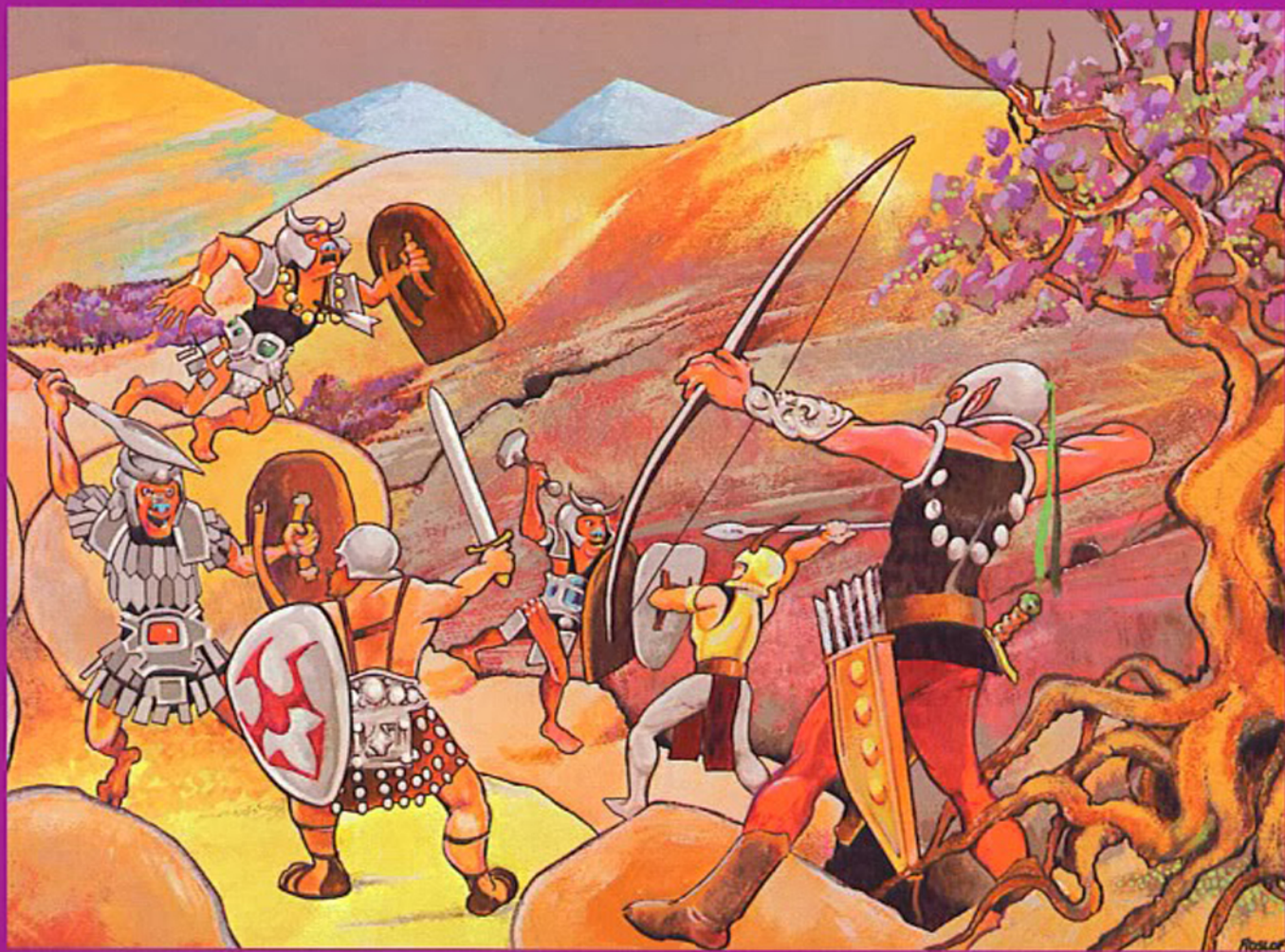
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BASIC SET**

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by Gary Gygax

**INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3**



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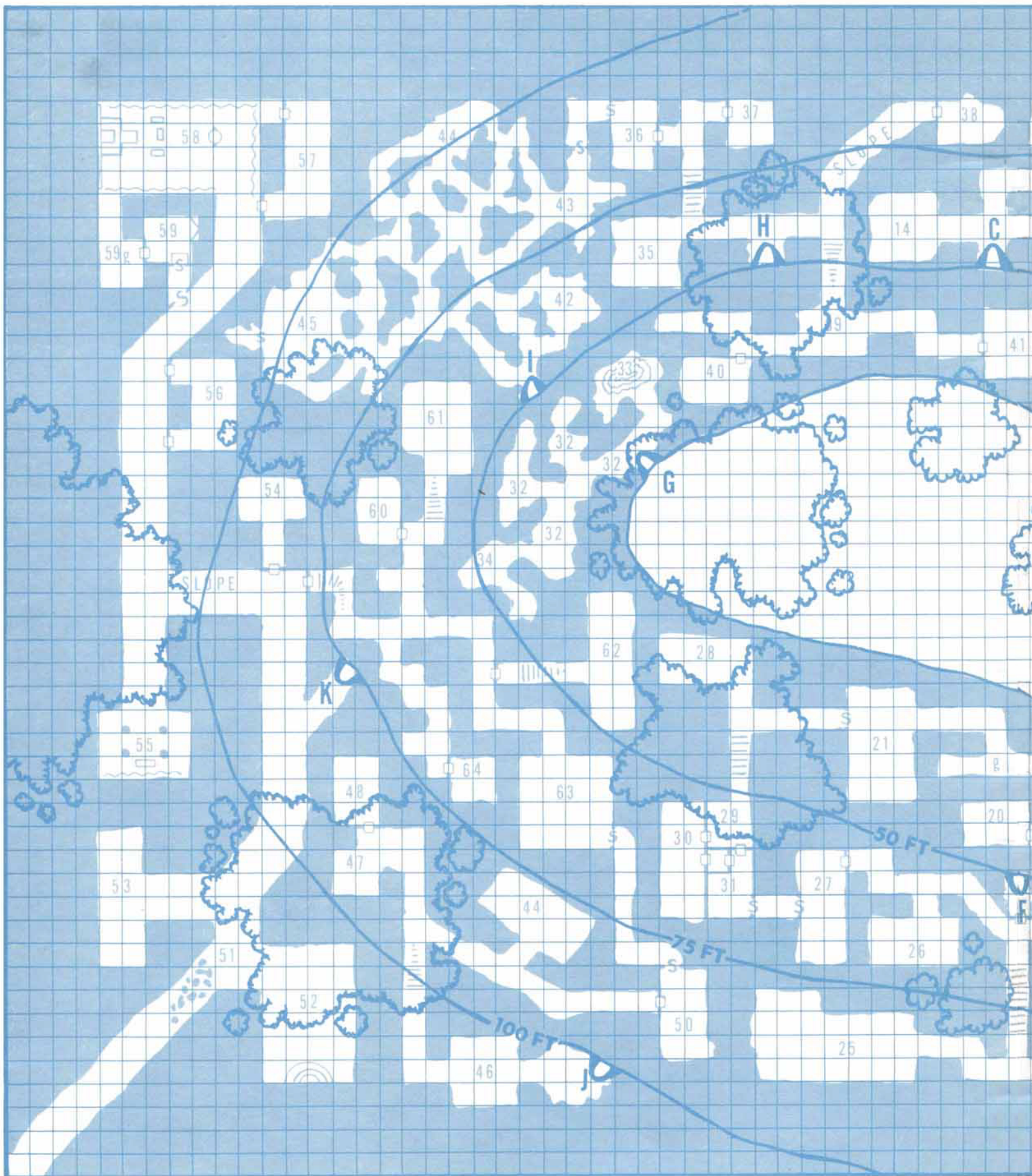


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# Dungeons & Dragons

## Dungeon Module #B2

### The Keep on the Borderlands

**Introduction:** Welcome to the land of imagination. You are about to begin a journey into worlds where magic and monsters are the order of the day, where law and chaos are forever at odds, where adventure and heroism are the meat and drink of all who would seek their fortunes in uncommon pursuits. This is the realm of DUNGEONS & DRAGONS® Adventure Game.

If you plan to play in this module and participate in the fun of adventuring, **stop** reading now. The information in the rest of the module is for your Dungeon Master or DM, so that he or she may guide you and other players through a thrilling adventure. Knowing too much about the contents of this module will spoil the surprises and excitement of the game.

Dungeon Masters, if many copies of this module are available to the players, you may wish to alter sections of the Keep and the Caves of Chaos. If you do this, you will be sure to have new surprises for players who might be familiar with some of the contents of the module. You are not entering this world in the usual manner, for you are setting forth to be a **Dungeon Master**. Certainly there are stout fighters, mighty magic-users, wily thieves, and courageous clerics who will make their mark in the magical lands of D&D® adventure. You, however, are above even the greatest of these, for as DM you are to become the Shaper of the Cosmos. It is you who will give form and content to all the universe. You will breathe life into the stillness, giving meaning and purpose to all the actions which are to follow. The others in your group will assume the roles of individuals and play their parts, but each can only perform within the bounds you will set. It is now up to you to create a magical realm filled with danger, mystery, and excitement, complete with countless challenges. Though your role is the greatest, it is also the most difficult. You must now prepare to become all things to all people.

#### NOTES FOR THE DUNGEON MASTER

The basic instruction book for DUNGEONS & DRAGONS® Game has given you the information necessary to understand this game and start play. This module is another tool. It is a scenario or setting which will help you to understand the fine art of being a Dungeon Master as you introduce your group of players to your own fantasy world, **your** interpretation of the many worlds of DUNGEONS & DRAGONS® Adventure. **THE KEEP ON THE BORDERLANDS** is simply offered for your use as a way to move smoothly and rapidly into your own special continuing adventures or campaigns. Read the module thoroughly; you will notice that the details are left in your hands. This allows you to personalize the scenario, and suit it to what you and your players will find most enjoyable.

**NOTE:** Several words in the following text will be followed by an asterisk (\*). This means that the word will be explained in the **Glossary** at the end of this module.

This module has been designed to allow **six to nine player characters** of **first level** to play out many adventures, gradually working up to second or third level of experience in the process. **The group is assumed to have at least one magic-user and one cleric in it.** If you have fewer than six players, be sure to arrange for them to get both advice and help in the KEEP. For example, they should have advice from a friendly individual to "stay near the beginning of the ravine area, and enter the lower caves first", to avoid their getting into immediate trouble with higher level monsters. Likewise, the services of several men-at-arms\* **must** be available to smaller parties, if only two or three player char-

acters are to adventure, be sure to have a non-player character or two go along, as well as a few men-at-arms. In addition, give the player characters a magic dagger or some magic arrows and at least one **potion of healing** – family bequests to aid them in finding their fame and fortune when they go against Chaos.

The DM should be careful to give the player characters a reasonable chance to survive. If your players tend to be rash and unthinking, it might be better to allow them to have a few men-at-arms accompany them even if the party is large, and they don't attempt to hire such mercenaries\*. Hopefully, they will quickly learn that the monsters here will work together and attack intelligently, if able. If this lesson is not learned, all that can be done is to allow the chips to fall where they may. Dead characters cannot be brought back to life here!

Using the KEEP as "home base", your players should be able to have quite a number of adventures (playing sessions) before they have exhausted all the possibilities of the **Caves of Chaos** map. Assuming that they have played well, their player characters will certainly have advanced a level or two in experience when the last minion of darkness falls before their might. While your players will have advanced in their understanding and ability, you will likewise have increased your skills as DM. In fact, before they have finished all the adventure areas of this module, it is likely that you will have begun to add your own separate maps to the setting. The KEEP is only a small section of the world. You must build the towns and terrain which surround it. You must shape the societies, create the kingdoms, and populate the countryside with men and monsters.

The KEEP is a microcosm, a world in miniature. Within its walls your players will find what is basically a small village with a social order, and will meet opponents of a sort. Outside lies the way to the **Caves of Chaos** where monsters abound. As you build the campaign setting, you can use this module as a guide. Humankind and its allies have established strongholds – whether fortresses or organized countries – where the players' characters will base themselves, interact with the society, and occasionally encounter foes of one sort or another. Surrounding these strongholds are lands which may be hostile to the bold adventurers. Perhaps there are areas of wilderness filled with dangerous creatures, or maybe the neighboring area is a land where chaos and evil rule (for wilderness adventures, see DUNGEONS & DRAGONS® EXPERT SET). There are natural obstacles to consider, such as mountains, marshes, deserts, and seas. There can also be magical barriers, protections, and portals. Anything you can imagine could be part of your world if you so desire. The challenge to your imagination is to make a world which will bring the ultimate in fabulous and fantastic adventure to your players. A world which they may believe in.

**NOTE:** For your convenience, whenever a monster or non-player character (NPC\*) is described in the text, the details will be listed in the following order:

Name (Armor Class, Class/Level or Hit Dice, hit points, Number of Attacks per round, Damage per attack, Movement (per round), Save as class and level, Morale)

Armor Class = **AC**; Class: Cleric = **C**, Fighter = **F**, Magic-user = **M**, Thief = **T**, Dwarf = **D**, Elf = **E**, Halfling = **H**, Normal Man = **LVL** 0 or **NM**; Level = **#**; Hit Dice = **HD**, hit points = **hp**, Number of Attacks = **#AT**, Damage = **D**, Movement = **MV**, Save = **Save**, Morale = **ML**.

**Class/level** is only used for non-player characters (NPCs), while **Hit Dice** is used for all other monsters. Movement in a game turn is three times the movement given for one combat round. NPCs **save** at the same level as their class level of experience.

Examples: Taverner (AC 9, LVL 0, hp 6, #AT 1, D 1-6, ML 8)  
 Guard (AC 4, F 1, hp 7, #AT 1, D 1-6, ML 10)  
 Kobold (AC 7, HD v2, hp 3, #AT 1, D 1-4, MV (40')  
 Save NM, ML 6)

#AT 1/2 indicates that the player may only attack once every 2 rounds.

- An asterisk after Hit Dice indicates an experience point bonus.
- \* \* Two asterisks after Hit Dice indicates double the normal experience point bonus.

### Determining Armor Class:

Armor Class	Type of Armor
9	None
8	Shield only
7	Leather
6	Leather&Shield
5	Chainmail
4	Chainmail &Shield
3	Plate Mail
2	Plate Mail &Shield
1	Plate Mail & magic <b>Shield +1</b> (or other combinations)

Note that an Armor Class (AC) of less than 2 is possible for characters wearing magic armor, carrying a magic shield, having a higher than normal Dexterity score, and/or wearing a **ring of protection**. Players using these items will **subtract** bonuses from their AC – for example, a fighter using both **Plate Mail + 1** and **Shield + 1** would have AC 0.

### Using the Combat Tables:

To find the die roll needed to hit any Armor Class, look at the **HOW TO ATTACK** section in the **D&D Basic Set** rulebook. Compare the Level (if a character) or Hit Dice (if a monster) with the AC of the target to find the number needed 'to hit'. For Armor Classes lower than 2, adjust the number upwards; a character needing a roll of 17 to hit AC 2 would need an 18 to hit AC 1, 19 to hit AC 0, and so forth. Unless magic or silver weapons are needed to cause damage (and not available), a roll of 20 will **always** hit, and a roll of 1 will always **miss!**

A bonus of +1 should be added to the "to hit" die roll of high level characters, for they have more training and experience in fighting. This bonus will apply to Fighters of 4th level or above, to Clerics and Thieves of 5th level or above, and to Magic-Users of 6th level or above.

### Movement in Combat:

Combat movement is usually very short and quick. In a combat situation, only short charges or retreats are allowed. After combat is resolved, movement rates return to normal. The movement speed for characters is:

Unarmored, unencumbered man:	40 feet per melee round
Metal armored or encumbered man:	20 feet per melee round
Metal armored, encumbered man:	10 feet per melee round

To determine a monster's movement speed in combat, divide its base movement speed by 3.

**Note:** Movement speed may be different if the optional encumbrance rule is used.

When dice are used to randomly determine a number, the type of dice used are abbreviated 'd#' ('d4' means a four-sided die, 'd6' a six-sided, and so forth). If more than one is rolled, the number required is placed before the 'd' ('2d6' means two six-sided dice). If any number is to be added to the total of the dice, it is indicated afterward ('d4 + 2' means to roll a four-sided die and add 2 to the total: '2d8 + 1' will thus give a number from 3 to 17). You will quickly get to know all of these abbreviations, and may use them when you design your **own** dungeon.

Become familiar with this module, then make whatever additions or changes you feel are necessary for **your** campaign. Once you are satisfied, gather the players together and have them create their characters. This will take some time, so at first, don't plan on getting much playing done unless there is a lot of time available. After each person has rolled the numbers for his or her characteristics (Strength, Intelligence, etc.), selected a class, and found how much money he or she has to begin, you should introduce them to the setting by reading the **Background** section to them. If you wish, feel free to limit the classes your players may choose as suits your setting. You might wish not to have elves or halflings in the KEEP, or you might not want any thieves as beginning characters. It is all up to you as DM to decide the shape of the campaign. Likewise, you can opt to give the player characters a special item of equipment to begin with – possibly mules, a weapon, some trade goods, or virtually anything of small value (within reason).

After you have explained the background, allow your players to begin interacting with their characters. Give them time to wander around the KEEP, learning what is there, finding the limits of their freedom, and meeting the other "inhabitants" of the place. They may quickly establish their base in the **Traveler's Inn**, purchase their equipment, and then visit the tavern – where they may gather bits of information for their coming adventures. All of this play, as well as what will come afterwards, requires that the players play the personae (personalities) of the characters that they will have throughout the length of the campaign, much like an actor plays a role in a play. You, however, have a far greater challenge and obligation! You not only must order and create the world, you must also play the part of each and every creature that the player characters encounter. You must be gate guard and merchant, innkeeper and orc oracle and madman as the situation dictates. The role of DM is all-powerful, but it also makes many demands. It is difficult to properly play the village idiot at one moment and the wise man the next, the noble clergyman on one hand and the vile monster on the other. In one role you must be cooperative, in the next uncaring and non-committal, then foolish, then clever, and so on. Be prepared!

Whether the first time you play or the next, the players will set forth to find and explore the many **Caves of Chaos**. You must describe the journey to the place and what the characters see, and allow them to choose how they will go about their adventuring. In such situations, the DM must be a truly disinterested party, giving information as required by questioning and proper action, but neither helping nor hindering otherwise. When the players experience their first encounter with a monster, you must be ready to play the part fully. If the monster is basically unintelligent, you must have it act accordingly. Make the encounter exciting with the proper dramatics of the animal sort – including noises! If the encounter is with an intelligent monster, it is up to the DM to not only provide an exciting description but also to correctly act the part of the monster. Rats, for instance, will swarm chitteringly from their burrows – a wave of lice-ridden hunger seeking to overrun the adventurers with sheer numbers, but easily driven off squealing with blows and fire. Goblins, on the other hand, will skulk and hide in

order to ambush and trap the party – fleeing from more powerful foes, but always ready to set a new snare for the unwary character.

If all of this seems too difficult, never fear! Just as your players are learning and gaining experience at D&D@ play, so too will you be improving your ability as a DM. The work necessary to become a master at the art is great, far greater than that necessary to be a top player, but the rewards are even greater. You will bring untold enjoyment to many players in your role as DM, and all the while you will have the opportunity to exercise your imagination and creative ability to the fullest. May each of your dungeon adventure episodes always be a wondrous experience!

## HOW TO BE AN EFFECTIVE DUNGEON MASTER

As Dungeon Master, the beginner is faced with a difficult problem. The DM is the most important person in the D&D@ game. He or she sets up and controls all situations, makes decisions, and acts as the link between the players and the world he or she has created. Perhaps the most common question asked by a beginning Dungeon Master is, "What do I do to run a game?" It is possible to read through the rules and become slightly lost by all the things that must be prepared or known before DMing a game.

Unlike most boardgames, D&D play relies on information, both from the players and the DM. In boardgames, the way the game is played is obvious. First one person moves, and then another. Actions are limited and choices are few. In this game, the action is only limited by the abilities of the character, the imagination of the player, and the decisions of the DM. The play will often go in unexpected directions and the DM will sometimes be required to decide on situations not covered in the rules. The DM is the judge.

As a judge, moderator, or referee, the DM must constantly deal with the players. Just as the referee of a sporting event, the DM must be fair. He or she cannot be "out to get the players", nor should he or she be on their side all the time. The DM must be **neutral**. If a party has played well and succeeded, the DM should not punish them by sending more and more monsters at them or thwart their plans; on the other hand, if the players have acted foolishly, they should get their "just rewards". In combat, the DM should play the monsters to the best of the monster's ability. If the creature is stupid, it may be easily tricked or may not always do the smartest thing. If the monster is clever or intelligent, it will fight to its best advantage. The DM must be fair, but the players must play wisely.

The DM is also the designer of the situations and must bear in mind the abilities of his or her players. It is the job of the DM to see that the situations and characters balance. If things are too difficult, the players will become discouraged; too easy and they will become bored. Is it possible for a good player to win, yet still be a challenge and a risk in doing so? Is the amount of treasure gained equal to the danger of trying to get it? As DM, much satisfaction comes from watching players overcome a difficult situation. But they should do it on their own!

To defeat monsters and overcome problems, the DM must be a dispenser of information. Again, he or she must be fair – telling the party what it can see, but not what it cannot. Questions will be asked by players, either of the DM or of some character the party has encountered, and the DM must decide what to say. Information should never be given away that the characters have not found out – secret doors may be missed, treasure or magic items overlooked, or the wrong question asked of a townsman. The players must be allowed to make their own choices. There-

fore, it is important that the DM give accurate information, but **the choice of action is the players' decision**.

Throughout all this – making decisions, playing roles, handling monsters – the DM must remember that he or she is in control. The DM is the judge, and it is his or her game./ The DM should listen to the players and weigh their arguments fairly when disagreements arise, but the final decision belongs to the DM. The Dungeon Master's word is law!

## TIME

The Dungeon Master is responsible for keeping a track of game time. Inside the dungeon, a normal turn is ten minutes long (adventure time). A normal turn is determined by the distance the slowest party member can travel, using the **CHARACTER MOVEMENT TABLE** in the **Dungeons & Dragons Basic** Set rulebook. For example, a party whose slowest member moves at 120feet per turn, would travel 120 feet in a turn. When the party has mapped 120 feet of dungeon, one turn has passed.

If fighting should occur, the time reference shifts to **melee rounds** of 10 seconds each. Melee rounds are used to simulate the quick exchange of blows in combat. For convenience, a DM should consider one entire **melee\*** to last long as one normal turn (that is, 10 minutes), no matter how many melee rounds the combat actually took. The extra time is spent recovering one's breath, bandaging wounds, resharpening blunted weapons, etc.

The **actual** (clock-time) length of a turn varies. A turn might take longer than ten actual minutes, especially if a long combat has taken place. On the other hand, a turn may be quite short in actual time, if the party is heading back through a familiar area.

In general, a party should rest and sleep eight hours every 24. Cautious player characters will sleep in shifts, with a guard always awake.

Remember that player characters heal 1-3 points naturally every 24 hours of **full rest**.

## DIVIDING TREASURE AND COMPUTING EXPERIENCE

After the party leaves the dungeon safely, all surviving player characters should divide the treasure and be awarded their experience points. Division of treasure is the players' responsibility. Awarding experience points is the Dungeon Master's responsibility.

Ideally, treasure should be divided equally among surviving player characters, with retainers\* usually receiving a share (minus any advance payment already given them). Players may decide to only give magical items to character classes that could use them. For example, a fighter should take a magical sword as part of his or her share in preference to a scroll.

Non-magical treasure is usually divided first, since it is easier to divide equally. It is seldom possible to divide magic items equally. A suggested solution to division of magic items is to have each character roll percentile dice and let the highest score have first pick, second highest score second pick, and so on until there are no more magical items. Retainers may, or may not, be given an equal chance for a magic item. If they are excluded, a DM should note the fact and take it into account when it next comes time to test the retainers' loyalty.

For example, a party consisting of a fighter, a magic-user, and a retainer (all first level) returns safely to the Keep. Their recovered treasure equals 520 gold pieces, 1000 silver pieces, a necklace worth 400 gold pieces, a **sword +1** and a **ring of water walking**. The total value of all non-magical treasure is 1020 gold pieces. Without selling the necklace, it would be impossible for the party to split the treasure

equally. The two player characters compromise by giving the necklace to their retainer, to insure his loyalty with a greater share of treasure. They each take only 310 gold pieces, but the magic-user keeps the ring and the fighter keeps the sword.

Experience points are awarded by the DM to player characters on the basis of non-magical treasure recovered and monsters killed or overcome. Experience points for recovered treasure are calculated at one experience point for every gold piece worth of non-magical treasure. Experience points for monsters overcome or killed is calculated by using the **Experience Points for Monsters** chart in the **DUNGEONS & DRAGONS Basic Set** rulebook.

Unless a player character has earned extra treasure through the use of his or her class abilities (for example, a thief who steals treasure which he did not report to the party), the DM should **divide the experience points earned through treasure recovery equally among all surviving party members**. Since, in the above example, the entire party recovered 1020 gold pieces worth of non-magical treasure, the fighter and the magic-user each receive 340 experience points for the treasure recovered. The retainer receives 1/2 normal experience, since he was only following orders, and not doing his own thinking. The retainer thus receives only 170 experience points for recovered treasure.

To recover the treasure, it was necessary for the party members to kill 19 orcs, 7 skeletons, and an ogre. The party should receive 10 points of experience for each orc killed, as orcs have 1 hit die. The party should receive 5 experience points for each skeleton. For killing the ogre, they should receive 125 experience points, since it has 4 + 1 hit dice. The total experience points for defeating monsters would be 350. When this is divided, the magic-user and fighter each receive 117 additional experience points. The retainer receives only one-half, 59 additional experience points. The total experience for each player character is 457 (340 + 117) experience points apiece. The retainer receives 229 experience points.

When enough experience points are accumulated, a player character rises to the next higher level, and gains the benefits of that level (an additional hit die, a new spell, etc.). Wealth can be used to buy new equipment, to pay for everyday expenses, and to hire retainers.



## PREPARATION FOR THE USE OF THE MODULE

The use of this module first requires that the DM be familiar with its contents. Therefore, the first step is to completely read through the module, referring to the maps provided to learn the locations of the various features. A second (and third!) reading will be helpful in learning the nature of the monsters, their methods of attack and defense, and the treasures guarded.

Certain buildings of the KEEP will frequently be visited by the adventurers (such as the Travelers Inn, Tavern, and Provisioner). Floor plans are very useful in visualizing these areas. For information on their preparation, refer to the section entitled "Designing Floor Plans" near the end of the module.

Once you are familiar with the areas described in the module and have drawn whatever additional plans you wish, assist the players in preparing their characters by reading them the section entitled **Background**. This will set the stage for the game.

After the background is given, the players may prepare their characters. Full details are given in the **D&D BASIC SET** rulebook. A written record of each character should be kept by the players.

As an alternative to rolling up new characters, the players may (at the DM's option) select characters from the NPC\* list in this module. Note that the personalities given are for the DM's use with NPC's **only**, and are **not** to be used by the players.

Before the Players enter the KEEP, the DM may privately give each Player one rumor about the CAVES OF CHAOS. This information may be shared or kept secret, as the **players** wish. The DM should avoid interfering with their choices whatever the result. Additional information may be gathered in the KEEP itself; use the **Rumors Table** in the "DM Notes About the Keep" for this purpose, or create your own based on the CAVES.

To start an adventure outside the KEEP, the players must decide on an order of march – who will be in the first rank, middle, and at the rear of the party. This should be drawn on a sheet of paper and given to the DM for his or her reference. Any changes in the order (due to injuries, special procedures, etc.) should be noted on the sheet as they occur. In a standard 10' wide corridor, the most common arrangement is two adventurers, side by side, in each rank; however, three characters could occupy a single rank if all of their weapons were small (such as daggers and hand axes).

One player in the group should be selected as leader and 'caller' for the party; another one or two should take care of necessary mapping. **INDIVIDUAL PLAYERS MAY DECIDE ON THEIR ACTIONS**, but it is the 'caller' who gives the DM the details on the party's course of action (such as "We'll head down the eastern corridor."). The caller should discuss the party's actions with the players, and inform the DM of the decisions of the group. When a player speaks and indicates that an action is being taken, **it has begun** – even if the player changes his mind. Use your discretion in these cases, and remember that the DM has the final say in all matters.

The players should use graph paper to map the areas being explored. Have them indicate which direction is north, and use compass directions to describe details and direction of travel ("We'll go west and turn north at the next intersection"). Use the same method to describe areas to them ("You see a corridor which goes about 30' south and then turns west"). Be sure to keep your descriptions accurate, though you may say such things as 'about forty feet', especially in open areas or when describing irregular

surfaces. Players will often show you their map and ask "IS this right?" Do not correct their mistakes unless the error would be obvious in the eyes of the adventurers, and remember that, in most cases, maps do not have to be exact. Encourage good mapping skills and an attention to detail, and avoid falling into a rut of continually answering map questions.

Exploration of the CAVES OF CHAOS will take more than one game session. When the players want to stop play, they must find an exit and (preferably) return to the KEEP. You may divide treasure and award experience when this occurs. Remember to make adjustments to the areas they visited – the monsters may build new defenses, reoccupy areas that were cleaned out, and so forth.

If the adventurers wish to stop exploring for a while and take a rest period (for example, the customary 8 hours rest each night), they should tell the DM exactly where they plan to stay and who is standing guard. Just as with marching order, it is important that the guard and sleeping positions be noted on paper, since this may be crucial if and when a monster approaches.

During play, make careful notes on the monsters killed, the amount of treasure taken, experience gained, and any other details of interest. It is then a simple matter to compute the totals at the end of a play session. See the section of this module entitled "DIVIDING TREASURE AND COMPUTING EXPERIENCE" for more information.

## BACKGROUND

The Realm of mankind is narrow and constricted. Always the forces of Chaos press upon its borders, seeking to enslave its populace, rape its riches, and steal its treasures. If it were not for a stout few, many in the Realm would indeed fall prey to the evil which surrounds them. Yet, there are always certain exceptional and brave members of humanity, as well as similar individuals among its allies – dwarves, elves, and halflings – who rise above the common level and join battle to stave off the darkness which would otherwise overwhelm the land. Bold adventurers from the Realm set off for the Borderlands to seek their fortune. It is these adventurers who, provided they survive the challenge, carry the battle to the enemy. Such adventurers meet the forces of Chaos in a testing ground where only the fittest will return to relate the tale. Here, these individuals will become skilled in their profession, be it fighter or magic-user, cleric or thief. They will be tried in the fire of combat, those who return, hardened and more fit. True, some few who do survive the process will turn from Law and good and serve the masters of Chaos, but most will remain faithful and ready to fight chaos wherever it threatens to infect the Realm.

You are indeed members of that exceptional class, adventurers who have journeyed to the **KEEP ON THE BORDERLANDS** in search of fame and fortune. Of course you are inexperienced, but you have your skills and a heart that cries out for adventure. You have it in you to become great, but you must gain experience and knowledge and greater skill. There is much to learn, and you are willing and eager to be about it! Each of you has come with everything which could possibly be given you to help. Now you must fend for yourselves; your fate is in your hands, for better or worse.

Ahead, up the winding road, atop a sheer-walled mount of stone, looms the great KEEP. Here, at one of civilization's strongholds between good lands and bad, you will base yourselves and equip for forays against the wicked monsters who lurk in the wilds. Somewhere nearby, amidst the dark forests and tangled fens, are the **Caves of Chaos** where fell creatures lie in wait. All this you know, but before you dare adventure into such regions you must become acquainted with the other members of your group, for each life will depend upon the ability of the others to cooperate

against the common foe. Now, before you enter the grim fortress, is the time for introductions and an exchange of information, for fate seems to have decreed that you are to become an adventurous band who must pass through many harrowing experiences together on the path which leads towards greatness.

## START:

You have travelled for many days, leaving the Realm and entering into the wilder area of the Borderlands. Farms and towns have become less frequent and travellers few. The road has climbed higher as you enter the forested and mountainous country.

You now move up a narrow, rocky track. A sheer wall of natural stone is on your left, the path falling away to a steep cliff on the right. There is a small widening ahead, where the main gate to the KEEP is. The blue-clad men-at-arms\* who guard the entrance shout at you to give your names and state your business. All along the wall you see curious faces peering down at you – eager to welcome new champions of Law, but ready with crossbow and pole arm\* to give another sort of welcome to enemies.

(DM Note: Have each player identify his or her character's name and profession. Have them answer in their own words why they seek entrance to the place. If the answer sounds unnatural, assume the role of the corporal of the watch, and begin to cross-examine the speaker. Now is the time to make the players realize that whatever they say – as speech or relating their actions – will be noted by you, as Dungeon Master, and acted upon accordingly in whatever role is appropriate to the situation. A courteous and full reply might well win a friend amongst the soldiers who might be of aid sometime. Rudeness and discourtesy may bring suspicion and enemies to trouble the course of things within the otherwise safe base area. When you are satisfied that the scene is played out, have the group enter.)

## DM Notes About The Keep:

1. This whole place is well-organized for security and for defense. In time of need, many civilians will arm and help man the walls, while non-combatants bring ammunition, food, and water to the walls and help the wounded. Sentries are alert. A party of guards patrols the walls irregularly, and a commander checks every half hour to hour. It is very unlikely that persons can enter or leave without being seen, unless magic is used. (You can have magical traps placed in key areas to shout "ALARM" whenever an invisible creature passes within 10' or so!)

Within the Keep itself, the townspeople are generally law-abiding and honest. Boorishness and ill manners will be frowned upon. If any member of a party should be caught in a criminal act, the alarm will be sounded instantly. Citizens will try to prevent the escape of any lawbreakers (without sacrificing their lives) until the guard arrives in 1-2 turns. If met with resistance, the guard will not hesitate to use force, even killing if they must. Those offenders taken prisoner will be locked in the dungeons under the Keep and punished for their crimes.

— indicates a ballista, a huge, heavy crossbow manned by two men. It fires like a crossbow, but has a range of 480 feet, hits as if it were fired by a fighter of 1st-3rd level, and does 2 six-sided dice of damage plus two points (4-14 points of damage per hit).

Each ballista has 12 missiles. They may only be fired once every four rounds (requiring 3 rounds to load and 1 to fire).

□ indicates a light catapult with a range of 241 to 480 feet which fires half as often as a ballista (once per 8 rounds). Each requires two crewmen to operate, hits as if fired by a normal man, but can hit 1-6 targets in any close group (or one large target) for 1 six-sided die of damage each (6 dice if one large target). There is ammunition for six catapult shots per machine.

II. Floor plans might be useful. Note that most areas have two or more stories, and there is furniture in the rooms not shown. Also left out are details of heating, light, and descriptive touches such as color, rafters, decoration, etc. If you have time, floor plans and detailing of each area might be very helpful, exceptionally so in places frequented by the adventurers. See the appendix covering this near the end of the module.

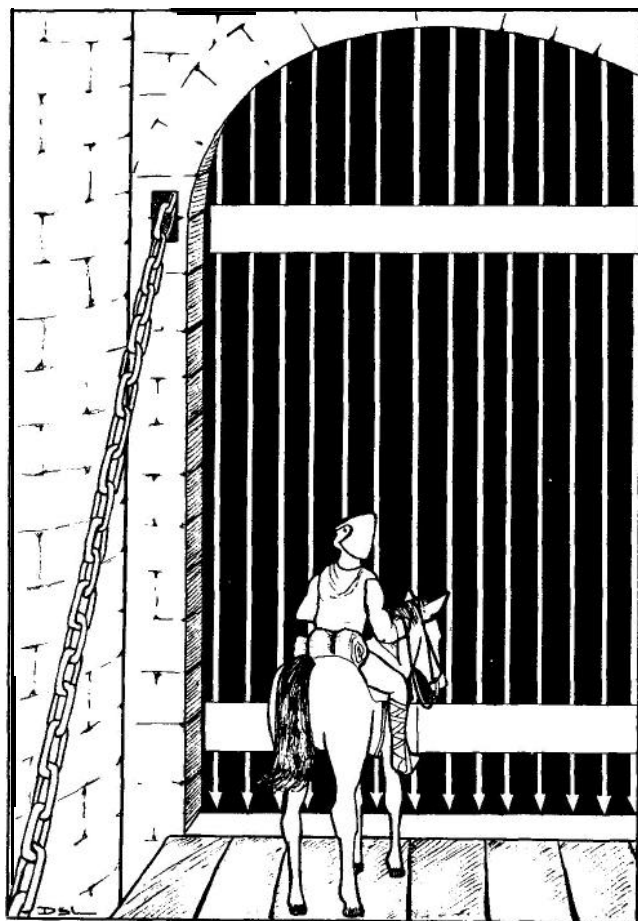
III. Information from inhabitants of the KEEP might be gained by player characters. You may give one rumor (at random, using d20) to each player as starting information. Other rumors may be keyed to other persons in the KEEP. For example: "Talking with the Taverner (#15) might reveal either rumor #18 or #19; he will give the true rumor if his reaction is good."

Do not give out all the rumors. You may add whatever false rumors you wish, but adding to the amount of true information is not recommended.

The false rumors are noted by an 'F' after the number.

#### RUMOR TABLE

1. A merchant, imprisoned in the caves, will reward his rescuers.
- 2.F A powerful magic-user will destroy all cave invaders.
3. Tribes of different creatures live in different caves.
4. An ogre sometimes helps the cave dwellers.
5. A magic wand was lost in the caves' area.
- 6.F All of the cave entrances are trapped.
7. If you get lost, beware the eater of men!
8. Altars are very dangerous.
- 9.F A fair maiden is imprisoned within the caves.
- 10.F "Bree-yark" is goblin-language for "we surrender"!
11. Beware of treachery from within the party.
12. The big dog-men live very high in the caves.
13. There are hordes of tiny dog-men in the lower caves.
- 14.F Piles of magic armor are hoarded in the southern caves.
- 15.F The bugbears in the caves are afraid of dwarves!
16. Lizard-men live in the marshes.
17. An elf once disappeared across the marshes,
18. Beware the mad hermit of the north lands.
- 19.F Nobody has ever returned from an expedition to the caves.
20. There is more than one tribe of orcs within the caves.



IV. Entrance to the Inner Bailey\* can be gained if the adventurers perform a heroic act in behalf of the KEEP, if they bring back an exceptional trophy or valuable prisoners, or if they contribute a valuable magic item or 1,000 or more gold pieces to the place. They will be invited to a feast and revel, and then closely watched and carefully questioned. If the Castellan' likes the looks of the group, and his assistants agree, he will ask them to perform a special mission (suitable to their ability, but difficult - use the area map or the Caves of Chaos to find a suitable goal). On the other hand, if they are rude or behave badly, he will simply retire early, ending the revel, and they will never be aided or invited back. If they try to steal or are threatening, the group will be attacked and killed immediately [if this can be managed, of course).

Groups sent on a mission will be blessed and given up to 100 g.p. each for any needed supplies. If they succeed, they will be given passes to the Inner Bailey and can ask the Castellan for aid if there is a major foe to overcome (in the Caves' area). He will send a minimum of one corporal and 3 archers in plate, or at maximum the sergeant, a corporal, and a dozen men-at-arms.

V. After the normal possibilities of this module are exhausted, you might wish to continue to center the action of your campaign around the KEEP by making it the base for further adventures which you may devise. For example (assuming that the group has done good service for the Castellan), have a large force of bandits move into the area, and then appoint the group to command an expedition of KEEP troops, mercenaries, and so on to drive them away. Or the party might become "traders" operating out of the KEEP, hoping to find adventures as they travel in the surrounding area (for wilderness adventures see the D&D@ EXPERT SET].

## AREAS OF THE KEEP

1. **MAIN GATE:** Two towers 30' high with battlements\*, flank a gatehouse 20' high. All have holes for bow and crossbow fire. A deep crevice in front of the place is spanned by a drawbridge (usually up). There is a portcullis\* at the entry and large gates at the far end of the passage. The passage is about 10' wide and high, the ceiling above pierced with murder holes\*, and walls to either side slitted for archery. It is obvious that the building is constructed of great blocks of the hardest granite, undoubtedly common throughout the entire fortress. Two men-at-arms (AC 3, F I, hp 5, #AT I, D 1-6, ML 10) will approach when the drawbridge is lowered and the portcullis raised. Each is clad in plate mail and carries a pole arm\*. They require that persons entering the KEEP put their weapons away, and then will escort them through the short tunnel into area 3..
2. **FLANKING TOWERS:** Atop each tower are four crossbowmen with crossbows cocked and ready to fire. Each is clad in chain mail (AC 5), wearing a sword and dagger, and has a shield (AC 4 when picked up) nearby. (AC 5 or 4, F I, hp 4, #AT I or 1/2 with crossbow, D 1-6, ML 10.) Inside each tower are 12 other men-at-arms, four being "on-duty" and armored and armed as the men-at-arms on the tower tops. The other eight in the tower are resting, and it will take one full turn for these men to ready themselves for battle. They are exactly like the others, except instead of crossbows, they carry long bows. (AC 5 or 4, F I, hp 4, #AT I, D 1-6, ML 10.) The three floors of these towers will contain supplies of bolts and arrows, spears, rocks, and several barrels of oil (all for hurling down on attackers). There will also be pallets\* for sleeping, pegs with clothing belonging to the soldiers, and some small tables, stools, and benches. Each man-at-arms will have (d6) copper pieces and (d4) silver pieces on his person.
3. **ENTRY YARD:** This narrow place is paved. All entrants, save those of the garrison, will be required to dismount and stable their animals (area 4., below). The **corporal of the watch** is here. He is dressed in plate mail and carries a shield, with sword and dagger at his waist. (AC 2, F 2, hp 15, #AT I, D 2-7; his sword is a +1 magic weapon, ML II.) The corporal is rather grouchy, with a low charisma, but he admires outspoken, brave fighters and is easily taken in by a pretty girl. Beside him is a man in robes (a scribe) who records the name of each person who enters or leaves, and flanking each man is another man-at-arms in plate with pole arms as noted in I., above. (AC 3, F I, hp 5, #AT I, D 1-6, ML 10.) When dismounted, lackeys\* will come from area 4. (the stable) to take the mounts or mules. Any goods which are not carried by the adventurers will be stored in area 5. (the warehouse). Another lackey will then show travelers to the Traveler's Inn.
4. **COMMON STABLE:** This long building is about 15' high, with a 3' parapet\* atop its flat roof, so that it can be used in defense of the gate. The gateside wall is pierced for archery. There are always 5-8 (d4 + 4) lackeys inside tending to horses and gear. Each is unarmored (AC 9) but can fight with various available weapons (pitch forks and the like – treat as pole arms) and each has 1-4 hit points. There will be various light horses (AC 7, HD 2, hp 8 each, #AT 2, D 1-411-4, ML 7) and draft horses (AC 7, HD 2 + 1, hp 9 each, #AT 0) here, 2-8 of each, as well as 1-4 mules.
5. **COMMON WAREHOUSE:** Visiting merchants and other travelers who have quantities of goods are required to keep their materials here until they are either sold to the persons at the KEEP or taken elsewhere. The building is the same as the stable (4., above) with respect to height, parapet, etc. Its double doors are chained and padlocked, and the **corporal of the watch** must be called to gain entry, as he has the keys. Inside are two wagons, a cart, many boxes, barrels, and bales – various food items, cloth, arrows, bolts, salt, and two tuns\* of wine. (Average value is 100 gold pieces per wagon-load).
6. **BAILIFF'S TOWER:** The superintendent (or bailiff) of the outer bailey\* of the fortress lives here. (AC 1, F 3, hp 22, #AT I, D 2-7 due to **sword +1**, ML 12.) He is wearing magic **plate mail +1** or wields a **sword +1**, and is also able to use a longbow which is hanging on the wall. He and the scribe share offices on the lower floor. Their quarters are on the second story. (Usual furnishings of bed, chest, armoire\*, table, chairs, rug, etc.) (The bailiff has 3d6 gold pieces with him always, the scribe has 2d6 silver pieces and d4 gold pieces in his purse. There are 50 gold pieces hidden in the bailiff's old boots in the armoire\*, and hanging on his wall is a quiver with 20 arrows, 3 of which are magic **arrows +1**. The scribe has a jewelled ink pot worth 100 gold pieces, but it is dirty and ink covered, looks worthless, and is on his table in plain sight.) The third floor is a storage area, and the fourth story quarters twelve men-at-arms. Six are armored in leather and shield (AC 6) with pole arm and hand axe, the other six have chain mail (AC 5), crossbow, and sword and serve as the escort of the bailiff from time to time. (F I, hp 4, #AT I, D 1-6, ML 10.) Each carries 2d6 copper pieces and 1d6 silver pieces. Their room contains pallets, pegs with cloaks and other clothing, two long tables with benches, a supply of 180 bolts, and several dozen large rocks. The whole tower is 40' high, with a 5' tall battlement atop it. All walls are pierced for archery.
7. **PRIVATE APARTMENTS:** Special quarters are available for well-to-do families, rich merchants, guildmasters, and the like. The five small apartments along the south wall are occupied by families of persons dwelling within the Outer Bailey of the KEEP. The two large ones (indicated by **7a.** and **7b.**) currently house a jewel merchant and a priest:
  - a. **Jewel Merchant:** This normal man and his wife are guarded by a pair of 2nd level fighters in chainmail and shield with sword and dagger. (AC 4, F 2, hp 17, 12, #AT I, D 1-6, ML 8.) The four are lodged in the eastern portion of the building, the merchant and his wife being on the upper floor most of the time. Each guard commands a huge dog trained to kill. (AC 6, HD 3, hp 12, II, #AT I, D 1-6, MV (60') Save F 2, ML 9.) The merchant has a locked iron box with 200 platinum pieces and 100 gold pieces inside. Secreted in his belt are 10 gems of 100 gold piece value each. He will buy gems at 60% to 90% (d4 x 10 + 50%) of value. He sells at 110% to 140% (d4 x 10 + 100%) of value. His wife wears a jeweled bracelet, necklace, and earrings (600, 1,200, and 300 gold piece value respectively), also available for sale as per gems. They are awaiting a caravan back to more civilized lands. All persons here have 3d6 silver pieces each upon their person. The apart-



ment is well-furnished, but there is nothing of particular interest or value, except for the coins, gems, and jewelry noted.

b. **Priest:** The western portion houses the jovial **priest** who is taking advantage of his stopover at the KEEP to discuss theology with learned folk and to convert others. Everyone speaks well of him, although the two **acolytes** with him are avoided, as they never speak – the priest says they must follow vows of silence until they attain priestly standing. His well-appointed chambers are comfortably furnished and guests are always welcomed with a cozy fire and plenty of ale or wine. The priest is a very fine companion and an excellent listener. He does not press his religious beliefs upon any unwilling person. He is outspoken in his hatred of evil, and if approached by a party of adventurers seeking the **Caves of Chaos**, he will certainly accompany them. He has **plate mail +1** and a **shield +1** (AC -1) and a **mace +1**, and has a Dexterity of 15 (thus the low AC). He also has a magic cleric scroll with a **hold person** and a **silence, 15' radius** spell on it. He appears very robust (18 **hit points**), as do his assistants. The latter wear chain mail, carry shields and have maces. (AC 4, C I, hp 7 each, #AT 1, D 1-6, ML 7.) (**Note:** All are chaotic and evil, being in the KEEP to spy and defeat those seeking to gain experience by challenging the monsters in the **Caves of Chaos**. Once in the caves the **priest** will use a **cause light wounds** (does 2-7 points of damage to the creature touched, a normal "to hit" roll must be made to touch the victim) or a **light** spell as needed to hinder and harm adventurers. Betrayal will always occur during a crucial encounter with monsters.) Each cleric carries 4d6 silver pieces, and each wears a gold chain worth 100 gold pieces (the **priest's** has a bloodstone gem worth 500 gold pieces in addition). (A small sack hidden in the **priest's** chair contains 30 each of platinum, gold, electrum, silver, and copper pieces, plus one jeweled clasp worth 300 gold pieces. These are for bribes for subversion or to use to gain freedom if necessary.)

8. **SMITHY AND ARMORER:** This building is about 20' high, with the usual 5' parapet above and walls pierced for defense. The lower floor is occupied by a forge, bellows, and other items. Here horses and mules are shod, weapons made, armor repaired and similar work done. The smith is also an armorer, and has two assistants. (Smith: AC 7 from leather armor, F 1, hp 11, #AT 1, D 1-6; he uses his hammer as a weapon, ML 8. His two assistants: AC 8, LVL 0, hp 5 each, #AT 1, D 1-6; they will pick up any weapons handy if need be, ML 8.) There are 2 swords, 1 mace, a suit of man-sized chain mail, and 11 finished spears in the shop. In the second story are rooms where the smith, his family, and his assistants live. (The rooms have normal furnishings, but a jar hidden in the smith's bedroom holds 27 electrum pieces.) The smith carries d4 gold pieces, and each assistant has 2d6 silver pieces.

9. **PROVISIONER:** This low building houses a shop where all of the equipment needed for dungeon adventurers (as listed in the rulebook) are sold. He does not sell weapons other than spears, daggers, arrows and bolts. He has a few (7) shields, but does not sell armor or mounts. He will direct any persons interested in such items to the trader next door. Prices are as shown in the

rules. He will buy equipment from adventurers at 50% of listed price. The provisioner is a normal man: in time of need he has leather armor and shield (AC 6) and will man the walls or otherwise fight with a spear. (In the shop he is AC 9, LVL 0, hp 3, #AT 1, D 1-6, ML 7.) His wife and two children live in a small apartment in the place. He carries d6 gold pieces. He has a strong box with 100 gold pieces, 16 electrum pieces, and 30 copper pieces.

10. **TRADER:** This place deals in all armor, weapons, and large quantities of goods such as salt, spices, cloth, rare woods, etc. The trader is very interested in obtaining furs. (Prices are as per the rulebook, purchases from adventurers are at 50% of listed cost, except for furs which will be bought by him at whatever their stated value is **if the seller demands**.) He is a normal man (AC 9, LVL 0, hp 2, #AT 1, D 1-6, ML 7); his two sons are likewise (AC 9, LVL 0, hp 3 each, #AT 1, D 1-6, ML 7). All have leather armor and shields (AC 6) and pole arms and swords for use when necessary. [Hidden under the floorboards of their small apartment are 500 gold pieces and 1,110 silver pieces. Each carries 2d6 gold pieces in his purse.]

11. **LOAN BANK:** Here anyone can change money or gems for a 10% fee. The banker will also keep a person's wealth stored safely at no charge if it is left for at least one month, otherwise there is a 10% fee. Loans at an interest rate of 10% per month can be obtained for up to 5 gold pieces with no security deposit; over 5 gold pieces requires some item of at least twice the value of the loan. A sign on the shop states clearly that this place is under direct protection of the KEEP, and there is always a man-at-arms in chain mail with long bow and sword watching the place from tower 12.. (AC 5, F I, hp 4, #AT 1, D 1-6, ML 10.) (The banker is a retired 3rd level fighter (AC 9, F 3, hp 12, #AT 1, D 1-6, ML 9) with a sword handy, and plate and shield (AC 2) stored in his apartment above. He carries 6 platinum pieces and 12 gold pieces with him.) There is a scrawny old clerk in the place as well (2nd level magic-user, 5 **hit points**, with **sleep** and **ventriloquism** spells ready) who typically handles transactions. A hired mercenary fighter (AC 3, F 1, hp 7, #AT 1 or 1/2 with crossbow, D 1-6, ML 8) in plate mail and armed with battle axe and crossbow is on guard inside the door. Displayed for sale are the following items:

1 carved ivory tusk – price 50 g.p.

1 silver cup – 20 g.p.

1 crystal decanter\* – price 45 g.p. (actual worth 10 g.p.)

1 jade ring – price 250 g.p. (actual worth 400 g.p.)

1 dagger with jeweled scabbard – price 600 g.p.

1 fur-trimmed cape – price 75 g.p.

3 blank vellum\* books – price 20 g.p. each

1 gold & silver belt – price 90 g.p.

1 set of thief's tools – price 100 g.p. (actual worth 35 g.p.)

1 iron box with secret lock – price 50 g.p.

The strong room of the place is in the cellar. It is protected by a locked iron door which leads to a small vault with 12 compartments each protected by locks with hidden poison needles (save versus Poison at +1 or die). These compartments hold the following items:

#1, #4, #11 empty

#2 has 277 g.p. and 1 gem worth 500 g.p.

#3 has a gold altar service set forth 6,000 g.p.

- #5 is **trapped** with a sleeping gas – no save, sleep for 3 turns; characters above 4th level save vs. Poison to avoid effect.
  - #6 has 1,000 each platinum, gold, electrum, silver and copper pieces.
  - #7 has four pit vipers (AC 6, HD 1., hp 5 each, #AT 1, D 1-4 plus poison, MV (30') Save F 1, ML 7).
  - #8 has 3 gems of 1,000 g.p. value, 4 of 500g.p., 11 of 100g.p., 25 of 50g.p., and 18 of 10 g.p. value.
  - #9 has an arrow trap which will always hit anyone in front if its door – 4 arrows each doing 1-6 points of damage (Divide arrows amongst persons in front).
  - #10 has an alabaster and gold statue worth 3,000 g.p. in a rare wood and silk case worth 600 g.p.
  - #12 has a sack with 58 platinum pieces and 91 electrum pieces in it.
- (Empty compartments indicate funds out on loan. **Bold-faced** numbers are those belonging to the banker.)

12. **WATCH TOWER:** This 45' tall tower has all of the usual defensive devices. It houses six men-at-arms in chain mail (AC 5) with bows and swords, 6 others in leather and carrying shields (AC 6) and pole arms (F 1, hp 4 each, #AT 1, D 1-6, ML 10), and the **captain of the watch** (AC 2, F 3, hp 20, #AT 1, D 2-7 with **dagger +1**, or 3-8 with **sword +2**, ML 11). The captain lives on the first floor (with the usual furnishings, but he has a silver flagon and tankard worth 750 g.p.). He is known to carry quite a bit of money with him (20 platinum pieces, 11 gold pieces, 8 silver pieces), although the soldiers have only small coins (2d6 silver pieces each). The second and third floors are barracks for the men-at-arms. The upper story holds a supply of 200 arrows, many rocks, 2 barrels of oil, and 24 spears.
13. **FOUNTAIN SQUARE:** There is a large, gushing fountain in the center of the square. On holidays, local farmers and tradesmen set up small booths to sell their goods in this place.
14. **TRAVELERS INN:** This long, low structure has five small private rooms and a large common sleeping room for a full dozen. (Servants and the like always sleep in the stables, 4, of course.) Private rooms cost 1 g.p. per night, but sleeping in the common room is only 1 silver piece per night. The innkeeper and his family live in a small loft above the inn. They are obviously normal persons of no fighting ability. This building is some 18' high.
15. **TAVERN:** This place is the favorite of visitors and inhabitants of the KEEP alike. The food is excellent, the drinks generous and good. The place is always active, with 4-16 (4d4) patrons at any time of day or night. The bill of fare reads:

ALE	1 e.p.	SOUP	1 s.p.
SMALL BEER	1 s.p.	STEW	1 e.p.
WINE	1 e.p.	ROAST FOWL	1 g.p.
HONEY MEAD	1 g.p.	ROAST JOINT	2 g.p.
BARK TEA	1 s.p.		1 e.p.
BREAD	1 c.p./slice	CHEESE	1 s.p./wedge
PUDDING	1 s.p./bowl	FRUIT	1 s.p.

The barkeep, if talking with a good customer and drinking to his health, will sometimes talk about the lands around the keep (1 drink per story, half of which may be true). He is known to hate small beer and love honey mead. There is a 50% chance that 2-5 (d4 + 1) of the patrons will be mercenary men-at-arms looking for work. (AC 6, F 1, hp 5 each, #AT 1, D 1-6, ML 7.) Each will have leather armor & shield, and sword and dagger;

all other desired equipment must be purchased by the employer, including missile weapons, and dungeon gear. Wages for duty include all gear purchased, room and board, and 1 s.p. per day of service. If no gear is purchased, the cost rises to 1 g.p. per day. (Note that a mere spear or minor equipment is considered as **no gear**.) It is always necessary to buy mercenaries a drink before discussing terms of employment. There is a 10% chance that each of the following persons will be in the tavern at any given time:

- CORPORAL OF THE WATCH
- CAPTAIN OF THE WATCH
- BAILIFF (see 6., above)
- PRIEST (see 7b., above)
- 2-4 WATCHMEN (see 12., above)
- SERGEANT OF THE GUARD (see 18., below)

WANDERER (a 2nd or 3rd level fighter, dwarf, elf, or halfling as the DM decides, with complete equipment for adventuring; such a wanderer is 75% likely to join an expedition if offered 25% of the treasure gained, but 1 in 6 will be of chaotic alignment).

The taverner is a normal man (AC 9, LVL 0, hp 6, #AT 1, D 1-6, ML 7), as are his son and the pot boy' (AC 9, LVL 0, hp 5, 2, #AT 1, D 1-6, ML 7), but in time of need they will don leather armor, carry shields (AC 6), and bear arms against attackers. The place is also served by his wife, daughter, a serving wench, and a scullion\*. (The owner and his son each have 2d6 gold pieces in their purses, the wife d6, all others have 2d6 coppers.) The cellar is where drink and food are stored and prepared, and where the servants sleep. The family sleeps in the small loft. (Hidden in an old crock under empty flour bags in the back room are 82 copper pieces, 29 silver pieces, 40 electrum pieces, and 17 gold pieces.)

16. **GUILD HOUSE:** When members of any guild (merchants, craft, artisans, etc.) travel to this area, they are offered the hospitality of this two-story building. This is a fee collection and administragive post, and the staff is careful to observe what traffic passes through the KEEP. Any trader who passes through must pay guild dues of 5% of the value of his merchandise, but he then gains the protection of the Guild House, assuming he is not a regular member. Craftsmen and artisans must gain Guild permission to enter or leave the land, paying a fee of 2d6 gold pieces either way (depending on the value of their trade). The lower floor contains the Guild Master's and his two clerks' quarters and an office (all sparsely furnished, but the Master has a gold ring worth 50 g.p., and 2d6 g.p. in his purse; each clerk has d4 each of gold, silver, and copper pieces. A strongbox under the Master's bed holds 712 gold pieces.) They are normal men (AC 9, LVL 0, hp 4 each, #AT 1, D 1-6, ML 7), with chain mail (AC 5), crossbows, and swords kept in a closet for quick use. There are two servants who will not fight and who have quarters in the cellar. The upper floor is divided into two private rooms and a dormitory for guests. The Master is very influential, and his favor or dislike will be reflected in the treatment of persons by fortress personnel. Four men-at-arms with leather armor and shields and armed with spear and sword are on duty at all times, two on the first floor, two above (AC 6, F 1, hp 6 each, #AT 1, D 1-6, ML 8). They are fanatical Guildsmen who will obey any order from the Master. Guests of the Guild eat here. Drinking is frowned upon.
17. **CHAPEL:** The spiritual center of the Keep is opposite the Guild House. This building has a peaked roof two stories tall; the interior is one large room. The altar is located at the eastern end, with a colored glass window (worth 350 g.p. intact) above it; the window is 20' tall and 8' wide. An offering box is fastened securely atop a heavy pedestal in the southeast corner; it contains 1-100 c.p.

and 1-100 s.p. at any time of the day. It is emptied each evening by the **Curate** (5th level cleric), who deposits the coins with the Banker (11., above). A small stairway in the northwest corner, behind the bare wooden pews, leads to the cellar, where the Curate and his three assistants have their quarters.

The **Curate** is the most influential person in the Keep except for the **Castellan** (26., below). He has a +1 'to hit', due to his high level; (AC 0 due to **plate mail** \$1, normal shield, and a **ring of protection +1**, C 5, hp 24, #AT I, D see below, ML 10). He will wield either a **mace +1 (D2-7)** or a **snake staff**. The **snake staff** adds +1 to "to hit" rolls and does 2-7 (1d6+1) points of damage. On command the staff turns into a snake and coils around the person hit. The victim is held helpless until The Curate recalls the staff (or for 1d4 turns maximum). The snake staff crawls back to the cleric on command. He rarely wears his armor (unless the Keep is threatened), but is never without his ring and Staff. His three **Acolytes** (AC 9 or 2, C I, hp 6, 5, 5, #AT I, D 1-6, ML 7) have plate mail and shield (AC 2) and mace. They are normally clothed in robes (AC 9) but will arm for battle on command of the Curate.

The Curate normally carries the following spells: **cure light wounds**, **detect magic**, **bleed**, **hold person**. He will only use the **cure** on a member of his congregation, such as an officer of the Guard or a shopkeeper.

All of the clerics' armor and weapons are stored in the Curate's locked room in the Chapel cellar, which has normal but sparse furnishings. The Chapel also owns many magic potions (3 of **healing**, 1 or **ESP**, 1 of **gaseous form**) and a magic scroll with one **cure disease** (a higher level spell which will cure any one normal disease), one **hold person**, and three **cure light wounds** spells on it. All of these magic items are hidden in a secret compartment underneath the offering box pedestal. The door of the compartment cannot be found unless the pedestal is moved. The door has two locks in it; the Curate and the Castellan have the only sets of keys.

If questioned closely by a friend, the Curate might (50% of the time) reveal his distrust of the Priest (7b., above) who visits the Keep regularly. The Acolytes, however, think very highly of the Priest, and will say so to any who ask about him.

18. **INNER GATEHOUSE:** This stone structure is itself like a small fort. The southern portion is only about 15' high, plus battlement; the rear part is some 30' tall, plus battlement. There are arrow slits in the southern section of course, and along the walls of the 20' wide, 10' high passage through to the north. This passage slopes upwards towards the inner courtyard. The heavy gates are doublebound with iron and spiked. There are six guards on duty at all times (two inside the gateway, two on the lower battlement, two on the upper), plus one officer on call (see below). No visitor is allowed beyond this point except by invitation or unless he or she has special permits.

The first floor of the place is the main armory. There are dozens of shields and of each sort of weapon. Two small rooms are quarters for the **Sergeant** and **Captain of the Guard** (furnishings are sparse). The second story on the north houses the Guardsmen stationed here.

**Captain of the Guard:** (AC 0, due to **plate mail +1** and **shield +1**, F 3, hp 24, #AT I, D 1-6 plus magical bonus, ML II). He has a **sword +2** and a **spear +1**. This man is very kind, friendly and an excellent leader. (He will sometimes move about in the Outer Bailey disguised as a mercenary.) He has 15 gold pieces and a 150 g.p.

gem in the pommel\* of his dagger.

**Sergeant of the Guard:** (AC 2, due to chain mail with a **shield +1**, and a **ring of protection +1**, F 2, hp 16, #AT 1, D 3-8 due to Strength plus magic weapon bonus, ML 11.) This very strong fellow (strength 17) is a hard fighter and loves to drink and brawl. He wields a **sword +1** and a **dagger +1**. He carries d6 each of gold, electrum, and silver pieces. (There is a potion of **healing** in a chest in his room under a spare cape.)

**Guardsmen:** There are 24 quartered here. Each has chain mail and shield, sword, dagger, and hand axe. Eight are crossbowmen, eight are long bowmen, and eight have pole arms. (AC 4 or 5 when not using shield, F I, hp 5 each, #AT 1 or 1/2 for crossbows, D 1-6, ML 10.) Two from each group are on duty at any given time; the rest take a full turn to armor and arm and turn out. (Each has 2d6 silver pieces.)

19. **SMALL TOWER:** This typical tower houses eight guardsmen who are all armored in chain mail (AC 5) and carry crossbows and swords. Shields are stored below, so in hand-to-hand combat they are AC 4. (AC 5 or 4, F I, hp 5 each, #AT 1 or 1/2 for crossbows, D 1-6, ML 10.) Two are on duty atop the tower at all times. The other six are in the chamber below. The base of the tower is solid except for the small stair up.
20. **GUARD TOWER:** This 50' high structure houses 24 guardsmen (as in 18., above). Their commander is the **corporal of the guard** (AC 0, F I, hp 9, #AT I, D 1-6 plus magic bonus, ML II.) He is armed with a sword and a **dagger +1**. There are supplies of food, weapons, and oil on the upper floor. The rest of the building is barracks and a room for the leader.
21. **INNER BAILEY:** This entire area is grass-covered. The troops drill here, and there are practice and jousting areas. During the daylight hours they will always be a dozen or more soldiers engaged in weapons practice.
22. **CAVALRY STABLES:** There are 30 war horses (AC 7, HD 3, hp 11 each, #AT 2, D 1-6/11-6, ML 8) and 1-4 riding horses (AC 7, HD 2, hp 8 each, #AT 2, D 1-4/11-4, ML 7) kept within. They are tended by two lackeys' (AC 9, LVL 0, hp 2 each, #AT 1, D 1-6, ML 7) and guarded by two men-at-arms (AC 4, F 1, hp 4, #AT I, D 1-6, ML 8).
23. **GREAT TOWER:** This 60' high structure houses 24 guardsmen, one-third with crossbows, one-third with bows, one-third with pole arms, and another **corporal** as per 20., above. (See 18. for tower details and so on.)
24. **THE KEEP FORTRESS:** This place has many tiers and is solidly built to withstand attack. The lowest level consists of a 15' high front section. The round flanking towers are 60' high, while the main building is 30' high. All sections have battlements. The door is solid iron. Inside are a great hall, an armory for the cavalry, and several side chambers for small dinners or meetings. The cellars below have vast stores of provisions, quarters for a score of servants, a cistern\*, and a dungeon area with four stout cells.

The **Castellan** lives in area 27. (see below), but he and his assistants will be in the lower part of the building during the day, tending to business and holding audience. There will always be eight guardsmen in plate (AC 3) with crossbows and swords on duty on the wall, and the same number with plate & shield (AC 2) and swords stationed inside. (AC 2, F 1, hp 5 each, #AT 1 or 1/2 with crossbows, D 1-6, ML 8.) The whole place is well decorated, and the furniture is heavy and upholstered.

**Second Floor:** There are rooms here for up to 36 cavalymen, plus two chambers for special guests. There are 12 heavy cavalymen with plate & shield and

## ADVENTURES OUTSIDE THE KEEP

sword and dagger (AC 2, F I, hp 8 each, #AT 1, D I-6, ML 10). There are also 18 medium cavalymen in chain, each with crossbow and axe, quartered here. (AC 5, F I, hp 6 each, #AT 1 or 1/2 for crossbows, D 1-6, ML 10.) Their rooms are sparsely furnished with only a cot, chair, and armoire\* for each. Two couriers, men-at-arms with leather armor and swords, are currently quartered in one side chamber. (AC 7, F I, hp 3, #AT 1, D 1-6, ML 8.)

25. **TOWER:** Each is 40' high, with battlements, and pierced with arrow slits to protect the east and west corners of the building. The fortress men-at-arms are housed in these structures and in the towers indicated by 26.
26. **CENTRAL TOWERS:** These structures rise 20' above the roof of the fortress, with a 5' battlement on their roof. Their two upper stories house 12 men-at-arms each; 6 in plate (AC 3) with crossbow and sword, 6 in plate and shield (AC 2) with sword (AC 3 or 2, F I, hp 5, #AT 1 or 1/2 for crossbows, D 1-6, ML 10) who are off-duty. It will take one turn for them to get ready for battle. In the two lower floors are the **Castellan's** assistants.

**Scribe:** This individual is a 2nd level cleric, armored in plate & shield, with a mace. (AC 2, C 2, hp 11, #AT 1, D I-6, ML 8.) He has a **hold person** spell on a scroll he carries; his own spell is **light** which he may cast on an opponent's eyes to blind him. The scribe's chamber is austere, and there is nothing of value within except a gold holy symbol worth 150 gold pieces. He has 48 gold pieces in his purse.

**Advisor:** This individual is a third level elf (AC 0 due to Dexterity 16 and **plate mail +1**, E 3, hp 18, #AT 1, D 1-6, ML 12). He wears a **ring of fire resistance** and carries a short bow (which he uses at + 2 "to hit" due to high Dexterity) and 10 **arrows +1**. His spells are **charm person**, **read magic**, and **web**. Tapestries and carpets are all about the room (one tapestry is worth 500 g.p.); he has very nice furniture. He wears a jeweled pendant worth 1,000 g.p. and carries 6 platinum and 10 gold pieces in his purse.

27. **CASTELLAN'S CHAMBER:** This portion of the fortress is 10' above the main roof and has battlements. Inside is the private room of the commander of the whole Keep. It is lavishly furnished, with a silver mirror (worth 300 g.p.) on the wall, a malachite bowl (worth 750 g.p.) on a table, and a fox robe (worth 1,200 g.p.) in his armoire\*. He has a small silver case (worth 450 g.p.) which contains 40 platinum pieces and 12 gems worth 100 g.p. each. There is a **spear +1** on the wall by the door.

**Castellan:** 6th level fighter (+ 1 to hit due to his high level), (AC -3 due to Dexterity 16, **plate mail + 1**, **shield + 1**, and **ring of protection + 1**, hp 48, #AT 1, D I-6 plus magical bonus, ML 12) with **sword +2**, **dagger +1**, and an **elven cloak and boots**. (He also carries a **potion of levitation** and a **potion of healing** with him at all times.) His chain of office is silver with gems (worth 1,800 g.p.), and he carries 10 each of platinum, gold, and electrum pieces, plus a gem worth 500 g.p. He is a very clever fellow, but at times he can be too hasty in his decisions. His bravery and honesty are absolute. If a guest asks him any question, he will do his best to answer, providing that it does not compromise the security of the KEEP.

After the group establishes itself and obtains equipment, they will either follow clues gained in conversation with residents of the KEEP or set out exploring on their own (or both). Naturally, they will be trying to find the **Caves of Chaos**, but this will take some travelling, and in the meantime they might well run into more than they can handle. Thus there are two maps – an AREA MAP for use when the party searches for the caves, and the CAVES OF CHAOS MAP which is a dungeon level map. First, take a look at the AREA MAP.

The "Realm" is to the west, off the map. The road branches, one path to the KEEP ON THE BORDERLANDS, the other leading off into the forsaken wilderness beyond the ken of Law. Note that most features are unnamed, so you can name them as suits your campaign. Inspection of the map will also show that there are five special areas. Numbers 1-4 indicate outside encounters and are detailed below. The **Caves of the Unknown** area is left for you to use as a place to devise your own cavern complex or dungeon maze. You may also wish to expand on the other encounter areas, designing camps, lairs or lost ruins to permit more adventuring. If you do not wish to undertake this at first, simply DO NOT ALLOW YOUR PLAYERS TO LOCATE IT EVEN IF THEY THOROUGHLY SEARCH THE VERY SPACE IT IS IN. (It was hidden by a magical illusion so as to be undetectable . . . )

The normal movement rate is 1 square per hour searching, 3 walking. Walking in the fens is at the rate of 1 square per hour. Walking is done in the forest at 2 squares per hour.

(Wilderness adventures are more completely explained in the **D&D EXPERT SET** rulebook.)

**Camping Outdoors Overnight:** Nothing will bother the party when camped outdoors, unless they are within six squares of a numbered encounter area. For each square they are within the six square range there is a 1 in 6 chance that the monsters there will seek them; so at 6 squares there is a 1 in 6 chance, at 5 there is a 2 in 6, at 4 there is a 3 in 6, at 3 there is a 4 in 6, at 2 there is a 5 in 6 and at 1 square a 6 in 6 – automatic encounter. Treat otherwise as a normal encounter.

Organized parties should post at least one guard in shifts throughout the night. However, if the party posts no guards, the monsters will surprise automatically as the party was sleeping and unaware. If the party has a fire lit, the monsters will never be surprised, even though the party may be.

Also take note of what provisions are brought with the party. They are adventuring, not hunting, and so they should not expect to find food. They should bring enough food and water with them. If not, when the party eats all the food, they will either have to try their luck at hunting (1 chance in 6 to catch food for one day for d6 men), or return to the Keep to restock their supplies. Stress to them in some manner that they will probably prefer to return to the Keep, knowing that they will fare better there, and not risk encountering monsters while hunting.

If the party attempts to move off the map, have a sign, a wandering stranger, a friendly talking magpie, or some other "helper" tell them that they are moving in the wrong direction.

### Area Map Encounter Areas:

1. **MOUND OF THE LIZARD MEN:** The streams and pools of the fens\* are the home of a tribe of exceptionally evil lizard men. Being nocturnal, this group is unknown to the residents of the KEEP, and they will not bother individuals moving about in daylight unless they set foot on the mound, under which the muddy burrows and dens of the tribe are found. One by one, males will



come out of the marked opening and attack the party. There are 6 males total (AC 5, HD 2 + 1, hp 12, 10, 9, 8, 7, 5, #AT 1, D 2-7, MV (20') Save F 2, ML 12) who will attack. If all these males are killed, the remainder of the tribe will hide in the lair. Each has only crude weapons: the largest has a necklace worth 1,100 gold pieces.

In the lair is another male (AC 5, HD 2 + 1, hp 11, #AT 1, D 2-7, Save F 2, ML 12) 3 females (who are equal to males, but attack as 1 + 1 hit dice monsters, and have 8, 6 and 6 hit points respectively), 8 young (with 1 hit point each and do not attack), and 6 eggs. Hidden under the nest with the eggs are 112 copper pieces, 186 silver pieces, a gold ingot worth 90 gold pieces, a healing potion and a poison potion. The first person crawling into the lair will always lose the initiative to the remaining lizard man and the largest female, unless the person thrusts a torch well ahead of his or her body.

2. **SPIDERS' LAIR:** Two black widow spiders (AC 6, HD 3\*, hp 11, 10, #AT 1, D 2-12 plus poison, MV (20') (40') in web, Save F 2, ML 8) have spun their webs amongst the trees here. Under a pile of leaves nearby is the skeleton of a victim, a hapless elf. Everything he bore has turned to rot and ruin, save a filthy shield which appears quite worthless (but cleaning and oiling will return it to +1 magic status).

3. **RAIDER CAMP:** A party of a dozen chaotic fighters has camped here – close enough to be able to spy on the KEEP, far enough away so as to be unlikely to be discovered by patrols. The members of this group are:

- Leader: AC 5 (chain mail), F 2, hp 12, #AT 1, D 1-6, ML 10, bow and spear
- Lieutenant: AC 6 (leather and shield), F 1, hp 7, #AT 1, D 1-6, ML 9, spear and sword
- 2 Bowmen: AC 7 (leather armor), F 1, hp 4 each, #AT 1, D 1-6, ML 8, bows and daggers
- 8 Spearmen: AC 6 (leather and shield), F 1, hp 5 each, #AT 1, D 1-6, ML 8, spears and daggers

Each has 3d6 silver pieces, the lieutenant has an additional d6 gold pieces, and the leader has an additional 2d6 gold pieces. They each have a bed roll and the

bowmen have an extra quiver of 20 arrows. There is a cask of good wine on a tree stump in the camp. Several game animals are hung from branches and can be eaten or taken along as they are cleaned.

4. **THE MAD HERMIT:** For many years a solitary hermit has haunted this area of the forest, becoming progressively wilder and crazier and more dangerous. His home is in a huge hollow oak, the entrance to the hollow concealed by a thick bush. Inside is a mound of leaves and a couple of pieces of crude furniture. Even his cup and plate are handmade of wood and are of no value. (There is a small chest buried under a few inches of dirt under the leaves of the Mad Hermit's "bed". In this container are 31 gold pieces, 164 silver pieces, a potion of Invisibility, and a dagger +1.) The hermit also has a "pet", a mountain lion, which lurks on a limb of the oak, ready to spring upon any unwary intruder. (This creature will always get first attack.)

**Mad Hermit:** (3rd level thief, AC 4 due to leather armor, ring of protection +1 and Dexterity 17, hp 15, #AT 1 at + 2, D 3-8, ML 10.) The hermit has a 30% chance to move silently and a 20% chance to hide in shadows. His madness gives him a +2 bonus to hit and a +2 bonus on damage (thus the bonus for striking from behind is + 6 to hit, and double normal damage + 2 points). He carries no treasure (other than the ring he wears!).

**Mountain Lion:** AC 6, HD 3 + 2, hp 15, #AT 3, D 1-311-311-6, MV (50') Save F 2, ML 8. (This creature will always attack first in each round. If it leaps down upon an opponent, it gains +2 to hit on each of its attacks that combat round. Usually it will first attack by jumping, and then it will stay on the ground and fight normally. If it is not engaged in combat during any round, however, it will take the opportunity to leap into a tree and then spring down on the next round.)

(The DM may choose to have the Mad Hermit approach the group on friendly terms, claiming to be a holy man seeking goodness in nature – perhaps he actually believes that at times. He will suddenly turn on the group when the opportunity presents itself, striking from behind, and calling his ferocious "pet" to his aid.)

## THE CAVES OF CHAOS

(DM Note: When the players discover the ravine area, read the following paragraph to them. Add whatever you feel is appropriate to the description of what they see, but be careful not to give anything away or mislead them. Information on how you should handle the whole area is given before the encounter area descriptions.]

**START:** The forest you have been passing through has been getting more dense, tangled, and gloomier than before. The thick, twisted tree trunks, unnaturally misshapen limbs, writhing roots, clutching and grasping thorns and briars all seem to warn and ward you off, but you have forced and hacked your way through regardless. Now the strange growth has suddenly ended – you have stepped out of the thicket into a ravine-like area. The walls rise rather steeply to either side to a height of about 100' or so – dark, streaked rock mingled with earth. Clumps of trees grow here and there, both on the floor of the ravine and up the sloping walls of the canyon. The opening you stand in is about 200' wide. The ravine runs at least 400' west (actually 440') to where the western end rises in a steep slope. Here and there, at varying heights on all sides of the ravine, you can see the black mouths of cave-like openings in the rock walls. The sunlight is dim, the air dank, there is an oppressive feeling here – as if something evil is watching and waiting to pounce upon you. There are bare, dead trees here and there, and upon one a vulture perches and gazes hungrily at you. A flock of ravens rise croaking from the ground, the beat of their wings and their cries magnified by the terrain to sound loud and horrible. Amongst the litter of rubble, boulders, and dead wood scattered about on the ravine floor, you can see bits of gleaming ivory and white – closer inspection reveals that these are bones and skulls of men, animals, and other things, . . .

You know that you have certainly discovered the Caves of Chaos.

### NOTES FOR THE DM ON THE CAVES OF CHAOS

**CAVE AREA MAP:** There are woods overlays and rough contour lines\* shown on the map. These are only for surface movement references, and once your players are underground you should ignore these markings.

**WOODS:** The small groves and copses are thick growths, tangled and forbidding. You may, at your option, have characters encounter occasional monsters herein – stirges, humanoids (kobolds, orcs, etc.) from the caves nearby, or the like. Movement through these wooded areas is slow and difficult. Characters must move in single file. Even though not shown, there are single trees, shrubs, and bushes elsewhere.

**UNDERGROUND:** The caves, passages, and rooms of the complex are on different levels. Passages slope upwards and downwards between the contours, even where stairways are not shown. Areas are roofed by at least 5' of solid rock.

**INTERIORS:** Except where noted otherwise, all underground areas are natural or cut from living rock. All surfaces are rough (and easy for a thief to climb) with small ledges, minor cracks, small holes, etc.

**RANSOMING PRISONERS:** Organized tribes can optionally be allowed to take player characters prisoner, freeing one to return to the KEEP in order to bring a ransom back to free the captives. Set the sums low – 10 to 100 gold pieces (or a magic item which the ransoming monsters would find use-

ful) per prisoner. If the ransom is paid, allow the characters to go free. Then, without telling the players, assume that this success brought fame to the capturing monsters, so their numbers will be increased by 2-12 additional members, and the tribe will also be very careful to watch for a return of the adventurers seeking revenge for their humiliating captivity. The period of extra alertness will last for 1-4 weeks; the increase in numbers is permanent.

**TRIBAL ALLIANCES AND WARFARE:** You might allow player characters to somehow become aware that there is a constant fighting going on between the goblins and hobgoblins on one side and the orcs, sometimes with gnomes allies, on the other – with the kobolds hoping to be forgotten by all, and the bugbears picking off any stragglers who happen by. With this knowledge, they might be able to set tribes to fighting one another, and then the adventurers can take advantage of the weakened state of the feuding humanoids. Be careful to handle this whole thing properly; it is a device you may use to aid players who are few in number but with a high level of playing skill. It will make it too easy if there are many players, or if players do not actually use wits instead of force when the opportunity presents itself.

**MONSTERS LEARNING FROM EXPERIENCE:** Allow intelligent monsters (even those with only low intelligence) to learn from experience. If player characters use flaming oil against them, allow the monsters to use oil as soon as they can find some. If adventurers are always sneaking up on them, have the monsters set warning devices to alert them of intruders. If characters run from overwhelming numbers, have the monsters set up a ruse by causing a few to shout and make noise as if there were many coming, thus hopefully frightening off the intruders. This method of handling monsters is basic to becoming a good DM. Apply the principle wherever and whenever you have reason.

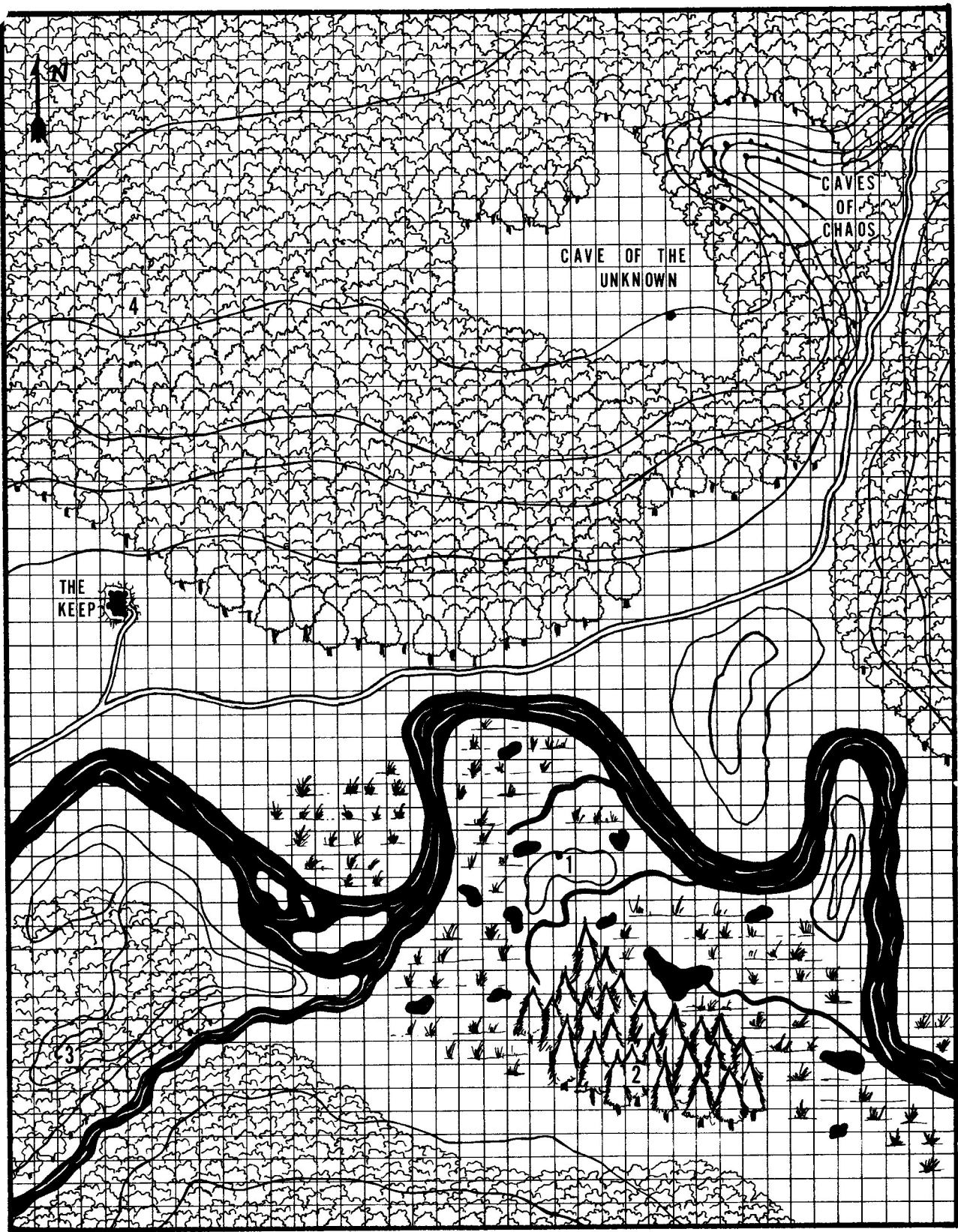
**EMPTIED AREAS:** When monsters are cleared out of an area, the place will be deserted for 1-4 weeks. If no further intrusion is made into the area, however, the surviving former inhabitants will return or else some other monster will move in. For instance, a *thou1* might move into the minotaur's cave complex (I.), bringing with him whatever treasure he has.

### Encounter Areas:

A. **KOBOLD LAIR:** There is a 2 in 6 chance that as the group enters the cave-like tunnel, 8 kobolds will come out from hiding in the trees above and attack. Kobolds: AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, MV (40'), Save NM, ML 6). Each carries d8 silver pieces.

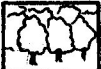



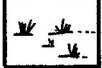


**Note:** 30' inside the entrance is a **pit** (☒) There is a 3 in 6 chance that each person in the front rank will fall in unless they are probing ahead. There is a 1 in 6 chance that individuals in the second rank will also fall in, but only if they are close to the first rank and the character ahead has fallen in. The pit is 10' deep, and those falling in will take 1-6 points of damage. The pit lid will close, and persons within cannot escape without aid from the outside. The noise will attract creatures from areas 1. and 2. Planks for crossing the pit are stored at #1., beyond.

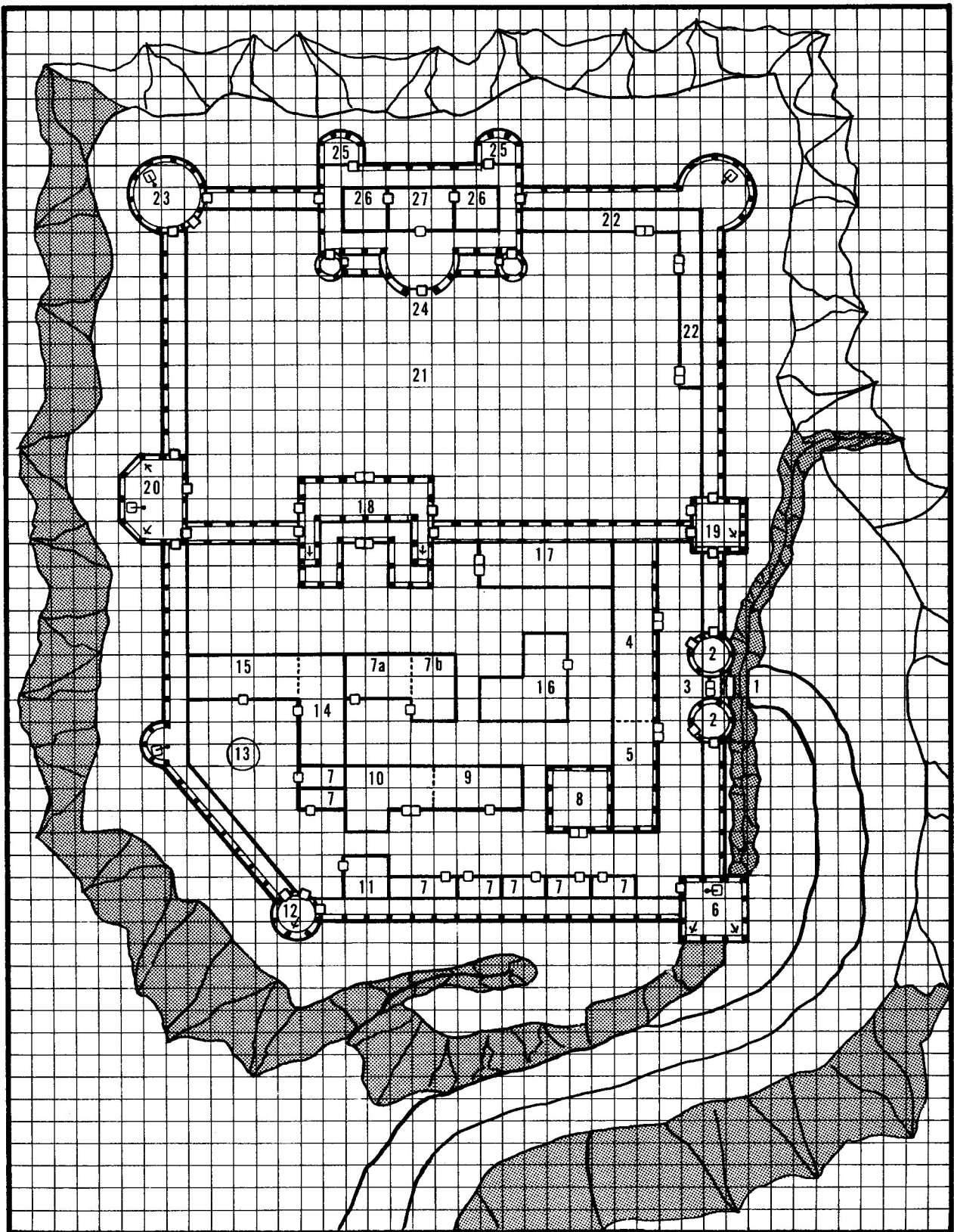
1. **GUARD ROOM:** 6 kobold guards (AC 7. HD 1/2 hp 3 each, #AT 1, D 1-4, Save NM, ML 6). They will throw their spears the first round if they have initiative. Each carries d6 silver pieces. One will run to warn areas 4. and 6.. The guards will be alerted by loud noises or lights.
2. **GIANT RATS** (amidst garbage and waste): There are 18 giant rats (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3 plus disease, MV (40'), Save F 1, ML 8). Each time a character



**WILDERNESS MAP**

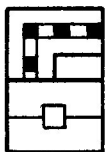
**SCALE: ONE SQUARE EQUALS 100 YARDS**

	<b>FOREST</b>		<b>CONTOUR LINE</b>		<b>ROAD</b>
	<b>RIVER</b>		<b>FENS</b>		<b>TAMARACK STAND</b>
					<b>WATER</b>



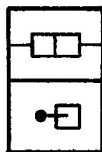
**MAP OF THE KEEP**

**SCALE: ONE SQUARE EQUALS 10 FEET**



**BATLEMENTS**

**DOOR**



**DOUBLE DOOR**

**CATAPULT**



**BALLISTA**



## CHARACTER ATTACKS

Attacker's level	Defender's Armor Class												
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
(Normalman)	11	12	13	14	15	16	17	18	19	20	20	20	20
1st to 3rd	10	11	12	13	14	15	16	17	18	19	20	20	20
4th + higher*	9	10	11	12	13	14	15	16	17	18	19	20	20

\* for NPCs or higher level characters

## MONSTER ATTACKS

Monster's Hit Dice	Defender's Armor Class												
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	10	18
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16
7+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14
11+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11
17+ or more	2	2	2	2	2	3	4	5	6	7	8	9	10

## SAVING THROWS

Character Class	Type of Attack				
	Death Ray or Poison	Magic Wands	Paralysis or Stone	Turn Dragon Breath	Rods, Stave, or Spells
Clerics	11	12	14	16	15
Dwarves and Halflings	10	11	12	13	14
Elves	12	13	13	15	15
Fighters	12	13	14	15	16
Magic-users	13	14	13	16	15
Thieves	13	14	13	16	15

### Saving Throws for Higher Level Characters

In the D&D BASIC rules, NPCs higher than 3rd level should use the saving throws given above. In the D&D EXPERT SET, saving throws are given for higher level characters. In the more advanced game, a character's saving throws get easier to make as the character advances in experience level.

The DM may want to give higher level NPCs a bonus of +2 on all saving throw rolls to imitate their improved ability to save vs. special attacks. This should not be done, however, if the D&D EXPERT rules are used.

# DUNGEONS & DRAGONS®

## COST OF EQUIPMENT AND WEAPONS

### Weapons

Item	Cost in gp
<b>Axes:</b>	
Battle Axe (two-handed)	7
Hand Axe	4
<b>Bows:</b>	
Crossbow (fires quarrels)	30
Case with 30 quarrels	10
Long Bow	40
Short Bow	25
Quiver with 20 arrows	5
1 silver-tipped arrow	5
<b>Daggers:</b>	
Normal dagger	3
Silver dagger	30
<b>Swords:</b>	
Short Sword	7
Sword (normal)	10
Two-handed Sword	15
<b>Other weapons:</b>	
Mace*	5
Club*	3
Pole Arm (two-handed)	7
Sling with 30 Sling Stones'	2
Spear	3
War Hammer*	5

\* these weapons may be used by a cleric.

### Armor

Item	AC	Cost in gp
Chain Mail Armor	5	40
Leather Armor	7	20
Plate Mail Armor	3	60
Shield	(-1)*	10

\* deduct 1 from Armor Class number if shield is used.

## FANTASY ADVENTURE GAME

### REFERENCE TABLES

(This page is perforated for easy removal.)

### Miscellaneous

Item	Cost in gp
Backpack	5
Flask of Oil	2
Hammer (small)	2
Holy Symbol	25
Holy Water (1 vial)	25
Iron Spikes (12)	1
Lantern	10
Mirror (hand-sized, steel)	5
<b>Rations:</b>	
Iron Rations (preserved food for 1 person/1 week)	15
Standard Rations (unpreserved food for 1 person/1 week)	5
Rope (50' length)	1
<b>Sacks:</b>	
Small	1
Large	2
Thieves' Tools	25
Tinder Box (flint&steel)	3
Torches (6)	1
Water/Wine Skin	1
Wolfsbane (1 bunch)	10
Wooden Pole (10' long)	1

Sometimes the characters may wish to buy an item not on this list. In this case, the DM must carefully consider whether such an item could be found for sale and, if so, how much it would cost. The item should then be added to this list.

## CLERICAL ABILITIES

### First level Clerical Spells

- |                      |                          |
|----------------------|--------------------------|
| 1. Cure Light Wounds | 5. Protection from Evil  |
| 2. Detect Evil       | 6. Purify Food and Water |
| 3. Detect Magic      | 7. Remove Fear           |
| 4. Light             | 8. Resist Cold           |

### Second level Cleric Spells

- I. Bless
2. Hold Person
3. Silence 15' radius

### Clerics vs. Undead

Cleric's level	Skeletons	Zombies	Ghouls	Wights	Wraiths
1	7	9	11	No effect	No effect
2	1	7	9	11	No effect
3	1	1	7	9	11

1 means that the cleric automatically Turns the undead; a **number** is the roll needed (on 2d6) to Turn. A complete explanation of Turning **undead** is given in the class description of clerics.

## VARIABLE WEAPON DAMAGE

<u>Damage</u>	<u>Weapon Type</u>
1-4 (1d4)	Torch
1-4 (1d4)	Dagger
1-4 (1d4)	Sling stone
1-4 (1d4)	Club
1-6 (1d6)	Arrow
1-6 (1d6)	Hand Axe
1-6 (1d6)	Mace
1-6 (1d6)	Quarrel' (Crossbow Bolt)
1-6 (1d6)	Short Sword
1-6 (1d6)	Spear
1-6 (1d6)	War Hammer
1-8 (1d8)	Battle Axe
1-8 (1d8)	Sword
1-10 (1d10)	Pole Arm'
1-10 (1d10)	Two-handed Sword'

\* Two-handed weapon

## MAGIC-USER AND ELF SPELLS

### First level Spells

- |                  |                         |
|------------------|-------------------------|
| 1. Charm Person  | 7. Protection from Evil |
| 2. Detect Magic  | 8. Read Languages       |
| 3. Floating Disc | 9. Read Magic           |
| 4. Hold Portal   | 10. Shield              |
| 5. Light         | 11. Sleep               |
| 6. Magic Missile | 12. Ventriloquism       |

### Second level Spells

- |                        |                      |
|------------------------|----------------------|
| 1. Continual Light     | 7. Levitate          |
| 2. Detect Evil I       | 8. Locate Object     |
| 3. Detect Invisible    | 9. Mirror Image      |
| 4. ESP                 | 10. Phantasmal Force |
| <b>5. Invisibility</b> | 11. Web              |
| <b>6. Knock</b>        | 12. Wizard Lock      |

### Third level Spells

1. Dispel Magic
2. Fire Ball
3. Fly

## ARMOR CLASSES

<u>Type of Armor</u>	<u>Armor Class</u>
Clothing only	9
Shield only	8
Leather Armor	7
Leather Armor &Shield	<b>6</b>
Chain Mail Armor	<b>5</b>
Chain Mail Armor&Shield	4
Plate Mail Armor	3
Plate Mail Armor&Shield	2

Armor Class is a measure of how well a character is protected from physical attacks. As the Armor Class number gets lower, the character becomes harder to hit. Armor Class is affected by such things as magic, magic items, and Dexterity, as well as by the type of armor worn.

Armor Class may be lowered (improved) by Dexterity and magical bonuses. A fighter with a Dexterity score of 16, **plate mail +1**, and a **shield +1** would have a total Armor Class of -2. Magical protection pluses are always subtracted from the number of the Armor Class.

### WANDERING MONSTERS: LEVEL 1

Die Roll	<u>Wandering Monster</u>	No.
1	Acolyte (A)	1-8
	Bandit (N-C)	1-8
:	Beetle, Fire(N)	1-8
<b>4</b>	Dwarf(L)	1-6
<b>5</b>	Gnome (L)	1-8
6	Goblin(C)	2-8
<b>7</b>	*Green Slime(N)	<b>1</b>
<b>8</b>	Halfling (L)	<b>3-18</b>
9	Killer Bee(N)	1-10
10	Kobold (C)	4-16
11	Lizard. Gecko (N)	1-3
12	Orc (C)	2-8
13	Shrew, Giant(N)	1-10
14	Skeleton(C)	3-12
15	Snake, Cobra (N)	1-6
16	Spider, Crab(N)	<b>1-4</b>
17	Sprite(N)	<b>3-18</b>
18	Stirge (N)	1-10
19	Trader (A)	1-8
20	Wolf(N)	2-12

### WANDERING MONSTERS: LEVEL 2

Die Roll	<u>Wandering Monster</u>	No.
1	Beetle, Oil (N)	1-8
<b>2</b>	Berserker (N)	1-6
<b>3</b>	Cat, Mt. Lion(N)	1-4
4	Elf (L/N)	1-4
5	Ghoul (C)	1-6
6	Gnoll (C)	1-6
<b>7</b>	*Gray Ooze (N)	1
<b>8</b>	Hobgoblin (C)	1-6
9	Lizard, Draco (N)	1-4
10	Lizard Man (N)	1-3
11	Neanderthal (N)	1-10
12	Noble (A)	2-12
13	Pixie (N)	2-8
14	Robber Fly(N)	1-6
15	Rock Baboon (N)	2-12
<b>16</b>	Snake, Pit Viper(N)	1-8
<b>17</b>	Spider, Black Widow(N)	1-3
<b>18</b>	Troglodyte (C)	1-8
<b>19</b>	Veteran (A)	2-8
20	Zombie(C)	2-8

### WANDERING MONSTERS: LEVEL 3

Die Roll	<u>Wandering Monster</u>	No.
<b>1</b>	Beetle, Tiger(N)	1-6
<b>2</b>	Bugbear (C)	2-8
<b>4</b>	Carriion Crawler(N)	1-3
<b>5</b>	Doppelganger Driver (C)	28 16
	Ant(N)	
6	*Gargoyle(C)	1-6
<b>7</b>	Gelatinous Cube(N)	1
<b>8</b>	Harpy (C)	1-6
9	Living Statue, Crystal (N)	1-6
10	*Lycanthrope, Wererat (C)	1-8
11	Medium (A)	1-4
12	Medusa (C)	1-3
13	NPC Party (A)	5-8
14	● Ochre Jelly(N)	1
15	Ogre (C)	1-6
16	Shadow(C)	1-8
17	Spider, Tarantella (N)	1-3
<b>19</b>	Thou1 (C)	1-6
<b>20</b>	White Ape(N)	1-6
	* Wight (C)	1-6

is bitten there is a 1-in-20 chance of getting a disease, unless a save vs. Poison is made. If the saving throw failed, there is a 25% chance the character will die in 1-6 (1d6) days. Otherwise the character will be too sick to adventure for one game month. These monsters are the pets of the kobolds, living off the garbage and waste of their hosts. They will rush to the sound of the trap door closing or of battle. They have nothing of value in their lair or on their bodies, but their leader (rat #18) who will be at the back of the pack, a huge fellow (AC 5 due to speed and cunning, HD 1-I, hp 4, #AT 2, D 2-4/2-4, MV (40') Save F I, ML 8) wears a thin silver chain set with 5 small gems (jewelry value 400 gold pieces, chain value 50 gold pieces, each gem worth 50 gold pieces). The weight of a few rats will not trigger the pit trap.

3. **FOOD STORAGE ROOM:** The door is locked. This place contains various sorts of dried and salted meat, grain, and vegetables in sacks, boxes, barrels, and piles. There are also bits and pieces of past human victims. There is nothing of value here; even the wine in a large cask is thin and vinegary.
4. **GUARD ROOM:** Here are 3 very large kobold guards with chain mail and bows to fire down the passage at attackers (AC 5, HD 1+1, hp 5 each, #AT 1, D 1-6, MV (40'), Save NM, ML 6). The guards will hide behind the corner for cover, so all missiles fired at them will be at -2 "to hit". Each carries a hand axe in his belt and a purse with 2d6 gold pieces.
5. **KOBOLD CHIEFTAIN'S ROOM:** This huge kobold (AC 5, HD 2, hp 8, #AT 1, D 2-8 (2d4), MV (40'), Save F 1, ML 8) is so powerful that he fights with a battle axe. He has the key to the storage room (#3) and a large gem on a great golden chain about his neck (value 1,200 gold pieces). Five female kobolds (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3, Save NM, ML 8 due to the chief) are also in the room. There are heaps of cloth and bits of battered furniture in the place. Hidden in an old blanket hanging on the wall are 50 gold pieces (sewn into the hem). Each female has d6 gold pieces. A locked chest holds 203 copper, 61 silver, and 22 electrum pieces.
6. **COMMON CHAMBER:** The rest of the kobold tribe lives here. There are 17 males (AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, MV (40'), Save NM, ML 6), 23 females (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3, Save NM, ML 6), and 8 young (which do not attack). If their caves are invaded, those able will help in its defense. Males have d6 silver pieces each, females d4 silver pieces each; the young have nothing. Amidst the litter of cloth and bits and scraps of odds-and-ends there is a piece of silk worth 150 gold pieces. (If the party does not search it will not be located.)

**(DM Note:** Kobold losses will not be replaced, though injured kobolds will heal. If the attackers hurl oil at the kobolds, they will retreat if possible, rather than suffer damage. Should they have the opportunity to find any flasks of oil, the kobolds will use them against attacking characters!)

- B. **ORC LAIR:** Upon entering, the party will see that the wall 30' to the north is decorated with heads and skulls (human, elven, dwarven) in various stages of decay. These cheerful greetings are placed in niches which checker about 100 square feet of the surface of the wall. Close inspection will show that one is orcish (see g. below). Sounds of activity can be heard from the west, but all is quiet to the east.

**Areag:** This narrowing area is a guard post, the watcher (Orc: AC 7, HD 1, hp 5, #AT 1, D 1-6, MV (40'), Save F I, ML 8) having a small, window-

like opening from which he can observe the entrance to the lair. A piece of gray canvas behind gives the impression that the guard's head is another of the ghastly trophies which decorate the wall. If adventurers enter, he will quickly duck down, slipping a goblin head into the place his own was, and alert the orcs at 7.

7. **GUARD ROOM: 4** orcs (AC 7, HD 1, hp 5 each, #AT 1, D 1-6, MV (40'), Save F 1, ML 8). These guards are armed with spears. Each carries one for hurling and one to melee with. They have d8 electrum pieces each. When alerted, they will rush to engage intruders, raising the alarm when they see them. There is nothing of value in their chamber, there being only pallets and shabby clothing hanging on pegs.
8. The watcher (g.) will alert the 4 guards here (exactly as in 7., above) who will rush west and then south to flank or surround intruders threatening area 7. or 9. or approaching their own quarters.
9. **BANQUET AREA:** There is a great fireplace on the south wall and many tables and benches in this 30' x 50' chamber – the table at the north end having a large chair at its head where the orc leader usually holds court. The place is empty of orcs although there is a small fire of charcoal burning in the fireplace.
10. **COMMON ROOM:** Here are quartered 12 male orcs (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F I, ML 8) and 18 females and 9 young (who do not fight). The males have 2d6 silver pieces each, the others have nothing of worth. The few furnishings in the room are likewise of no value.
11. **STORAGE CHAMBER:** The door is locked. Amidst the stacks and heaps of supplies here (see 3., above), there are 3 shields, 17 spears, and 2 battle axes in excellent condition. A small crate in the far northeast corner contains a long-forgotten crossbow and 60 bolts. There is nothing else of value in the place.
12. **ORC LEADER'S ROOM:** This large creature is clad in chain mail, has a shield +1, and carries a mace. He fights as a 4 hit dice monster, has 15 hit points, and adds +2 to damage he causes when successfully striking an opponent (thus, 3-8 points of damage). This is due to his strength and skill. He carries 31 gold pieces, and wears a ring set with a gem (total value 700 g.p.).

The room is carpeted, has tapestries upon the walls (note one of these covers the entrance to the small cave to the west), and battered but still serviceable furniture and a cot. His two mates sleep on cushions at the foot of his resting place. The two females in the place fight as males (AC 7, HD 1, hp 3 each, #AT 1, D 1-6, Save F I, ML 8) and each has 2d6 gold pieces on her person. The chests and other furniture have nothing of value.

If hard pressed, the leader will wiggle behind the tapestries on the south wall and attempt to work the catch on the secret door to the south and go to the rival tribe for help, but his very life must be in great peril before he will do so. (Adventurers can only spring this catch by rolling a 1 (on a d6) twice in a row, or having two characters do so simultaneously.)

**Area 1:** This alcove is used by the orc leader to store arms and treasure. There are two complete suits of chain mail here (man-sized and dwarf-sized), 4 swords, and a locked iron chest which holds 205 copper, 286 silver, 81 gold, and 13 platinum pieces. A small niche in the back

wall, with a boulder in front covering it, hides a potion of healing and a scroll with a 6-die fire ball spell on it.

(DM Note: Orc losses cannot be replaced, but after an initial attack by adventurers, the males at location 10. will move four of their number into area 9., arm these orcs with crossbows, and lay an ambush for intruders. If the leader is slain, all surviving orcs from this locale will seek refuge with the tribe at C. (see below), taking everything of value (and even of no value) with them, and B. will thereafter be deserted.)

C. ORC LAIR: Similar to the orcs at area B., these monsters inhabit cave areas 14-16. These orcs, however, do not rely upon a continual watch being kept; instead, they have a series of nearly invisible strings running across the entry passage, about 11' from the entrance. When any of these strings is tripped, a heavy, weighted net suspended from the ceiling will drop upon intruders, and metal pieces tied to it will create an alarm sound. (The trip strings will be spotted only if careful observation is asked for, each observer having a 1 in 6 chance of seeing the devices. The camouflaged net is 10' wide and 18' long, made of thick, tarred ropes, and will entrap the victim for 1-4 rounds. Meanwhile, orcs from area 14. will be there in 1 round . . . .)

13. FORGOTTEN ROOM: Only the two orc leaders (from this area and from B.) know of this place. They secretly meet here on occasion to plan co-operative ventures or discuss tribal problems, for although separate tribes are not exactly friendly, both leaders are aware of the fact that there is strength in numbers. A small table and two chairs are in the middle of the room. There is a wooden chest to one side which holds a bow, a quiver of 20 arrows, 2 swords, and 2 daggers. Two shields are hung on the south wall. There are only odds and ends otherwise, except that in the southeast corner, hidden beneath an old bucket (which is filled with black, stagnant water) are two small pouches, each holding 1 gem of 50 gold piece value, 10 gold pieces, and 20 silver pieces. Nesting under these small pouches are 2 giant centipedes: (AC 9, HD 1/2, hp 2 each, #AT I, D illness, MV (20'), Save NM, ML 7).

14. COMMON CHAMBER: Here there are quartered 9 male orcs with shields and swords (AC 6, HD 1, hp 3 each, #AT 1, D 1-6, MV (40'), Save F 1, ML 8) and 8 females and 3 young who do not fight. The males have d20 silver pieces each, the females d4 copper pieces, the young have nothing. The place is a mess, and there is nothing of value in it. The males will go the entrance if they hear the net falling, arriving in 1 round.

15. COMMON HALL: General meetings are held here, and food is likewise cooked and eaten here. There are 6 males here, 2 with crossbows, (AC 7, HD 1, hp 3 each, #AT 1 or 1/2 for crossbows, Save F I, ML 8) and 4 females (non-combatant), dwelling in the western forepart. Each has treasure on their person equal to 14., above. The males here will also go to the entrance if they hear the noise of the netfalling, arriving in 3 rounds.

16. LEADER'S ROOM: A guard (g.) is always posted just inside the door, and he cannot be surprised. (Orc: AC 5 for chain mail, HD 1 + I, hp 6, #AT I, D 1-6. Save F I, ML 8, carries 2d6 silver and d4 gold pieces.) He immediately shouts an alarm if any intruders attempt to enter. Behind him are stacks of barrels and boxes and sacks – extra supplies for the tribe. (One small wine barrel, 400 coins in weight, contains a good quality wine worth 55 gold pieces.) None of the other items here have value, and the foodstuffs is not up to human standards.

The area to the east houses the leader (AC 2, HD 3, hp 16, #AT I, D 1-6, Save F 3, ML 10). He is a very large orc who wears plate mail and carries a shield. He uses a sword and attacks as a 3 hit die monster. At his belt is a magic hand axe +1 which he will hurl at an opponent, and he can do so and still attack normally in the same round of combat. His belt is made of silver, with a gold buckle (total value 160 gold pieces), and his sword has a 100 gold piece gem set in its pommel\*. In his purse are 8 gold pieces, 17 electrum pieces, and 5 silver pieces. His mate is equal to a male orc in combat (AC 7, HD 1, hp 5, #AT I, D 1-6, Save F 1, ML 10), and she has a bracelet of ivory which is worth 100 gold pieces. The area is well furnished, and a small chest of drawers contains a sack with 50 platinum pieces tied shut with a rope of climbing. There is also a copper bowl, finely wrought and chased with silver, on a small table near the bed. However, it is filled with garbage and very tarnished, so it looks as if it were worth 10 silver pieces, rather than the actual 50 gold pieces, unless it is closely inspected.

(DM Note: Orc losses cannot be replaced. If this tribe is attacked, they will have the males at area 15. watching the entrance, ready for a second try by the adventurers. If the leader is slain, the survivors will seek safety in area B., if possible; otherwise, they will flee the place entirely, carrying their goods away.)

D. GOBLIN LAIR: The natural cave quickly turns into the worked stone tunnels typical of this whole complex. The passageways here are very busy, and for every 10' distance covered by the party there is a 1 in 6 chance that they will encounter a group of goblins (see below). Check each time the party travels 30' (a 3 in 6 chance) until wandering goblins are encountered, then check no further. When an encounter occurs, the entire bunch of goblins will attack and cry out an alarm (Bree-Yark!) at the same time. Wandering goblins are in addition to those found in numbered areas.

Wandering Goblins: 6 males (AC 6, HD I-I, hp 3 each, #AT I, D 1-6, MV (20'), Save NM, ML 7). Each will have d6 silver pieces. (They are patrolling and carrying messages back and forth. The group will also be carrying several bags (d6) of fairly good foodstuffs – not worth much, but quite suitable for human fare.)

17. GUARD CHAMBER: 6 goblin guards with several spears each (AC 6, HD I-I, hp 3 each, #AT 1, D 1-6, Save NM, ML 7) are alertly watching both passages here for intruders of any sort, including hobgoblins from the south. They each have d4 x 10 copper and d4 silver pieces. The chamber has a barrel with 60 spears, a small table, 2 benches and a keg of water.

18. GUARD CHAMBER: This is the same as 17., above, except the goblins watch mainly to the east. If there is a cry of "BREE-YARK" (similar to "Hey Rube!"), 2 of these guards will rush to the secret door, toss a sack with 250 gold pieces in it to the ogre (E., 22., below) and ask him to help them. The ogre will accept the payment and will enter the goblins' lair and move to attack intruders immediately, if possible. The sack of gold coins is hidden in a water barrel in the corner by the secret door.

19. COMMON ROOM: There are 10 males (AC 6, HD I-I, hp 3 each, #AT I, D 1-6, Save NM, ML 7) and 14 females and 6 young (who do not fight) dwelling here. Food is prepared and eaten here, and general meetings are likewise held here. There are heaps of bedding, tables, stools, benches, etc. all around the whole place, making it very cluttered. Each male has d6 silver pieces,

each female has 2d6 copper pieces. If the wandering group of goblins has not been encountered when the adventures enter this area, be certain to have those 6 additional males in this chamber.

20. **CHIEFTAIN'S ROOM:** The goblin leader (AC 4 due to chain mail and shield, HD 3, hp 11, #AT 1, D 2-7 due to Strength and skill, Save F 2, ML 9), 3 guards (AC 6, HD 1 +1, hp 7, #AT 1, D 1-6, Save NM, ML 9 due to presence of chief), and several females are quartered here. The chief has a purse with 18 gold and 2 platinum pieces in it; each of his guards has 8 electrum pieces and d6 silver pieces. There is a silver cup (value 90 gold pieces) under his bed. He and the guards have bows hung on the wall, and if there is time they will take them down and use them. If hard-pressed, 2 of the female goblins can fight as well as males, and will do so (2 female goblins (AC 7, HD 1-1, hp 2 each, #AT 1, D 1-6, MV (20'), Save NM, ML 9 due to the presence of the chief); the other females do not fight.

This place has quite a bit of good furniture in it – all scaled to goblin-size, of course. A low bench near the bed has a secret drawer under the seat, and inside is stored the treasure of the goblins: a tapestry with silver and gold threads which is worth 900 gold pieces. Nearby is a stand with a pewter bowl which holds 273 silver and 321 copper pieces.

21. **STORAGE CHAMBER:** Note that at position g. there are 4 goblin guards on duty (AC 7, HD 1-1, hp 4 each, #AT 1, D 1-6, Save NM, ML 7), armed with ready crossbows and swords. Many bales, boxes, crates, barrels, and sacks are stacked and heaped in the large chamber. They contain cloth, food, beer, and wine – all of no special worth. The hard-working but not-too-bright goblins continually bring supplies of stolen and looted goods to this place. They do not realize that their large cousins, the hobgoblins at area F., below, use a secret door known only to them to steal the best of the foodstuffs and drink. If the adventurers stay in this chamber for more than 1 turn, a party of 4 hobgoblins will come through the secret door:

**4 Hobgoblins:** (AC 6, HD 1 + 1, hp 6 each, #AT 1, D 1-8, MV (30'), Save F 1, ML 9.) Each carries d4 gold pieces.

(DM Note: Goblin losses cannot be replaced. If they are being soundly defeated by intruders, the goblins will attempt to hide or flee east. Those who do so will go from area 17. to area 23., inform the hobgoblins, and join forces with them, so adjust encounters appropriately.)

- E. **OGRE CAVE:** Persons entering this place will notice a strong, sour odor and then notice what appears to be a huge bear sprawled asleep in the southwestern part of the cave. This is nothing more than the skin of a huge bear which the ogre killed and uses as a bed, making it more comfortable by heaping leaves underneath. The ogre sits in the eastern portion of his lair, and noise will certainly bring him ready to do battle. This huge Ogre has AC 4 due to his thick hide and another thick bear-skin he wears for protection. Because of his high strength, he hits opponents for 3-12 (1d10+2) points of damage (AC 4, HD 4 + 1, hp 25, D 3-12, MV (30'), Save F 4, ML 10). The ogre has grown wealthy by serving as a mercenary – generally on the side of the goblins (and their occasional allies, the hobgoblins), although he has been bought off by the orcs and gnolls from time to time. He will rush to aid the goblins when they toss him the sack of coins (see 18., above). If anyone offers him a greater fee – one which he can actually see and feel – it is 90% likely that he will simply take it (and the goblins' money too!), and return to his lair.

22. The ogre sits here on top of a great leather bag. In this bag are seven large sacks which contain:

#1: 287 silver pieces; #2: a hard cheese; #3: 182 copper pieces and 91 electrum pieces; #4: 289 gold pieces; #5: a keg of brandy (value 80 gold pieces); #6: 303 copper pieces; #7: 241 gold pieces (actually lead coins with a wash of gold, so value of each is only 1 copper!).

If intruders offer him a bribe of 20 or more gold piece value, the ogre will be 90% likely to allow them to leave unmolested, but if he catches them again, he will attempt to kill them, whatever the offers. Hidden under a heap of old bones in the southern portion of his cave are 6 magic arrows +1, a **potion of invisibility**, and a magic scroll with 2 cleric spells – **cure light wounds**, **hold person**.

- F. **HOBGOBLIN LAIR:** Seldom are these fierce creatures troubled by marauders, for the entrance to their lair is guarded by a stout, barred door at the back of the entry cave. Skulls are lined along the walls, and several are affixed to the oaken door to highlight a warning written in common runes: "Come in – we'd like to have you for dinner!" (Which **could** be misinterpreted as a cordial invitation to dine.) Careful inspection of the barred door has a 1 in 6 chance per person examining it of detecting a secret mechanism which allows a person outside to slide the bar back so the portal can be entered. If it is forced open, it will require three 1s (on a d6) to indicate the bar has been broken, and the noise will alert area 26. If a **knock** spell is used to open the door, the noise of the falling bar will be heard, but guards will not have time to react, so the intruders will have two rounds of time before the guards will come.

23. **COMMON ROOM:** This place quarters 5 males (AC 6, HD 1 + 1, hp 5 each, #AT 1, D 1-8, MV (30'), Save F 1, ML 8) with d4 x 10 silver pieces each; 8 females (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F 1, ML 7) with 2d6 silver pieces each, and 3 young which do not fight and have no treasure. There are heaps of cloth and skins for beds, some odds and ends of furniture, and a small barrel of beer, buckets, etc. in the place, all worthless. The males are watching the east door which communicates with the goblin lair (D., above) and are battle-ready.

24. **TORTURE CHAMBER/PLAYROOM/FOOD STORAGE:** There are 2 very large, ugly hobgoblins here. Each is equal to a 2 + 1 hit dice monster, one having 10 hit points, the other 8 hit points, and both wear chain mail (AC 5). One also has a whip, as well as a sword, so that he can strike at opponents up to 15' distant, and if a hit is scored, the whip will jerk the victim off his or her feet and stun (paralyze) him or her for 1-2 melee rounds. However, once closely engaged, the hobgoblin cannot make use of his whip, so he will cast it aside. Each of these monsters has a purse with d6 each copper, silver, and electrum pieces. The larger also has a silver armband worth 135 gold pieces. They guard 6 prisoners who are chained to the walls. There are two chairs, a small table, a central fire pit, and various implements of torture in the chamber. The keys to the prisoners' chains are hanging on the wall in the southwest corner. The prisoners are:

#1: A plump, half-dead merchant, scheduled to be eaten tonight in a special banquet. If he is rescued and returned to the KEEP, the Guild will pay a 100 gold piece reward, grant the rescuers honorary Guild status, and exempt them for one year from any fees, dues, taxes, and the like which the Guild would normally collect.

- #2: An orc (AC 7, HD 1, hp 4, ML 8) who will fight goblins and hobgoblins gladly, if handed a weapon (of course, he will seek to escape from the adventurers at first chance, taking whatever he can with him, and informing his fellows at B. (above), of what happened).
- #3: A man-at-arms (AC 9 due to no armor, F 1, hp 5, ML 7) who formerly served as a guard for the merchant. He will take service with rescuers for 1 year if an offer is made, for room and board only, if given armor and weapons.
- #4: A normal female, the merchant's wife, in fact, who is also slated for the big feast. She will personally reward her rescuers by giving them a dagger +1 she has in her room back at the KEEP.
- #5: A crazy gnoll (AC 9 due to no armor, HD 2, hp 9, #AT 1, D 1-6, Save F 2, ML 8) who will snatch up a weapon and attack his rescuers if he is freed. (He will cause only 1-6 points of damage due to his weakened condition.)
- #6: Another man-at-arms as #3, above, who will behave the same way his companion will.
25. **COMMON CHAMBER:** This large place is used for meals, meetings, and general revels of the hobgoblin tribe. There are many tables and benches set out now, as the place is being readied for the coming feast. 4 males (AC 6, HD 1 + 1, hp 5 each, #AT 1, D 1-8, MV (30'), Save F 1, ML 8), 5 females (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F 1, ML 7), and 9 young (who will not fight) are working here. Males have d4 gold pieces each, females 2d6 silver pieces. The head table has a set of pewter dishes on it, and their value is 25 g.p. for the set.
26. **GUARD ROOM:** 6 hobgoblins (AC 7 when using crossbows or 6, HD 1+1, hp 6 each, #AT 1 or 1/2 for crossbows, D 1-6, Save F 1, ML 8), 3 with crossbows which they'll fire once before dropping and taking their maces for close combat. Each carries d4 each gold, silver, and copper pieces. If they hear the door being battered, or the bar falling, all but one will immediately rush to the entry, while the other will alert area 27., and then join his fellows. It takes two rounds for them to reach the entry, and the sixth will join the other guards on round four.
27. **ARMORY:** 3 hobgoblin guards (AC 5 due to chain mail, HD1+1, hp6 each, #AT 1, D1-8, Save F1, ML 8) are on duty here at all times. If warning comes, two will move to the door to wait in ambush, and the other will pass through the secret entrance (to area 31.) to alert the chief. Each guard has 2d4 each of silver and electrum pieces. In the chamber are the following:
- 1 suit of man-sized plate mail
  - 1 suit of dwarf-sized plate mail
  - 3 suits of man-sized chain mail
  - 2 suits of elf-sized chain mail
  - 7 suits of man-sized leather armor
  - 11 shields
  - 6 daggers
  - 1 battle axe
  - 4 maces
  - 3 swords
  - 2 bows (short)
  - 1 longbow
  - 13 crossbows
  - 11 score\* arrows (14 arrows have silver heads)
  - 9 score' bolts
  - 51 spears
  - 19 pole arms
  - 42 helmets of various sizes
- Armor-type items are standing or hung from racks. Weapons are in chests or on pegs or in racks.
28. **STOREROOM:** Goods stolen from the stupid goblins are kept here until needed above. There will be a single guard (AC 6, HD 1 +1, hp 5, #AT 1, D 1-8, Save F 1, ML 8) on duty here at all times. He has 2d8 electrum pieces. (If the looting party does not encounter adventurers in area 21.. they will also be here: 4 hobgoblins (AC 6, HD 1 + 1, hp 6 each, #AT 1, D 1-8, Save F 1, ML 8). Each of the four carries d4 gold pieces.
29. **GUARD ROOM:** 2 hobgoblin guards with crossbows and swords stand here. (AC 7, HD 1+1, hp 5 each, #AT 1 or 1/2 for crossbows, D 1-6, Save F 1, ML 8.) With them are 2 females who will fight (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F 1, ML 7). Males have 2d6 each silver and copper pieces, females have no treasure. There are two cots, a bench, a stool, and a large box (filled with soiled clothing) in the room. If attackers are seen, one female will alert area 30., the other area 31.; then both will fight.
30. **HOBGOBLIN CHIEF'S QUARTERS:** This great, ugly creature (AC 2 due to his plate mail and shield, HD 5, hp 22, #AT 1, D 3-10 due to Strength and skill, MV (30'), Save F 5, ML 10) has 5 platinum and 31 gold pieces in his purse. He wears a silver and gem studded belt (value 600 gold pieces). With him are 4 large female hobgoblins, each equal to a male (AC 6, HD 1 + 1, hp 6 each, #AT 1, D 1-8, Save F 1, ML 10 due to the chief), and each has 2d6 gold pieces. The room is crowded with furniture and junk – all of no real worth, except that there is a false bottom in a huge iron box filled with mangy animal skins. The secret portion of the iron box holds 25 platinum, 200 gold, 115 electrum, and 400 silver pieces plus a 100 gold piece gem and a potion of poison. Amidst a heap of kindling wood near the fireplace (southeast corner) there is concealed a wand of paralyzation, but it has only 7 charges left in it.
31. **GUARD ROOM:** 4 hobgoblins (AC 5 due to chain mail, HD 1 +1, hp 5 each, #AT 1, D 1-8, Save F 1, ML 8), each with 2d6 electrum, silver, and copper pieces. They are alert for danger, and when notified, they will pass the word to areas 29., 30., and/or 27., as required. The room is rather bare, having only 2 pallets, a stool, and a large water barrel.
- (DM Note: As usual, hobgoblin losses cannot be replaced during the course of normal play, which is a period of only several days or weeks of action. The hobgoblins are fairly smart, well-organized, and alert. If their chief is killed, they will typically seek to escape alive, unless their opponents are obviously weak and inferior. Survivors will reinforce the goblins at D., above, unless their attackers are very dangerous and the hobgoblins can see that the whole Caves' area is in trouble. . .)
- G. **SHUNNED CAVERN:** Even the normal inhabitants of this area, including the ogre, stay away from here, for the creatures who dwell herein are exceptionally dangerous. Any creature foolish enough to venture out at night becomes fair game. A horrible stench is noticed as soon as creatures enter the cavern area.
32. **EMPTY GALLERY:** The odor of these places is awful. Bones and rotting corpses are spread here and there amidst a litter of dead leaves and old branches. If a careful search is made, adventurers will find a coin every round: 1-2 = 1 copper piece, 3-4 = 1 silver piece, 5-6 = 1 electrum piece. The sound of such searching might bring visitors! Roll on the table below for an encounter:

- 1- Owl bear from 34., below
- 2 - 2-12 giant rats (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3 plus disease, MV (40), Save F 1, ML 8)
- 3 - Gray ooze from 33., below
- 4-6 - Nothing is attracted to the noise
33. **SHALLOW POOL:** This portion of the cavern is very wet, and all of the walls and the floor have a sheen from the dampness. There is a large pool of shallow water (as shown), and a few white, blind fish are swimming therein. There is a jewel-encrusted goblet worth 1,300 gold pieces in the water. There are 3 gray ooze monsters in this place (only 2 if 1 has already been encountered in a 32. area). Each causes 1-8 hit points of damage on the first round, unless attacking from above, because half of their damage will be taken up in destroying the foot and leg protection of the victim. Thereafter, attacks cause 2-16 points of damage, as do attacks from above. (AC 8, HD 3\*, hp 15 each, #AT I, D 1-8 first round, then 2-16 destroys armor, MV (3') Save F 2, ML 12.) The pair always in the place are the one at the south edge of the pool and the one on the ceiling in the southwestern portion of the area. There is only a 1 in 20 chance of noticing either unless a pole device is used to prod the area before the pool or unless two or more torches are held aloft so as to fully light the ceiling area. The third gray ooze will be on the ceiling to the left of the entrance, if present.
34. **OWL BEAR'S DEN:** The owl bear (AC 5, HD 5, hp 30, #AT 3, D 1-811-8, MV (40') Save F 3, ML 9) sleeps in the most southerly part of its den, digesting a meal of gnoll it just caught at dawn. If aroused, the beast will roar and rush out, striking with its two great paws and toothy beak for 1-8 points of damage per hit, with three such attacks per round, i.e. a claw, another clawing attack, and then a snap of its beak. It has no treasure, but amidst the many sticks and bones it sleeps on is a bone tube (1 in 6 chance of noticing it for each person searching the heap, with a check for each once per round) with a protection from undead scroll within it.
- H. **BUGBEAR LAIR:** The group of bugbears is not numerous, but what it lacks in numbers, it makes up for in strength and cunning. There are signs beside the entrance cave in kobold, orcish, goblin, etc. Each says: "Safety, security and repose for all humanoids who enter - WELCOME! (Come in and report to the first guard on the left for a hot meal and bed assignment.)"
35. **GUARD ROOM:** 3 bugbears (AC 5, HD 3 + 1, hp 11 each, #AT I, D 2-8, MV (30'). Save F 3, ML 9) with 2d10 gold pieces each. These creatures lounge on stools near a smoking brazier which has skewers of meat toasting over the coals. Each will ignore his great mace when intruders enter, reaching instead for the food. Though they do not speak common, they will grab and eat a chunk, then offer the skewers to the adventurers - and suddenly use them as swords to strike first blow (at +2 bonus to hit due to surprise!) unless the victims are very alert. There are two cots in the place and a large gong. If the battle goes badly, one will smite the gong to warn the others in the complex.
36. **CHIEFTAIN'S ROOM:** This tough old bugbear is equal to an ogre (AC 5, HD 4+1, hp 18, #AT I, D 3-12 (d10+2), Save F 4, ML 9). He has a pouch with a key, 29 platinum pieces, and 3 50 g.p. gems in it. With him is a female bugbear equal to the male (AC 5, HD 3 + 1, hp 12, #AT I, D 2-8, Save F 3, ML 9). She has gold earrings worth 100 g.p. The furnishings of the room are battered and crude, but several pieces of silk are mixed up with the bedding, in all 6 may be found; the party will be able to sell them for 20 g.p. each. There is a gray chest stuck up on a ledge near the ceiling which will only be spotted if the room is carefully searched. It contains 1,462 silver pieces, a 30 pound statue of alabaster and ivory (worth 200 gold pieces), and 2 potions of healing (which will break if the chest is roughly handled). It will take three or four strong characters to bring this down safely. There is a **hand axe +1** on the wall, and if the chieftain has the chance, he will take it down and hurl it first, then close for full melee. He knows of the secret door - it is his escape route in desperate situations.
37. **SPOILS ROOM:** The heavy door is locked, and the key is in the pouch of the chieftain (36., above). Inside are a **shield + 1**, being used as a tray to hold a heap of dried herbs (catnip, something these particular bugbears relish), various boxes and crates of high quality dried or salted foodstuffs, leather hides in a stack, 3 barrels of ale, a tun of wine, and a small keg of oil (20 flask capacity). (If all but the shield and oil are sold at the KEEP, the value will be 400 gold pieces.) Breaking the lock or smashing the door will bring the guards from 35. and the chieftain and his mate from 36..
38. **COMMON ROOM:** 3 males (AC 5, HD 3 + 1, hp 12 each, #AT I, D 2-8, MV (30'), Save F 3, ML 9) with 2d6 each of gold and silver pieces, 7 females (AC 6, HD 2, hp 8 each, #AT I, D 1-8, Save F 2, ML 8), and 3 young bugbears (AC 7, HD 1, hp 3 each, #AT 1, D 1-4, Save F 1, ML 7) live here. There are piles of bedding and old garments here and there. Blackened by soot, there is a silver urn worth 175 g.p. near the fireplace, but only close examination will reveal its true value.
39. **GUARD ROOM:** Watching here are 2 males (AC 5, HD 3 + 1, hp 10 each, #AT 1, D 2-8, Save F 3, ML 9) with 2d8 gold pieces each, and 3 females (AC 6, HD 2, hp 7 each, #AT 1, D 1-8, Save F 2, ML 8) each with d10 gold pieces. Each has a spear in addition to normal weapons, so that they can hurl this missile and then close to fight hand-to-hand. These bugbears tend to the slaves as well as help to guard the entrance to their lair. There are bedrolls, a bench, a long table, a water pail, and sacks of meal scattered here and there in the chamber. Keys to the doors to 40. and 41. are on the wall opposite the stairs. Both corridors to the slave pens have meal sacks and small boxes and barrels of provisions and watered wine along their length.
40. **SLAVE PEN:** The iron door is secured by a bar, chain, and heavy padlock. Inside is a litter of straw, a bucket, and the following slaves: 3 kobolds (AC 9, HD 1/2, hp 2 each, MV (40'), Save NM, ML 6), 1 goblin (AC 9, HD 1-1, hp 3 each, MV (20'), Save NM, ML 7), 4 orcs (AC 9, HD 1, hp 5 each, MV (40'), Save F 1, ML 8), and 2 humans (AC 9, F 1, hp 4 each, MV (40'), ML 7) - optionally add 1 dwarf (AC 9, D 2, hp 12, MV (40'), ML 8) and 2 elves (AC 9, E 1, hp 7 each, MV (40'), ML 8) in place of 2 of the kobolds and 1 of the orcs. They are chained to the wall with a common chain and a heavy padlock. All will fight against the bugbears if given weapons. (Treat as AC 9 unless protection is provided.) The humans will serve as those noted in F., 24., above. The dwarf and elves, if used by the DM, may agree to help the adventurers as long as they stay in the Caves' area continuously and fight. The other creatures will desert at first opportunity.
41. **SLAVE PEN:** Another barred, chained, and padlocked iron door keeps safe the following slaves: 3 hobgoblins (AC 8, HD 1+1, hp 6 each, MV (30'), Save F 1, ML 8), 2 gnolls (AC 8, HD 2 + 1, hp 9 each, MV (30'), Save F 2, ML 8), 1 (rebel) bugbear (AC 7, HD 3 + 1, hp 14, MV (30'), Save F 3, ML 9) and 1 huge human - a seeming wild-man, with mighty muscles, shaggy hair and beard, and staring eyes. He is a **Hero** (a 4th level fighter). His 18

Strength and + 1 for his level give him a total of +4 "to hit" bonus and + 3 to damage (AC 9 due to no armor, F 4, hp 24, #AT 1, D 4-9, ML 10). (He is prone to fits of berserk fury due to his enslavement, and if armed and in combat it is 50% likely per round that he will strike a friend instead of a foe in his lust to slay!) If freed, these slaves will attempt to flee, although they will attack bugbears who are in the way of their escape. There are two exceptions: the big bugbear hates his fellows, and will take arms and fight against them or any of the other inhabitants of the whole area; he will continue to do so for as long as the party stays there. The hero is an evil person; once he is armed, and after battle madness leaves him, he will either kill the adventurers who freed him, so as to have all their treasure for himself, or else he will steal whatever is most valuable and then sneak off – but only if he knows the party is too strong for him.

(DM Note: There are 2 bugbears out hunting, and they will return with a human corpse and 83 gold pieces the day after adventurers first enter the bugbear lair. They will be placed on guard duty at 35., if appropriate, and their statistics are the same as the guards there. Bugbears will stay in the place until all are dead, save the chieftain, who will seek help from the minotaur at I., 45.)

I. **CAVES OF THE MINOTAUR:** This labyrinth\* houses a number of nasty things, but the worst is a fiendishly clever minotaur who abides herein. Immediately upon entering the place, adventurers will feel slightly dizzy – the effects of a powerful spell which will cause them to lose all sense of direction.

The minotaur will agree to help the bugbears against invaders at the cost of one human slave every three days of service – of course, the slave is eaten in that period. The minotaur keeps only the choicest of treasures, tossing unwanted loot to whomever happens to find it at the mouth of the labyrinth.

(DM Notes: You may allow players to find a few low-value coins, normal equipment, weapons, or armor at the entrance. After 30' past the cave mouth, a spell of **direction confusion** (a special spell) will begin to function, so start to misdirect them by naming incorrect directions, i.e. **south-east** instead of northeast, east instead of west, etc. Don't worry about calling the same passage as a different direction should they travel over the same route twice – that's the effect of the magic on **them**. You may wish to allow the mapping character a secret saving throw every couple of turns, a 19 or 20 indicating that the effect has been thrown off.)

42. **STIRGE CAVE:** There are 13 of these flying monsters here: (AC 7, HD 1, hp 3 each, #AT 1 at +2 to hit, D 1-3 first round plus 1-4 per additional round, MV (60') Save F I, ML 9). If opponent is hit, stirge will automatically suck blood each round thereafter, doing 1-4 hit points of damage due to blood drain until victim is dead or stirge is killed. The minotaur loves to catch and eat these creatures, so they avoid him, and they are quite hungry. In fact, this hunger makes it 90% likely that they will be squeaking and hooting to one another, so the party won't be surprised. They have no treasure.

43. **FIRE BEETLES:** Three dwell in this area: (AC 4, HD 1 + 2, hp 7 each, #AT 1, D 2-8 (2d4), MV (40'), Save F I, ML 7). They too are hungry and will hasten to attack any persons entering their area. They have no treasure, but 2 glands above their eyes and one in their abdomen will glow with a red light, 10' radius, for 1-6 days after the beetle is killed.

44. **FIRE BEETLES:** There are 2 of these creatures here, in all respects like those in 43., above.

45. **THE MINOTAUR:** This huge monster has AC 4 due to a great chain mail coat he wears, and carries a **spear +1**. When he first attacks, the minotaur (AC 4, HD 6, hp 35, #AT 1 or 2, D 4-9 or 1-6/11-6, MV (40'), Save F 6, ML 12) will rush forward and stab with his spear for 4-9 (d6+ 3) points of damage, due to his strength. The next round he will gore and bite doing 1-6 points of damage with each successful attack. The minotaur may only use his spear or his horns and bite.

When intruders enter the area, the minotaur immediately moves to attack. He knows this area so well that the only way for victims to escape is to go through the secret door into area 36., or else to run out of the place and climb a large tree.

The cave the minotaur dwells in has skulls and bones arrayed in decorative patterns. The secret door is actually a slab of stone which takes not less than 3 humans to move. (It will be noticed by careful checking of the walls, but how it is moved requires a roll of a 1 on a six-sided die to indicate the searcher has found where it can be grasped. All of the minotaur's treasure is behind this slab of rock. It hides:

1 locked chest (with poison needle in lock) – contents 930 gold and 310 electrum pieces

1 **staff of healing**

1 suit of man-sized (optionally elf-sized) **plate mail +1**

1 locked coffer – contents 3 potion bottles (**gaseous form, healing, growth**)

1 locked chest – contents 3 pieces of jewelry worth 1600, 900, and 600 g.p. respectively





- J. **GNOLL LAIR:** The entry into this place is a small cave, and only at the end will worked stone be visible. If the adventurers have a light or make much noise, the guards (46.) will certainly be alerted and ready.
46. **GUARD ROOM:** There are always 4 gnolls (AC 5, HD 2, hp 9 each, #AT 1, D 2-8, MV (30'), Save F 2, ML 8) on duty here. Two have bows, and will shoot at intruders until melee takes place; they will then run for help while the other two fight. Each gnoll has d8 each of electrum, silver, and copper pieces.
47. **GUARD ROOM:** 3 males (AC 5, HD 2, hp 8 each, #AT I, D 2-8, Save F 2, ML 8) and 5 females (AC 6, HD 1 + 1, hp 5 each, #AT I, D 1-8, Save F I, ML 8) are quartered here. They will be ready to fight immediately. The males have d6 gold pieces each, the females have d4. There is a scattering of rude furniture in the place, heaps of bedding on the floor, several hides and pelts on the walls (one is a valuable sable cloak worth 450 g.p.), and a barrel of water in the southwest corner of the room.
48. **LOCKED ROOM:** This chamber is a store room and armory. Besides the usual provisions, there are 7 shields, a suit of dwarf-sized chain mail, 12 hand axes, 3 longbows, 5 quivers of arrows (20 in each), and a **sword -1, cursed**. One barrel of exceptionally fine ale is leaking, and the odor will tempt adventurers to taste it. It is so good, in fact, that there is a 5 in 6 chance per taste that he or she will draw a healthy draught and then spend the next 1-4 turns drinking. (If this occurs, be sure that you have the appropriate characters sing, make noise, and act foolishly. Any of their attacks will be at -2 to hit; this will continue for as many turns as they spent drinking, i.e. 1-4).
49. **COMMON ROOM:** This place quarters the gnoll tribe – 6 males (AC 5, HD 2, hp 8 each, #AT I, D 2-8, Save F 2, ML 8) II females (AC 6, HD 1 +1, hp 5 each, #AT I, D 1-8, Save F I, ML 8), and 18 young who do not fight. Males have d6 each of electrum and silver pieces, females d10 silver pieces each. There is the usual clutter of worthless furniture in the room.
50. **GNOLL CHIEFTAIN'S QUARTERS:** The gnoll leader (AC 3 due to pieces of plate mail worn, HD 3, hp 17, #AT I, D 4-10 (2d4+2) due to his strength, Save F 3, ML IO), his two sons (AC 4, HD 2+1, hp IO each, #AT I, D 3-9 (2d4+1), Save F 2, ML IO) and four female gnolls (AC 6, HD 1 + 1, hp 5 each, #AT 1,D 1-8, Save F 1, ML 9) are waiting in this room. The chieftain has a pair of silver armbands worth 50 gold pieces each, and there are 39 gold pieces in his belt pouch. His sons have d10 each of gold, electrum and silver pieces, Each female wears a silver neck chain worth 30 gold pieces and has 2d6 electrum pieces in addition. The furnishings of the place are crude and battered. A large metal pot beneath a flagstone in the fireplace alcove hides 200 copper, 157 silver, 76 electrum, and 139 gold pieces.
- The secret door and passage to area K, 63., is unknown to all. Just inside the entrance is the skeleton of a human thief, his leg is broken and he must have died here trying to escape through the secret door. The rotten leather armor and corroded weapons are valueless, but the purse at his belt holds 12 gems of 50 g.p. base value each, and the **elven boots** upon his bony feet are still in usable shape.
- K. **SHRINE OF EVIL CHAOS:** A faint, foul draft issues from the 20' wide cave mouth which is the entrance to this place. The worn path through the copse of obscenely twisted and oddly bloated trees gives those approaching along its length an eerie sense of unease, and as soon as they enter the cave mouth a dim awareness of lurking evil will pervade their senses. Red strata intertwines with bulging black veins running through the hewn rock walls beyond the entrance. The wide corridors and chambers are deathly still. A faint groaning sound, and a shrill piping may be occasionally heard, barely perceptible even if the party is absolutely silent and listening.
- The floors are smooth and worn by the tread of countless feet of the worshipers at this grim place. The footsteps of intruders will echo alarmingly in these vaulted halls (+ 2 chance of being surprised), and extreme care must be taken to muffle such sounds if the party has any hopes of remaining undetected until the moment of their choosing. Continual noise will bring a group of zombie guards to investigate:
- 8 zombies: (AC 8, HD 2, hp 8 each, #AT 1, D 1-8, MV (40'), Save F 1, ML 12). These ghastly monsters are clad in filthy red and black striped uniforms. Each carries a cleaver-like battle axe. (Each wears an **amulet of protection from turning**, so attempts by a cleric to turn them are made as if they were **ghouls** rather than zombies.)
51. **BOULDER FILLED PASSAGE:** Large rocks and boulders have been placed here in order to seal off this tunnel. It will take 100 man-turns to open a way large enough for a human to pass through into the area beyond. (You have the option of allowing this passage to lead to the outside somewhere to the southwest of the **Caves of Chaos**, or you may choose to have it go all the way to the **Cave of the Unknown**. If you opt for the latter case, you must, of course, prepare an appropriate underground area map and stock it with monsters and treasures.)
52. **HALL OF SKELETONS:** This unusual audience chamber has a dais and throne-like chair set with 4 large red gems (500 g.p. each) at the south end. It is otherwise empty except for a dozen skeletons, clad in rags of chain mail and bearing battered shields and rusty scimitars (swords), propped against the walls. These bony guards do not move, and any attempt to turn them immediately upon entering the chamber will have no effect, as they are obviously not animated. However, as soon as intruders touch the dais or throne chair, these monsters will spring to life from their positions on either wall of the chamber. Each has an **amulet of protection from turning** upon it, so they are turned by a cleric as if they were **zombies** (AC 7, HD 1, hp 3 each, #AT 1, D 1-6, Save F 1, ML 12). They have no treasure.
- Once the skeletons are disposed of, it is an easy matter to pry the 4 garnets (gems) from the back of the chair.
53. **GUARD ROOM:** There will always be 8 zombies (AC 8, HD 2, hp 8 each, #AT I, D 1-8, Save F I, ML 12), turned as if they were ghouls due to a **amulet of protection from turning** hulking silently here, 4 at either end of the hall. Anyone entering will be attacked unless they are robed in temple garb (see area 54.. below) and have an amulet identical to the ones which the undead guard groups or priests wear. There is no treasure here.
54. **ACOLYTES' CHAMBER:** There are 4 acolytes (1st level clerics) here (AC 5, C 1, hp 4 each, #AT 1, D 1-6, ML 8), all

(DM Note: Losses by the gnolls cannot be replaced. They are in a loose alliance with the orcs, so if there are surviving gnolls, they will move to the orc areas and vice versa. If you wish, allow the chieftain to be able to escape enemies by climbing up the chimney of the fireplace in his area.)

dressed in rusty-red robes, with black cowls\*. Under these robes each wears chain mail and a mace at his belt. Each carries 10 gold pieces in his purse, and the leader wears an amulet of **protection from good**. This amulet circles the wearer with a magic barrier. The amulet serves as some protection from good attacks (attacks by monsters of some alignment other than the wearer's alignment) by adding 1 to the wearer's saving throws, and subtracting 1 from the "to hit" die roll of these opponents. The spell will also keep out attacks from enchanted (magical) monsters (such as gargoyles), but not missile fire attacks from these creatures. Their room contains four hard pallets\*, a brazier\*, a table, four stools, a cabinet for clothing, a water pail, a waste bucket, and a flagon\* of wine and four cups. There is nothing of value amongst these items.

55. **CHAPEL OF EVIL CHAOS:** This place is of red stone, the floor being a mosaic checkerboard of black and red. The south wall is covered by a huge tapestry which depicts a black landscape, barren trees, and unidentifiable but horrible black shapes in silhouette – possibly demons of some sort – holding aloft a struggling human. A gray sky is torn by wisps of purple clouds, and a bloody moon with a skull-like face on it leers down upon the scene. Four black pillars support the domed ceiling some 25' overhead. Between these columns, just in front of the tapestry, is a stone altar of red veined black rock, rough-hewn and stained brown with dried blood. Upon it are 4 ancient bronze vessels – a shallow bowl, a pair of goblets, and a ewer, a vase-shaped pitcher. They are also bloodstained but obviously worth a great deal of money. (The value is 1,000 g.p. for each cup, and 2,000 g.p. for each of the other items, but these are relics of evil, and any character possessing them will **not** part with them or sell them nor allow others to handle them.) For each character who picks up one of these objects, the DM should have the character roll a saving throw vs. Magic at -2. Any who save successfully will get a "feeling of great evil" about the object, and he or she may voluntarily put it down. If the save fails, the character will rapidly fall under the influence of a demonic spell and within 6 days become a servant of chaos and evil, returning to this chapel to replace the relics, and then staying as a guard forever after. If someone attempts to destroy these relics the great bell (see 58., below) will sound and the Shrine's residents will come running in 3 rounds. If a **detect evil** spell is cast upon these items, they will glow an ugly purple, and all good characters will feel instant loathing for them. If the character who has taken them has a **dispel magic** and then a **bless** spell cast upon him or her, there is a 60% chance of removing the evil on the first day, 50% on the 2nd, 40% on the 3rd, 30% on the 4th, 20% on the 5th, and 10% on the 6th. Otherwise, **nothing** will be able to save the character!

56. **ADEPTS' CHAMBER:** There are 4 adepts (2nd level clerics) here, each clad in a black robe with a maroon colored cowl\* (AC 3, C 2, hp 8 each, #AT 1, D 1-6, ML 8). They have plate mail beneath their garments, and each bears a mace. Their waists are circled with copper chains (worth 40 g.p. each) with skull-shaped clasps fashioned of bone. Each carries a purse with 20 gold and 5 platinum pieces, and each wears an amulet of **protection from good** (#54.), which makes their effective armor class 2 vs. good creatures. The first and second have **cause light wounds** (does 2-7 points of damage to creature touched; normal "to hit" roll must be made to touch victim) spells, the third a **light** spell, the fourth a **cause fear** (those who fail to save vs. Spells must flee in terror for 1 turn. A normal "to hit" roll must be made to affect creature) spell. They will use their

spells first, if possible, before engaging in combat with weapons. In the room are four beds, four small stands, a table, four chairs, four chests for clothing, and various books and scrolls of evil nature – nothing of value. However, on the table are copper dishes and vessels (total weight 300 coins) of exceptional craftsmanship which are worth 175 gold pieces. (If the party opts to destroy the evil writings, they should receive an additional 600 experience points for the act, unless they are themselves evil, in which case they should receive points for keeping and reading these works.) If hard pressed, these evil clerics will attempt to flee and warn their master by striking the great bell (58.).

57. **HALL OF UNDEAD WARRIORS:** There are four files of the undead here, two of 10 skeletons each, two of 10 zombies each. The former face south, the latter north.

20 skeletons: AC 6 (due to chain mail rags and shields), HD 1, hp 3 each, #AT 1, D 1-6, Save F 1, ML 12, turned as if they were zombies.

20 zombies: AC 5 (due to chain mail), HD 2, hp 8 each, #AT 1, D 1-8, Save F 1, ML 12, turned as ghouls.

Upon striking of the great iron bell at 58., below, the skeletons will issue forth from the south door of the place and march into the temple (58.) to line the south wall, while the zombies plod out the north exit to line the north wall of the temple. If intruders enter room 57., are in the passage to the temple, or are within the temple itself, these undead warriors will attack. Proper garments and amulets will prevent attack unless the head cleric commands the undead to do so. They have no treasure.

58. **TEMPLE OF EVIL CHAOS:** This huge area has an arched ceiling some 30' or more in height. The floor is of polished black stone which has swirling patterns of red veins through it. The walls behind the draperies, and the ceiling as well, are of dull black rock, while the west wall is of translucent red stone which is seemingly one piece, polished to mirror-like smoothness. A great bell of black iron stands near the entrance point, with a pair of mallets beside its supports. To the south are several long benches or pews. There are three stone altars to the west, the northernmost of pure black, the middle one of streaked red and black, the last of red with black flecks. At the western end of the temple area is a dais of black stone, with four lesser chairs on its lower tier and a great throne above. The chairs are of bone; the ivory throne is set with gold and adorned with gems of red and black (10 black stones each worth 100 gold pieces, 10 red stones each worth 500 gold pieces, and one large red stone worth 1,000 g.p.). The signs and sigils\* upon these seats are of pure chaos and evil. The other walls are covered by draperies of deep purple with embroidered symbols and evil sayings, done in scarlet and gold and black thread. As soon as the party enters the place, black candles in eight great candelabras on either side of the place will come alight magically, shooting forth a disgusting red radiance. Shapeless forms of purple, yellow and green will dance and sway on the western wall, and if anyone looks at them for more than a moment, they must save versus Spells or be mesmerized into chanting a hymn to chaotic evil. Should three or more voices be so raised, the iron bell will sound automatically by magic, but even one such chant will alert the guards of the head cleric (see below). Zombie guards will enter here in 3 rounds after entry, even if the party is quiet.
59. **THE CHAMBERS OF THE EVIL PRIEST:** Location 59.g is the anteroom where special visitors are entertained by the chief cleric. There are lavish furnishings here, although

none are of particular value except for a golden flagon and cups (flagon worth 500 g.p., each of the nine cups has 100 g.p. value). Three zombies are on guard here. (AC 2 due to plate mail and shield, HD 2, hp 13 each, #AT 1, D 1-8, Save F 1, ML 12.) They stand unmoving unless they are summoned by a chant from the temple area, someone enters their area, or they are commanded by the evil priest.

Location 59. is the private chamber of the evil priest. He is 3rd level, wears **plate mail + 1**, has a **shield + 1**, and wears an **amulet of protection from good**, which adds +1 to his armor class when attacked by "good" creatures. (AC 0 or -1 due to magic armor and amulet, C 3, hp 14, #AT I, D 2-7 (staff) or 1-6 (mace), ML 10). He attacks with a **snake staff**, which is + 1 to hit. On command the staff will turn into a snake and coil around the person hit. The person is held helpless for 1d4 turns, or until the cleric recalls the staff. The staff then crawls back to the cleric on command. He also has a normal mace hanging from his belt. He has a gold ring with a black gem (value 1,400 gold pieces) and a purse with 51 platinum pieces in it. He wears a black cape and cowl, with red robes beneath. His spells are: **cause light wounds** (inflicts 2-7 points of damage) and **cause fear**. The priest must touch someone, strike to hit, for the spells to take affect. He also has a scroll with three cleric spells on it: **detect magic**, **hold person**, **silence**, **15' radius**. He has a **potion-of gaseous form** which he will use to escape through the boulder-filled corridor, 51., when all else fails.

His room is furnished lavishly, with a red carpet, furniture of black wood with velvet upholstery of scarlet, and a large bed covered with silken covers of black and red cushions and pillows. A demon idol leers from the wall to the north, directly over the bed. If anyone other than the priest touches it it will topple over upon the person, causing 2-12 points of damage. It has two gem eyes (100 g.p. value each). The evil priest will dart behind a screen in the southeast corner, enter a wardrobe there, slip through a secret door in its back, and then down a short passage and out into the corridor through another secret door, should his life be in danger. When the secret door in the back of the wardrobe is opened by the party, 500 gold pieces and 50 gems of 10 gold piece value each will spill from the wardrobe into the room to hopefully cause pursuers to stop for the loot. The priest will meanwhile either try to rally his forces, or else escape (assuming that most of his fellows have been eliminated already).

60. **GUEST CHAMBER:** This lower room is for important guests of the place. It contains a large bed, table, chairs, etc. There is nothing of value within, although the tapestries adorning the walls (things picturing evil cruelties and obscene rites) appear expensive. Beneath a velvet cloth on the table is a polished mirror.

61. **TORTURE CHAMBER:** There are various implements of torture here, both large and small – a rack, iron maiden, tongs, pincers, whips, etc. Comfortable chairs are scattered along the walls, evidently so placed to allow visitors an enjoyable view of the proceedings. The **torturer** lives in the forepart of the place, and he will attack unauthorized persons who enter. He is a third level fighter with chain mail under his black leather garments. His weapon is a huge battle axe. Torturer: AC 5, F 3, hp 19, #AT I, D 3-8 (1d6+2 due to Strength), ML 8. Hidden in his mattress are 135 gold pieces and a bracelet worth 700 gold pieces.

62. **THE CRYPT:** The door to this room is bolted shut. This long hall is of roughly hewn stone, with a low ceiling. In it are many coffins and large sarcophagi with the remains of servants of the Temple of Chaos. The sixth tomb opened will contain a **wight**: (AC 5, HD 3\*, hp 13, #AT 1, D drain one level, MV (30'), Save F 2, ML 12). There is no treasure buried with any of the remains, but there is a secret compartment in the wight's tomb; this contains a **sword +2**, a scroll of **protection from undead**, a **helm of alignment change**, and a silver dagger worth 800 gold pieces because of the gems set into itsommel\*.

63. **STORAGE CHAMBER:** There are many piles of boxes, crates, barrels, sacks, and so forth here – the supplies of the temple are kept here. There is nothing of value, and if the party stays within the place for longer than 3 rounds, a **gelatinous cube** will move down the corridor into the place and block it. (AC 8, HD 4\*, hp 22, #AT 1, D 2-8 plus paralyzation, MV (20'), Save F 2, ML 12.) Inside the creature are d12 each of copper, silver, electrum, gold, and platinum pieces, as well as several bones – evidently parts of a victim not yet wholly digested. (One of the "bones" is actually a **wand of enemy detection** with 9 charges left. If it is not gotten out of the monster within 1 turn, it will be ruined by digestive juices.) The secret door in the room leads to the gnoll chieftain's cave (50., above).

64. **CELL:** The door is of iron, locked and barred, but a window is set in the door. This is the place where prisoners are kept until tortured to death or sacrificed in the area above. There are several skeletons still chained to the wall, and one scantily clad female – a fair maiden obviously in need of rescuing! As she is partly around a corner, at first only her shapely legs and body up to the shoulders can be seen. Those who enter and approach closer are in for a rude shock! This is actually a **medusa** recently taken by the evil priest's zombie guards. (AC 8, HD 4\*\*, hp 20, #AT 1, D 1-6 plus poison, MV (30'), Save F 4, ML 8.) An opponent hit by the medusa's attack has been bitten by the asp-hair and must save vs. Poison or die. Persons looking at the creature – including those fighting her from the front – must save versus being Turned to Stone by the medusa.

Not being above such things, the cleric had plans for removing its snakes, blinding it, and then eventually sacrificing it at a special rite to a demon. The medusa will spare one or two of the adventurers from her gaze, promising them she has magic which will turn their companions back to flesh again, if they will free her from her chains. She does, in fact, have a special elixir\*, a potion of **stone to flesh** in a small vial, enough liquid to turn six persons, who have been turned to stone, back to normal, but she does not intend to give it away. If freed she will attempt to "stone" her rescuers.

#### CREDITS:

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Editing: Mike Carr, David Cook, Harold Johnson, Jeff R. Leason, Frank Mentzer, Tom Moldvay, Lawrence Schick, Edward G. Sollers, Stephen D. Sullivan, Jean Wells

Art: David S. LaForce, Erol Otus, Jim Roslof

## NON-PLAYER CHARACTERS (NPCs)

Whenever the players encounter a person, it is helpful to have the characteristics of that person at ready. Before play, roll the Strength, Intelligence, etc. for each NPC. Make the adjustments as permitted in the D&D BASIC SET, select a personality, and equip the character (if details are not already given).

The tables below will help get you started. You may select from the list of personalities or roll (d20) at random, giving one or two types to each NPC. Use common sense – a character can't be rude and courteous, for example. Feel free to add to this list; it gives just a few examples for you to begin with.

### PERSONALITIES

1. Brave	11. Kind
2. Careless	12. Lazy
3. Cautious	13. Modest
4. Cheerful	14. Nosy
5. Courteous	15. Prankish
6. Dishonest	16. Rude
7. Forgiving	17. Suspicious
8. Friendly	18. Talkative
9. Helpful	19. Trusting
10. Honest	20. Wasteful

For your convenience, you may key the characteristics listed below to the persons mentioned in the module. For instance, a note after the Taverner "c#4" would indicate that when the players meet him, the DM is to use the characteristics of #4 (below) to represent him. Remember to make as many listings as you need! The class designations (Ftr, etc.) do not apply to normal men, of course, and may be ignored when used to represent normal men.

### HUMANS

Class	Str	Int	Wis	Dex	Con	Cha	Personality
1. Ftr	14	13	7	11	12	14	Cheerful, honest
2. Ftr	16	10	9	9	11	15	Talkative, careless
3. Ftr	17	8	13	10	15	12	Brave, forgiving
4. Ftr	15	8	11	14	16	6	Honest, wasteful
5. Ftr	18	10	7	11	13	9	Kind, trusting
6. Ftr	14	8	10	13	17	11	Helpful, forgiving
7. Ftr	13	10	6	10	14	17	Kind, dishonest
8. Thf	11	12	8	14	11	7	Prankish, rude
9. Thf	14	6	11	16	12	10	Nosy, suspicious
10. Thf	8	9	11	17	8	16	Modest, careless
11. Cl	11	10	14	8	13	9	Lazy, trusting
12. Cl	13	7	15	11	10	10	Friendly, wasteful
13. Cl	7	11	17	9	16	8	Courteous, helpful
14. M-U	10	17	12	6	9	11	Cautious, modest

### DEMI-HUMANS

Class	Str	Int	Wis	Dex	Con	Cha	Personality
15. Elf	16	14	7	9	13	10	Suspicious, dishonest
16. Elf	14	15	10	17	14	5	Cautious, rude

17. Hflg	17	12	8	14	10	9	Courteous, nosy
18. Hflg	15	10	11	11	11	7	Prankish, friendly
19. Dwarf	18	8	9	12	9	13	Brave, talkative
20. Dwarf	16	9	15	8	17	11	Cheerful, lazy

## DESIGNING FLOOR PLANS

Once you have become familiar with the KEEP – who its residents are, where the main buildings are located, and so forth – it will be helpful to have details about the layout and contents of certain places. Players can easily 'see' an area they are visiting if you have prepared a floor plan. The Guild House (#16) will be used as an example of this procedure.

On the map of the KEEP, the Guild House is shown to be an 'L' shape about 40' long. Draw a large version of it on a piece of graph paper (the kind with 1/4" squares usually works best). Leave room for a key (noting what symbols are being used) and index the sheet for easy reference.

The outer walls should have the same dimensions as the building's outline. Note the **scale** (what map length represents what real length) at the bottom of the key. In the example given, 1/4" equals two feet of 'real' length. Since the walls in a normal building are from six inches to one foot thick, they may be represented by single lines; an outer wall should be indicated by thicker lines.

Now look closely at the description of the building in the text. The lower floor contains the Guild Master's quarters, two clerks' quarters, and an office. Give equal spaces to the clerks, more to the Guild Master, and the most to the office (as it represents the main purpose of the building). The rooms may be in whatever order you like; just remember that the outer door shown on the map probably opens into the office, not into a private bedroom. Most doors are 3 to 5 feet wide. Be sure to include steps down to the cellar and up to the rooms on the second floor. Add some windows to help provide light.

Try and think of what items would be in a sparsely furnished office in the KEEP (probably chairs, tables, desks, a lockbox or chest, and a cabinet or two). Consider how necessities would be provided: heat (fireplaces), water (barrels), and food (a kitchen in the cellar). The fireplaces should be located first – chimneys go straight up, and must be placed in the same area on each floor. Most buildings have one or two chimneys. Remember to heat each room, if possible! Add other furnishings wherever you wish, including any information provided in the text.

The completed office in this example has the Master's desk along the west wall under a window, flanked by records cabinets. The clerks' desks and collection table are just inside a railing, which keep visitors from wandering into the work area. Waiting chairs are placed for the Guild members' convenience. A secret door in the fireplace leads to the Master's bedroom – a quick escape route in case of trouble. The locked chest is for money received in Guild dues, but is usually empty due to a clever 'drop' system. It is triggered by a lever under the Master's desk, which dumps the chest's contents down a short chute into a cellar storage room! (You may add whatever tricks and traps you wish.)

Arrange the bedroom furnishings (table, chairs, bed, armoire, etc.) in a similar manner. On the second floor (divided into private bedrooms and dormitory, according

to the text) build the rooms off of the stairs, hallways, and fireplaces. It's easy!

Now you design the cellar, remembering a few key facts:

1. The stairs and chimneys **must** connect properly to the first floor.
2. Two servants live in the cellar, but not as richly as the clerks or the Guild Master.
3. A heavily barred, locked room must be under the office to receive the Guild fees from the chute.
4. A kitchen must be located by one of the fireplaces.

You won't have to worry about windows or outside doors – but you might wish to include a secret entrance to a long-forgotten dungeon (which, of course, you must design and stock with monsters and treasure)!

Adding the details to a house, church, or other structure can take a lot of time, but it's not as hard as you might think. Before playing the module, lay out as many buildings of the KEEP as you can. The most commonly used buildings will be the TRAVELERS' INN (14.), the TAVERN (15), the GUILD HOUSE (16.1, and the CHAPEL (17.). You may add just a few simple furnishings to each if you wish, leaving the many smaller details for later. By designing floor plans, you can experiment with many of your own ideas before starting a major project – like the CAVES OF THE UNKNOWN.

## TIPS TO THE PLAYERS

It often helps for beginning players to have advice on how to play D&D. Many points are overlooked by novices in their eagerness to get on with the adventure, The following points are given to help these players.

Most importantly, players should be organized and cooperative. Each player should have complete information on his or her character easily on hand and should supply the DM with this information quickly and accurately if asked. As parties will usually involve a variety of alignments and classes, players should work together to use their abilities effectively. Arguing among players will cause delays, attract monsters, and often result in the deaths of some or all of the members.

Cooperation should also be given to the DM. He or she is the judge of the game and his or her decisions are final. If a player disagrees, he or she should calmly state why, and accept whatever the DM decides. Shouting, crying, pouting, or refusing to accept decisions only angers the other players. The game should be fun for all involved. Not everything will go the way players want it.

Planning is another important part of play. Players should be well equipped, comparing each member's list and balancing the items on each. No character should be overburdened nor under-equipped. This may mean sharing the costs of extra items. Rope, oil, torches, spikes, and other useful items should always be carried. Plans should be considered for encountering monsters and casting spells.

Caution is also necessary and is a part of planning. A party that charges forward without preparation is almost certainly doomed. Danger should be expected at any moment and from any direction, possibly even from one's own party. Lying and trickery are not unknown. Cautious play will help avoid many (but not all) tricks and traps and may save a life. However, too much caution is as dangerous as too little. Many instances will require bold and quick actions on the part of the players, before all is lost.

Above all a player must think. The game is designed to challenge the minds and imaginations of the players.

Those who tackle problems and use their abilities, wits, and new ideas will succeed more often than fail. The challenge of thinking is a great deal of the fun of the game.

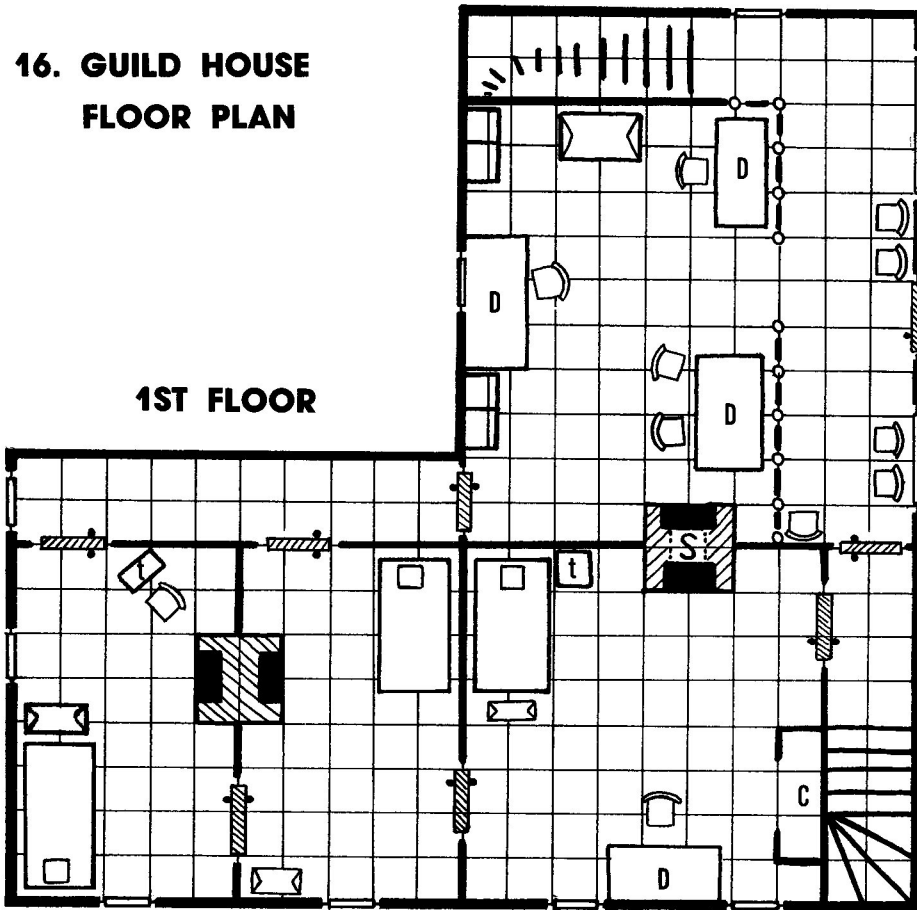
## GLOSSARY

- amulet – A charm inscribed with a magic symbol.
- armoire – A large trunk or closet where clothes are kept
- bailey – The outer wall of a castle, or an area within such a wall.
- battlement – A parapet with open spaces atop a wall, used for defense or decoration.
- brazier – A pan for holding hot coals, usually on a tripod
- Castellan – A governor or warden of a castle or fort
- cistern – A reservoir for storing liquids, especially water
- contour line – A line connecting points having the same elevation on a map.
- cowl – The hood on a cloak.
- decanter – A vessel used to pour or store liquids; usually used for wines and other liquids containing sediment.
- elixir – A sweet liquid, or a cure-all.
- fen – Low land which is covered, wholly or partially, by water; a swamp.
- flagon – A large vessel or bottle of metal or porcelain, usually with a lid.
- hilt – The handle of a sword or dagger.
- labyrinth – A confusing maze, usually of tunnels underground.
- lackey – A servant, usually very low in class
- man-at-arms – A soldier of the most common type
- melee – Hand-to-hand combat between groups of characters and monsters.
- mercenary – A soldier who fights for wages rather than sworn loyalty.
- murder holes – Slits cut into a ceiling so that victims passing below may be attacked from above.
- NPC – A non-playing character, controlled by the Dungeon Master rather than one of the players
- pallet – A straw-filled mattress or small, hard bed
- parapet – A wall or elevation of earth or stone to protect soldiers.
- pole arm – A large, heavy weapon on a long pole. There are many types, all of which are considered equal for D&D BASIC SET combat.
- pommel – The knob on the hilt of a sword or dagger
- portcullis – An iron grate hung over a gateway and lowered between grooves to prevent passage.
- pot boy – A young servant or slave who works in a tavern or inn.
- retainer – Special NPC followers of player characters, who travel on adventures for a share of any treasure found.
- sarcophagus – A stone coffin (Plural – sarcophagi.)
- scenario – An outline of a possible course of events.
- score – 20 items,
- scullion – A kitchen helper, usually very low in class
- tun – A measure of wine: 252 gallons, or 8 barrels.
- vellum – A very strong cream-colored paper.

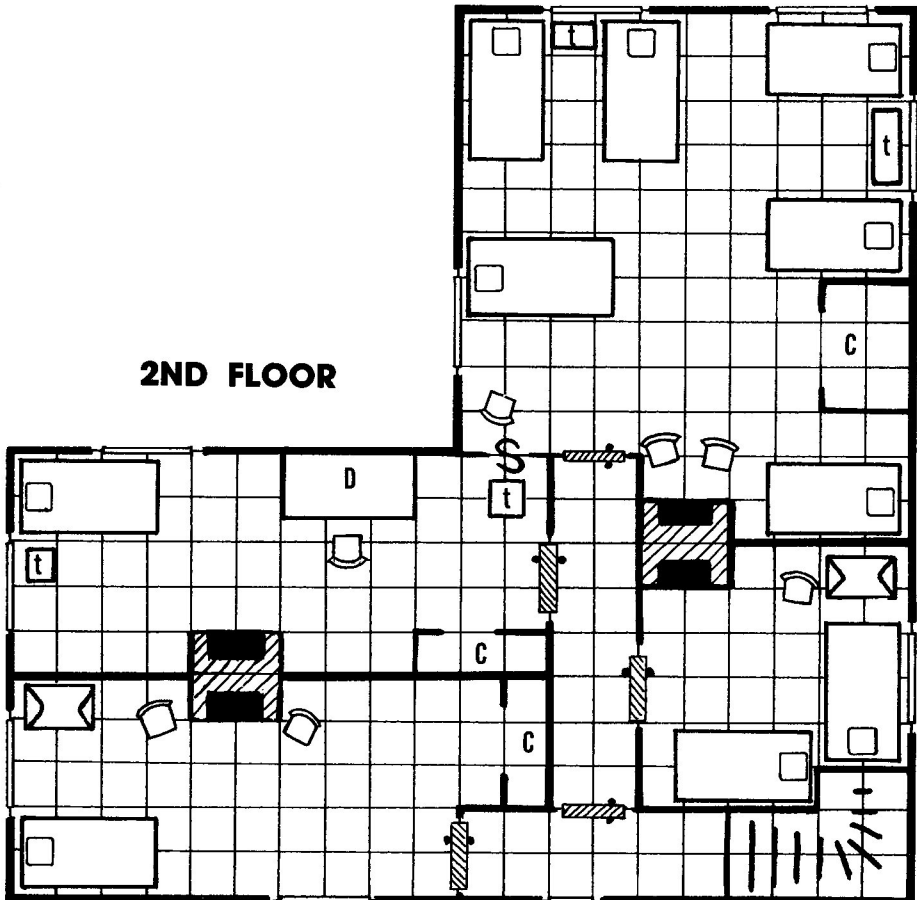
# 16. GUILD HOUSE FLOOR PLAN

SCALE: ONE SQUARE EQUALS 2 FEET

1ST FLOOR

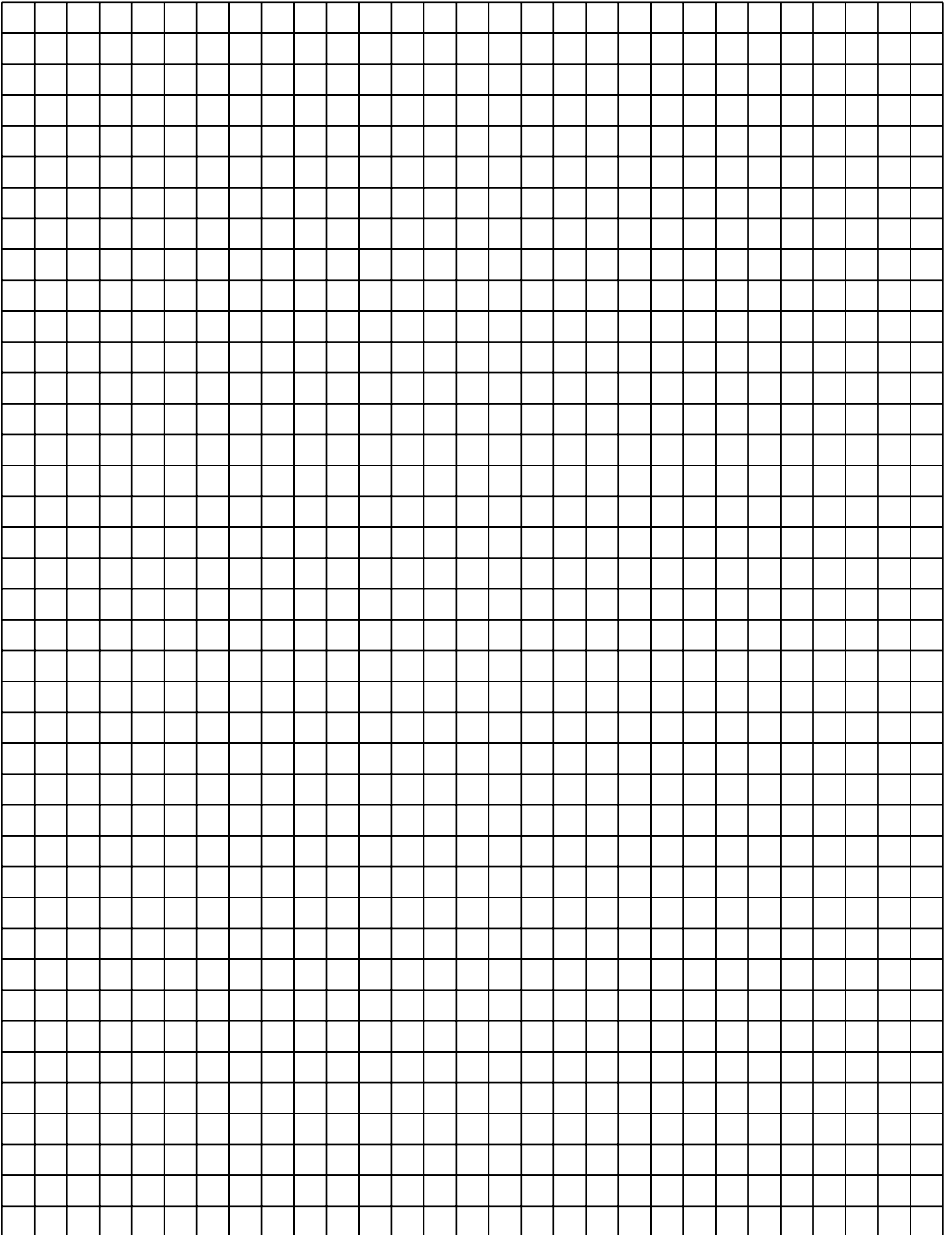


2ND FLOOR



	DOOR
	WINDOW
	STAIRS UP
	STAIRS DOWN
	RAILING
	FIREPLACE
	CHAIR
	BED
	FILES
	CHEST
	SECRET DOOR
	DESK
	CLOSET
	TABLE

# DRAW YOUR OWN FLOOR PLAN

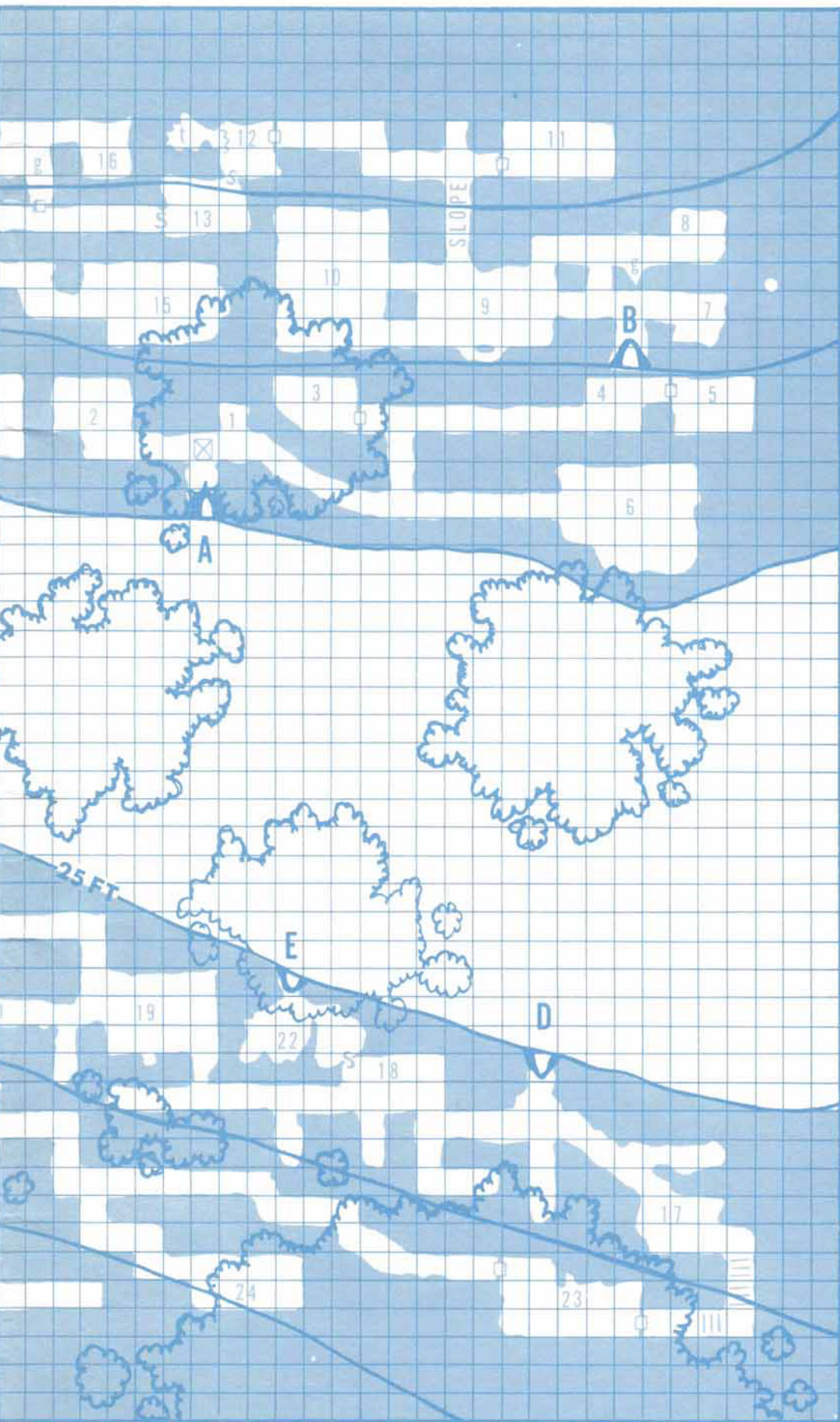


## ADDITIONAL NON-PLAYER CHARACTERS














Use this sheet to list persons in the KEEP or in the CAVES OF CHAOS. Profession could be Fighter, Innkeeper, and so forth. Special refers to spells, valuables, and other details you may wish to include. Location should be noted by building or cave number.

Name	Class/ Profession	Level	AC	hp	Str	Int	Wis	Dex	Con	Cha	Personality	Special	Place
1.													
2.													
3.													
4.													
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32.													





SCALE: ONE SQUARE EQUALS 10 FEET

	TREES
	CONTOUR LINE
	CAVE MOUTHS
	PIT
	DOOR
	SECRET DOOR
	STAIRS UP
	STAIRS DOWN
	CURTAINS
	PILLARS
	DIAS
	ALTAR
	POOL OF WATER



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D&D® GAME**

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by Len Lakofka

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*Your party of stalwart heroes must venture into a lost dwarven mining complex, fighting terrible monsters, bypassing deadly traps, and exploring chambers heavy with the dust of ages. Somewhere deep below the surface lies the heart of darkness—a corrupting evil that must be stopped before its influence can spread!*

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# L3

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The first GEN CON® convention was a tremendous success. Almost 100 people had shown up for the Saturday convention sponsored by the International Federation of Wargaming, E. Gary Gygax, Vice President. We had prepared the Horticulture Hall the Friday before, setting up the tables and game areas—although we had no vendors that first year. Avalon Hill and *Strategy & Tactics* board games dominated the convention. People also played *Diplomacy* and a few miniatures games, the Napoleonic games having the largest displays.

On the following Sunday, we took the morning to clean up the hall. Afterward, we were invited to play a set of medieval miniatures rules that Gary was working on. He had quite a large collection of 40mm Elastolin figures and we used them to playtest the rules. Believe it or not, this was the inception of the *Dungeons & Dragons* game. Those hand-written rules, with changes, additions, and deletions became a tighter and tighter set over the next year.

Gary got Don Lowry to produce the book that he called the *Chainmail* rules. It was a 60-or-so-page booklet with an ugly yellow cover. In the rear of the book was the tail that ended up wagging the dog: the 'Fantasy Supplement' section.

The most important fantasy novel of the day was J. R. R. Tolkien's *Lord of the Rings*. Gary had taken a few of the creatures from that work (Balrog, Hobbits, Ents, etc., as well as races of beings: Dwarves, Elves, and Orcs) and made the 'Fantasy Supplement.' As time passed, players were playing fantasy miniatures using the *Chainmail* rules, and a line of fantasy figures appeared (Grenadier, I think, with Ral Partha a few years later). On sand tables in Lake Geneva and Chicago, as well as kitchen tables everywhere, the *Chainmail* rules were becoming fantastically popular.

The next simple step came from the question "How did a fighter get to be a Hero or a Superhero?" This caused the concept of levels and training as well as sliding saving throws based on level. From there, it was a year or two until the *Dungeons & Dragons* game came out in a humble boxed set. It was the germ of an idea that spread like wildfire on both high school and college campuses all over the US.

I had been at the first GEN CON convention (in fact, I ran the GEN CON II convention the following year). I got to play on Gary's sand table and was at a few of the initial playtests. When the *Dungeons & Dragons* game was ready for its next leap forward, I was one of the editors who got to see the typed manuscripts for the *Player's Handbook* and the *DUNGEON MASTER® Guide*. I got to write a bunch of spells and add a few pages here and there in both books—with Gary always being the final arbitrator, of course.

I wrote some short articles for DRAGON® Magazine before my regular column, called "Leomund's Tiny Hut," which ran almost monthly for four or five years. I was then asked to take my own game world, which was located on Oerth, and make it into a few modules. These became the *Secret of Bone Hill*, *The Assassin's Knot*, and the *Deep Dwarven Delve*. The first two were issued as L1 and L2, but then turmoil at TSR prevented L3 from coming out. It sat in the TSR archives for these twenty years!

Finally someone found it and decided to organize it for publication. What you see in front of you is that organized work; more than what was submitted twenty years ago, but not fully up to today's AD&D® standard. We decided that depth and clarification were what was needed, as opposed to changing the backbone of the material altogether.

So, from the crypts of TSR, is *DEEP DWARVEN DELVE!*

— Len Lakofka

## L3: DEEP DWARVEN DELVE

### BACKGROUND

Something must be done! For months, marauding humanoids have been attacking the small towns of Restenford and Lake Farmin. Normally, these raids take the form of quick strikes to steal livestock or to burn outlying farm buildings. The most recent engagement was much more serious. Three days ago, a group of well organized and equipped orcs, bugbears, and ogres descended on Restenford and engaged in a pitched battle with the local militia. Several soldiers were killed, and more than a dozen were wounded. In the fighting, the town hall was put to the torch. The townsfolk watched in horror as the structure burned, presumably killing everyone inside. The humanoids were driven off just before dawn. One member of the militia, a ranger, tracked the humanoids back to their lair. Unfortunately, the creatures spotted the ranger hiding in the scrub and fired at her with their crossbows. Despite severe injuries, she eluded her pursuers and managed to return to Lake Farmin with directions to the raider's stronghold. Now she lies unconscious and near death, tended by the local healers.

The call for help has gone out to the surrounding lands. Your party made all haste to reach the Restenford region and is first to the scene of the disaster. Now, you have been called into a meeting of the combined councils of both towns to answer their plea for aid. Somewhere in the dark wilderness nearby lurks a great threat to the peace of this region, and you are here to ensure that threat is dealt with quickly!

### NOTES FOR THE DM

All is far from well in the lands around Lake Farmin and Restenford. Events long forgotten have taken center stage in a drama of great peril for the entire region. More than two hundred years ago, dwarven miners secretly constructed an underground Delve to extract the rare metal *mithril* from a rich vein close to the two towns. Unwilling to share the rewards of their labor, the dwarves concealed their presence from the nearby communities. Then something went terribly wrong deep in the mine, though no one—not even the dwarven clan that sponsored the dig—knows what transpired beneath the earth. When contact was lost with the mine, the dwarves sent an armed party to

investigate. The group was lead by Khorliss Foesmitter, a powerful fighter who was at the time a living legend among his kin, best known for his fantastic magical sword and his exploits in fighting the drow. Neither Foesmitter nor any of his party ever returned. Unwilling to risk further losses or a chance of detection by the residents of Restenford and Lake Farmin, the dwarves decided to abandon the mine and destroy all records of its existence.

### THE MISTS OF TIME...

As the dwarves carved ever deeper shafts following the vein of *mithril*, they broke through into a hidden chamber, one created far below the surface when the world was young. The shrine was dedicated to a powerful force of pure evil, the arch-devil Baalzebul. The arch-devil was cunningly twisted the allegiance of some of the miners who found his long-lost fane. Those under his influence concealed the breakthrough into Baalzebul's shrine and began an insidious campaign to take control of the mining complex from within. The most powerful agent of Baalzebul was a cleric who was dissatisfied with his standing in the dwarven community and who sought to increase his power. With Baalzebul's aid, this dwarf, Frelpic, constructed a powerful iron golem, supposedly to assist in the mining. Once the construct was fully animated, Baalzebul sent an evil spirit to possess the golem. In one long, bloody night, the entire dwarven force was murdered. Frelpic alone was allowed to live. However, the cleric was driven insane by his contact with the arch-devil and the role he played in the murder of his comrades.

When Khorliss Foesmitter investigated the Delve, the villains overcame him and his comrades. Following this encounter, Frelpic, the iron golem, two summoned devils loyal to Baalzebul, and a spirit naga residing in the Delve ensured that Baalzebul would have time to work his fell plans without further danger of discovery.

Given no other orders by the wicked Baalzebul, Frelpic animated the corpses of many of his former companions and returned to the work of mining the *mithril* ore. Meanwhile, Baalzebul continued to expand his malign influence, using the chamber consecrated to him as a focus for his efforts. Although it has taken nearly twenty decades, the arch-devil's persistent call has finally attracted a suitable army of mortal followers: the humanoid forces that now control the upper level of the Delve. From this protected position, Baalzebul hopes to expand his sphere of control across the entire region—a disaster of unmitigated proportions for all life nearby.

## PREPARING TO PLAY

The Deep Dwarven Delve can be played as two linked adventures; first as a humanoid stronghold (Level One), and second as a hidden treasure store and place of great evil (Levels Two and Three).

The PCs are the first outsiders to visit the Delve since the arch-devil's takeover. If they can successfully destroy the monstrous creatures that now inhabit the Delve and demolish Baalzebul's shrine, they will earn the gratitude (and rewards) justly due such heroes!

The joint council of the two towns make whatever reasonable offer is necessary to induce the heroes to undertake this mission. They provide the directions to the Delve, as well as any type of standard gear the adventurers require at the prices listed in the **PLAYER'S HANDBOOK**. They have no magical items, potions, or scrolls, and the local clerics are busy tending to the wounds of the townsfolk. Thus, the PCs must be responsible for their own healing. The council can offer a reward of 100 gp per slain humanoid as a bounty (the severed heads must be provided as proof), and they estimate at least twenty creatures lurk within the hideout. If the PCs require further inducement, one or both of the following conditions may be implemented at the DM's discretion:

1. The raiders stole a holy relic during their attack. The healers require this item to receive the spells necessary to tend to the wounded. Without it, many more might die. (The relic, a gold chalice, is worth 200 gp and is found in area 7 if introduced.) It has the ability to give any cleric who uses it as a normal part of religious services the ability to cast two additional **cure light wounds** spells each day.) Returning the chalice earns each hero 500 experience points.

2. After searching through the burned ruins of the town hall, it became clear that the mayor of Restenford did not perish in the conflagration. Obviously, he was taken by the raiders and is being held captive in their stronghold. Who knows what vile tortures the humanoids are even now using on the popular mayor? If introduced, the mayor is found badly wounded (1 hit point remaining and unconscious) in area 6. If he is returned to the town safely, the PCs earn 500 experience points each, and the mayor arranges for them to receive free room and board for life whenever they visit Restenford.

The players should be prepared to spend more than one game session penetrating the Delve. The group should include six to ten characters; the

highest-level character should be 6th level and the lowest 3rd level. A group that encompasses all the major classes and races has the best chance of success. Here is a suggested PC party composition:

Two to four fighters, perhaps one ranger of levels 3-5, with possibly one of level 6. A dwarf or gnome should be included. They should each have at least one magical item, either a weapon, suit of armor, or shield with a maximum bonus of +2. Miscellaneous magic, if any, should be minor or defensive: A **bag of holding**, **boots of speed**, a **luckstone**, a **potion of healing**, or an **arrow of direction** would be good choices.

One or two thieves of levels 4-5. One should be a dwarf or gnome. Again only minor magical items and a maximum magical weapon bonus of +2. Perhaps **bracers of defense AC 4, 5 or 6**, a **ring of protection +1**, or a potion of **gaseous form**.

One or two clerics, and perhaps a druid, of levels 3-5. They should have one magical weapon per character (but no **maces of disruption**) and perhaps a suit of **chain mail +1** or a **shield +1**. They might also have 3-4 vials of holy water, a scroll of **neutralize poison**, or a potion of **extra-healing**.

One or two magic-users (preferably not an illusionist) of levels 3 or 4, or possibly one of level 5. The magic-users might have a single protection item each, a magical dagger (maximum bonus of +2), a **wand of magic detection** with 2-5 charges, or a single attack **wand** (such as a **wand of fire**, **frost**, **lightning**, or **paralyzation**, but not **polymorphing**) with about 3 charges.

The average level of the party should be 4 at most, with no more than 45 total levels. (About 35 total levels is recommended.)

Before the party attempts to tackle the lower Delve, they should take time for rest, healing, and recovery of spells. The safest place for this respite is just inside the secret door to the second level of the Delve (in area 4). Parties intent on immediately plundering the lower Delve should receive hints that it would be a better course to wait until they are nearly or completely restored to full abilities.

## RUNNING THE DELVE

Your objective, as Dungeon Master, is to give the PCs just enough of a challenge to keep them off balance, low on spells, and in need of healing

while they are in the Delve. The forces in the upper level react violently to any penetration of the stronghold. Whenever necessary, they regroup, fall back, and use the advantages provided by their knowledge of the complex. The area descriptions indicate where each monster is normally found when the Delve is not being attacked. Thus, for the PCs to encounter the creatures in their listed areas, they must have penetrated the complex in secret and avoided alerting any guards. If the complex is alerted, feel free to organize the creatures into strike teams and locate them as you see fit.

Do your best to have the opposing creatures fight in an intelligent and aggressive manner. The defending creatures should make full use of ranged attacks to disrupt spellcasters and inflict damage from a distance. When they are clearly outnumbered or overwhelmed, the monsters should fall back to regroup. Where possible, have them attack from more than one direction at once, using the interconnecting hallways and secret doors to their advantage.

Unless totally destroyed, the troll (area 3) regenerates and is ready to attack the PCs whenever they return to the upper level. Enthar the magic-user is the only one in the upper level who is permitted to enter the lower levels. If hard pressed, he retreats to the lower levels to marshal reinforcements from the zombies so he is ready to meet the PCs when they descend into the complex. Also, if an attack is known to be in progress, Enthar casts his **enlarge and invisibility** spells on an ogre, bugbear, orc leader, or the troll. Enthar also uses **clairvoyance** (if he has memorized the spell) to scout out the entire complex and locate intruders to better organize his defense. Once he is sure that the lower levels have been infiltrated, he goes to area 8, takes the three magical weapons there, and issues them to three humanoids of his choice—preferring the ogres and bugbears.

The influence of Baalzebul does not extend to the top level, and neither of the summoned devils who lurk below can manifest beyond the confines of Level Two or Three—unless the heroes possess any of the gems carried by the devils and Frelpic. **Dispel magic** or **remove curse** must be cast on the gems, or else the devils can use them as a link to their home plane and **gate** to the location of any gem at any time.

Assuming the PCs leave the Delve for rest and recuperation, Frelpic casts **animate dead** on any PCs who died in the Delve, adding them to his force of zombies. Any other living creatures (including the humanoids on the first level) killed by the PCs are similarly animated unless their bodies are destroyed. Enthar sends the corpses on

Level One through the teleporter (area 8) and alerts Frelpic that they are available. If Enthar is dead or incapacitated, Frelpic makes a quick sweep through the upper complex in person and directs the movement of the bodies. If all the humanoids have been wiped out, Frelpic retreats to the lower levels and awaits further activity.

**Warning:** Area 38 has the potential to wipe out an incautious party **teleporting** in from area 8. The iron golem and the teleporter can be avoided by using the secret door in area 4 to penetrate the second level of the Delve. Once the PCs have retrieved the magical long sword Zalco from area 11, careful preparation and spell selection might give them a chance to defeat the iron golem. In any event, you can use the iron golem as an "equalizer" if the PCs start to overwhelm the Delve's defenders. Have the golem emerge from its chamber and seek out the party—an unpleasant surprise for a group that is feeling just a little too confident.

**Special note:** When the collapse begins (see area 39), the blockage in the Delve in area 18 shifts sufficiently to allow fairly rapid passage through the obstructed area, even if the PCs didn't remove the obstruction themselves.

### Rosters

The following lists provide statistics and details for the monsters located on each level. As the DM, you should carefully keep track of the attrition of these forces as the adventure continues.

AC = armor class; HD = hit dice; hp = hit points; #AT = number of attacks; D = damage; SA = special attacks; SD = special defenses; AL = alignment.

### FIRST LEVEL ROSTER

- A. 2 bugbears
- B. 2 ogres
- C. 1 orc (commander)
- D. 8 orcs (entrance guard)
- E. 6 orcs (leaders)
- F. 30 orcs (normal)
- G. 12 orcs (raiding party)
- H. 1 troll

### NPCs:

Enthar the Magician, 6th-level human magic-user (AC 2; hp 20; #AT 1; D by weapon type; AL LE; S 10, W 13, I 16, D 16, C 13, Ch 12). He wears **boots of speed**, **bracers of defense AC 6**, and a **ring of protection +2**; he carries a **dagger +1**. Memorized spells: **enlarge**, **light**, **magic missile**, **protection from good**; **invisibility**, **web**; **fireball** and 50%





chance for **protection from normal missiles** and 50% for **clairvoyance**. In a pouch, Enthar keeps four gems (worth 500 gp, 100 gp, 100 gp, and 50 gp respectively). On his left hand, Enthar wears a special ring with the symbol of Baalzebul that allows him to use the teleporter in area 8. He wears around his neck the key to area 7, and he knows the password for the doors in area 38 ("hoggie").

#### SECOND LEVEL ROSTER

- A. 10 dwarven skeletons
- B. 1 spirit naga
- C. 1 wraith

#### THIRD LEVEL ROSTER

(Feel free to select which dwarven zombies the PCs encounter. Keep track of those destroyed so the PCs do not need to face them again.)

- A. 3 black puddings
- B. 11 dwarven zombie fighters
- C. 7 dwarven zombie clerics

HP Additional Spells  
 17 **silence 15' radius**  
 18 **spiritual hammer, cure light wounds**  
 15 **know alignment, cure light wounds**  
 14 **hold person**  
 13 **hold person**  
 12 **silence 15' radius**  
 10 **spiritual hammer**

- D. 7 dwarven zombie cleric/fighters

HP Additional Spells  
 24 **hold person, silence 15' radius**  
 22 **resist fire, spiritual hammer**  
 20 **silence 15' radius, spiritual hammer**  
 19 **augury, hold person**  
 19 **resist fire, spiritual hammer**  
 17 **resist fire, silence 15' radius**  
 14 **hold person**

- E. 1 iron golem
- F. 1 otyugh

#### NPCs:

Vezenor, barbed devil (AC 0; HD 8; hp 36; #AT 3; D 2-8/2-8/3-12; SA spells— **animate dead, cause fear** on successful hit, **charm person, suggestion, illusion, pyrotechnics, hold person, produce flame, summon** another barbed devil (30% chance of success); SD 35% magic resistance; suffers half damage from cold or gas attacks; suffers no damage from fire attacks, normal or magical; AL LE).

Vezenor attempts to **gate** another barbed devil if he falls below 18 hit points. He **teleports** back to the hell if he falls below 9 hit points. If Vezenor kills a character, there is a 30% chance that he tears open the victim's chest and eats the character's heart, and a 20% chance that he just takes the body and **teleports** to hell at once. The other 50% of the time he fights on. This devil is quite smart and coordinates his spells well. Play him very aggressively. His purpose is to kill, and there will be no bargaining unless he has complete control of the situation.

If forced to **teleport** to hell without a body, the pouch containing the gems he carries falls to the floor when he vanishes. He carries 15 gems worth 500 gp each. In thirteen days, when Vezenor returns to the Prime Material Plane, he seeks to recover the gems, one at a time if necessary. The

gems are the focus of his **gate** ability back to this plane. If a **remove curse or dispel magic** is cast on the gems, they no longer draw his attention or **gate** him back to the Prime Material Plane.

Skirpus, bone devil (AC -1; HD 9; hp 40; #AT 1; D 3-12 (any creature hit with the bone hook has a 50% chance of being caught on a barb, and the devil then strikes with its tail for 2-8 more points, plus a loss of 1-4 Strength points for 10 rounds unless victim saves vs. poison); SA spells—**generate fear 5' radius, create illusion, fly, turn invisible, detect invisible, cause fear** by touch, **wall of ice** once/day, **charm person, suggestion, or summon** another bone devil (40% chance of success); SD 40% magic resistance; suffers half damage from cold or gas attacks; suffers no damage from fire attacks; AL LE).

When Skirpus falls to 15 or fewer hit points, he attempts to **gate** another devil. If he falls below 10 hit points, he **teleports** back to hell in the next melee round. If he kills a character, he is 40% likely to tear the heart from the body and eat it, 30% likely to take the body to hell by **teleportation**, and 30% likely to fight remaining opponents. He carries a necklace of 20 gems, each worth 1,000 gp. If he does **teleport** to hell without a body, it is 75% likely that the necklace breaks and falls to the floor. In thirteen days, when Skirpus returns to the Prime Material Plane, he seeks to recover the gems, one at a time if necessary. The gems are the focus of his **gate** ability back to this plane. If a **remove curse or dispel magic** spell is cast on the gems, they no longer draw the devil's attention nor **gate** him back to the Prime Material Plane. If the necklace is worn and the word "gate" is spoken, the wearer is immediately **gated** to the eighth layer of hell; the character can return via the necklace in 1 hour—if he or she lives that long.

Frelpic, dwarven Patriarch of Baalzebul (AC -1; 8th-level cleric; hp 68; #AT 1; D by weapon; SA spells—**cause fear** by touch, **command, darkness, light; hold person, know alignment, resist fire, silence; cause blindness, continual darkness, create food and water; poison** by touch, **sticks to snakes**; AL LE; S 18, I 16, W 17, D 15, C 19, Ch 14). Frelpic wears **chain mail +2 and a ring of protection +1** on the middle finger of his right hand. In his right hand he clutches a **hammer +3, pulverizer**. (See the APPENDIX for a full description of this magical item.) A **shield +2** is strapped to his left arm, and he wears a ring on the third finger of his left hand. This ring summons Vezenor and/or Skirpus and may be used once per round; there is a 70% chance that it summons one or both of the devils. There is a 50% chance that the summoned devil is Vezenor, 30% for Skirpus, and 20% that both are summoned. If one is not available (having

been killed or having **teleported** to hell), the other is summoned instead. The ring radiates both evil and magic, but **identify** spells indicate only that it is a **ring of protection +1**. Its ability to summon Vezenor and Skirpus functions whenever the word "summon" is spoken aloud by the wearer. However, the summoned devil is obligated to serve only a lawful evil ring-wearer.

Frelpic carries 29 gems: ten worth 200 gp each, seven worth 500 gp each (these seven gems belong to the **Dwarven helm of the Master Miner** in area 18), six worth 700 gp each, five worth 1,000 gp each, and one worth 5,000 gp.

## ENCOUNTER AREAS

### External Locale

The few small stands of trees on the hillsides consist of pines and yews. The hills have few bushes, and their rocky sides are worn by glaciation. The Delve resides beneath one of the many hills in the area. The Delve's hill is riddled with cleverly concealed ports for ventilation, none of which are large enough to admit a PC. The natural ventilation of the dwarven mines creates a fairly strong breeze flowing from these vents. Creatures in gaseous form cannot penetrate them but are instead blown away from the vents. Each vent includes several grates and grills to stop vermin and small animals from entering. Paths leading to and from the entrances of the Delve were carved by the original dwarves, as may be determined after close inspection of the area. The humanoid trails leading from the front gate (entrance A) are well hidden. At ground level, the trails can be found only by inspection and are not obvious to casual searchers.

### "A" MAIN ENTRANCE

The main entrance is some 80 feet above ground level and cannot be seen from the base of the hill. It is cut into the mountainside with a flat rock outcropping in front of it that is roughly circular with a diameter of 60 feet. The entrance itself is rectangular, 30 feet wide and 20 feet high. It is perfectly cut from the surrounding stone. A dwarf or gnome is 95% likely to recognize the entrance as dwarven work.

Day or night, the entrance is watched by 2-5 **orc guards** (AC 5; HD 1; hp 5 each; #AT 1; D by weapon; AL LE). Each orc wears ring mail and carries a shield, hand axe, light crossbow, and 1-20 gp. During the night, there's a 50% chance that 2-5 **normal orcs** are stationed in the tunnel leading to area 6. The orcs have no fire, but torches can be seen burning inside the tunnel leading into the

Delve. There are a total of six torches along the right side of the tunnel. One must be looking down the tunnel to be able to see and count the torches.

About 100 feet inside the tunnel, next to a torch, is a large bronze gong. If the guards are attacked, one orc *always* heads toward the gong, sounding it the following round.

## "B" BACK DOOR

The rear entrance is also 80 feet from ground level and cannot be seen from the base of the hill. This entrance is preceded by a 50'-diameter, flat rock outcropping. The entrance is rectangular, 10 feet wide and 15 feet high. As with the main entrance, dwarves and gnomes are 95% likely to note it as the work of dwarves.

During the day, this entrance is guarded by 1-4 **orc guards** (AC 5; HD 1; hp 5 each; #AT 1; D by weapon; AL LE). Each orc wears ring mail and carries a shield, hand axe, light crossbow, and 1-20 gp. At night, there are 2-8 **orc guards** present. Torches can be seen burning inside the tunnel leading down into the Delve. There are four torches on the tunnel walls, alternating left and right. One must be looking down the tunnel to see and count torches.

Approximately 75 feet inside the tunnel is an alarm horn hung on a peg. If attacked, one orc *always* heads toward the horn, blowing it the following round. During the day, the orc guard stays back in the area near the horn.

**Special Note:** Neither entrance can be seen from a distance of 200 feet or more due to an ancient dwarven spell that makes it appear as if the hillside continues unbroken over the cave entrances. During daylight hours, characters have a 10% chance of noticing a slight shimmering effect, similar to heat distortion, in the affected area(s).

## LEVEL 1 (AREAS 1-8)

### 1. Guard Post

Stationed here at all times are 2-12 **normal orcs** (AC 7; HD 1; hp 5 each; #AT 1; D by weapon; AL LE). Each orc wears ring mail and carries a hand axe, light crossbow, and 1-20 gp. There is a 50% chance that these orcs are accompanied by an **orc leader** (AC 6; HD 1 + 2; hp 10; #AT 1; D by weapon; AL LE) wearing ring mail and carrying a shield, spear, short sword, and 4-40 ep. There is also a 15% chance that they are joined by a **bugbear** (AC 4; HD 3 + 1; hp 17; #AT 1; D by weapon; AL CE) dressed in splint mail and carrying a club and

10-60 gp. If the horn has been sounded (see entrance B above), half of the orcs rush to the entrance. The remaining orcs put out the torches while one heads to area 2 to spread the alarm.

This circular chamber is cut smoothly from the rock and has a domed ceiling with an apex of 30 feet. There are eight sconces with torches along the walls (four on each side) and a central bonfire. The walls of this chamber (like others on this level) are decorated with intricate bas-reliefs depicting scenes from dwarven legends. These have been defaced by the orcs. The chamber has no furniture, just rough blankets to sit on, a supply of wood in a large box, and ten crudely fashioned (unlit) torches.

### 2. Bugbear Barracks

Six large, rough pallets occupy this room, along with a large wooden table and two long, high benches. A bonfire burns in the center of the room.

Standing guard here at all times are 1-2 **bugbears** (AC 4; HD 3 + 1; hp 17; #AT 1; D by weapon; AL CE), each wearing splint mail and carrying a spear and 10-60 gp. There is a 20% chance that the bugbears are accompanied by 2-8 **normal orcs** (AC 7; HD 1; hp 5 each; #AT 1; D by weapon; AL LE), each dressed in ring mail and carrying a halberd and 1-20 ep. There is a 10% chance that they are joined by an **orc leader** (AC 6; HD 1 + 2; hp 10; #AT 1; D by weapon; AL LE) wearing ring mail and carrying a shield, spear, short sword, and 4-40 ep. If there are two bugbears present and one dies in this room, the other tries to escape farther into the Delve. The orcs help defend this room, but one always flees to area 5 for help.

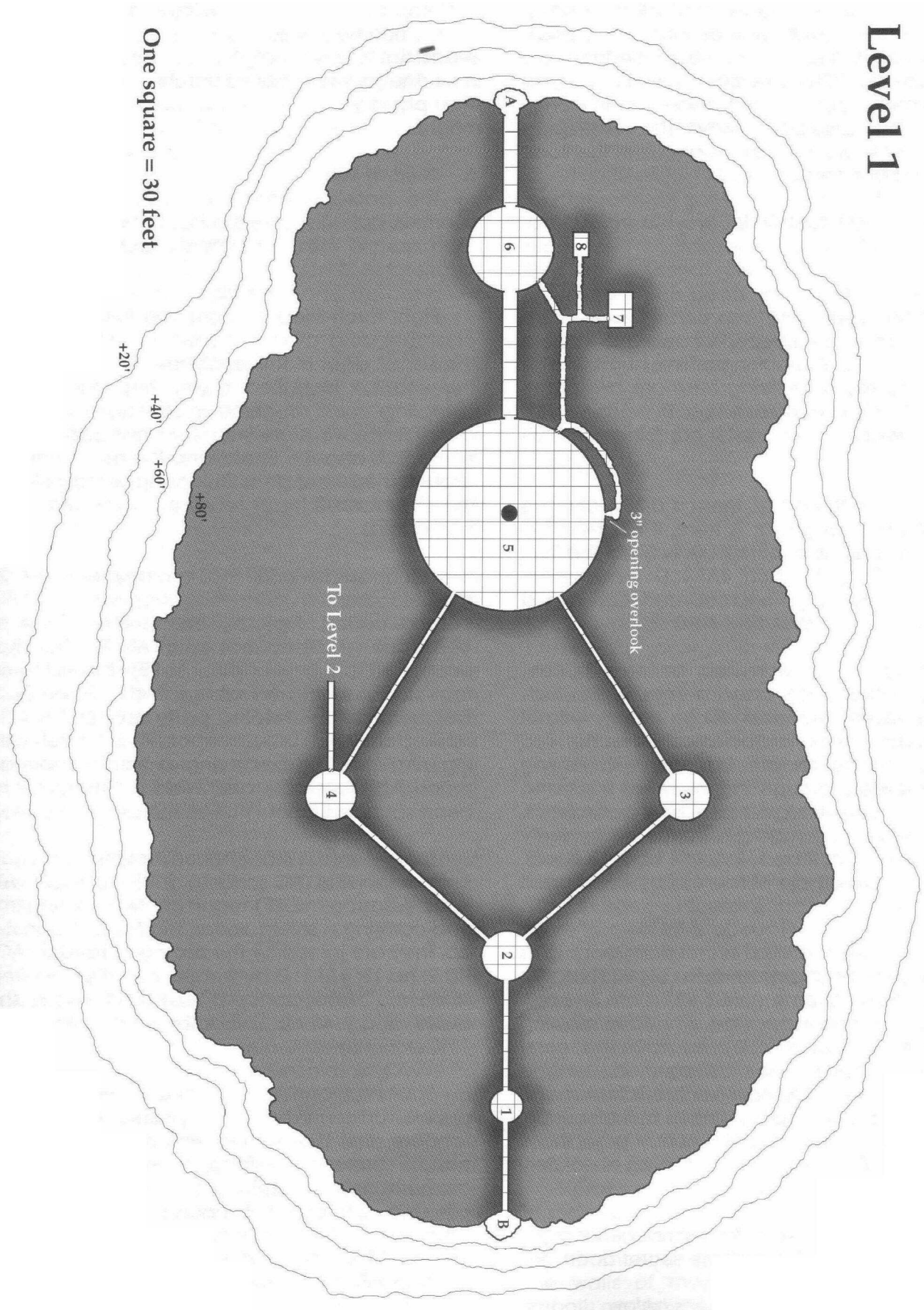
Inspection of the room reveals that four of the pallets have been stripped and ransacked. Hidden in the remaining (intact) pallets are a total of 3-36 gp.

### 3. Troll Lair

The corridors leading to this chamber are lined with six sconces each, but only half of the torches are lit. In this room lives a single **troll** (AC 4; HD 6 + 6; hp 43; #AT 3; D 5-8/5-8/2-12; SD regenerates 3 hit points per round beginning three rounds after sustaining damage; body must be burned or dissolved in acid to destroy completely; AL CE).

There is a 20% chance that the troll is joined by 2-8 **raiding party orcs** (AC 6; HD 1; hp 6 each; #AT 1; D by weapon; AL LE), each wearing ring mail and carrying a shield, footman's mace, light crossbow, and 2-24 ep. These orcs share the troll's living space.

# Level 1



The chamber is lit by three flickering torches and contains a large wooden table, three chairs, and three straw pallets. Two of the pallets have been ransacked, and the troll sleeps on the third. He is asleep only 20% of the time, however, and he is a light sleeper. Human and demi-human bones and offal are spread around the chamber. Smashed and broken weapons also litter the floor, as do torn armor and battered shields.

Hidden in the intact pallet are 140 gp, 220 ep, and a gem worth 800 gp.

#### 4. Ogre Lair

The corridors leading from areas 2 and 5 are lined with six sconces apiece, but only one torch in each tunnel is lit. A smoky bonfire burns in the middle of the room. Residing here are two **ogres** (AC 5; HD 4 + 1; hp 27, 25; #AT 1; D 1-10; AL CE). Each ogre wears a belt pouch containing 10-100 gp.

In addition to the ogres, there is a 30% chance that the magic-user Enthar is here. If so, there's a 60% chance that he is joined by 1-4 **orc leaders** (AC 6; HD 1 + 2; hp 10 each; #AT 1; D: by weapon; AL LE), each wearing ring mail and carrying a shield, spear, short sword, and 4-40 ep.

Strewn about the room are six large pallets, four huge (ogre-sized) clubs, some cured skins (two are leopard skins worth 80 gp each), animal bones, broken weapons, and smashed armor. Two of the unused pallets are trapped with itching powder sprinkled through the layers of skins and blankets. The powder (unless a saving throw vs. poison is successfully made) reduces the Dexterity of those who touch it by 1-4 points for 3-18 hours. There are also 4-80 gp hidden in each trapped pallet.

Set into the west wall is a secret door leading to a 10'-wide tunnel that descends to Level 2 (area 9). When a dwarf or gnome enters the room, the outline of the secret door appears, limned in glowing lines. Only a dwarf or gnome may open the secret door; the door may also be opened using a **knock** spell. If the secret mechanism is found and depressed, the door opens slowly but at a constant speed. Musty air and swirls of dust greet those who open it, but the mechanism makes absolutely no noise.

Ancient dwarvish runes are scratched on the wall of the tunnel just beyond the secret door:

*Curse the darkness that lies below  
And all the horrors it hath spawned  
Foemiter tried and Foemiter died  
His foolish bravery has doomed us all*

Lying beneath these words is the desiccated skeleton of a dwarf. The skeleton is not animated, and it has no treasure. A pair of rusted iron rails leads downward from this location into the darkness. The rails are spaced roughly three feet apart. The passage slopes westward at a 25-degree angle.

#### 5. Central Lair

The passage from area 3 is lined with six sconces, but only three torches are lit. The passage from area 4 also contains six sconces, but only one torch is lit.

Eight torch-filled sconces line the walls of this chamber, and all are lit save the one closest to the secret door in the northwest section of wall. If this sconce is pulled down, the door opens, revealing small, rough-hewn passages to areas 7 and 8. If the walls are inspected carefully, a dwarf has a 75% chance of noticing the new stonework around the secret door. The passage beyond and the chambers it leads to were carved out by the humanoids.

This chamber is 330 feet in diameter with a 20'-diameter central pillar that supports a 60'-high domed ceiling. Typically encountered here are 13-28 (3d6 + 10) normal **orcs** (AC 7; HD 1; hp 5 each; #AT 1; D by weapon; AL LE) dressed in ring mail and carrying a halberd and 1-20 ep each. Also here are 2-8 **raiding party orcs** (AC 6; HD 1; hp 6 each; #AT 1; D by weapon; AL LE), each wearing ring mail and carrying a shield, footman's mace, light crossbow, and 2-24 ep. If no alarm has been sounded, about 40% of the orcs are asleep.

There is also a 40% chance that this room holds 1-4 **orc leaders** (AC 6; HD 1 + 2; HP: 10 each; #AT 1; D by weapon; AL LE), each dressed in ring mail and carrying a shield, spear, short sword, and 4-40 ep. They are joined by the **orc commander** (AC 4; HD 2; hp 15; #AT 1; D by weapon; AL LE), who wears scale mail and carries a shield +1, spear, short sword, and 6-48 ep. Enthar the magic-user is here 10% of the time.

Spaced around the room are twenty ore-sized pallets. Under five of the pallets, arranged at random, are 1'-deep pits with hinged doors that can be thrown up to face the western passage. If aware of an imminent attack, the orcs hide in their pits (two orcs can fit in each pit) and attempt to surprise intruders. If surprise fails, the orcs use the hinged lids as cover while they engage in missile fire against any visible opponents.

If Enthar is present and aware of an imminent attack, he uses the secret door to enter the tunnels leading to area 7 (closing the secret door behind

him). Instead of heading west through the tunnel, he follows the tunnel around the northern circumference of the room and watches the battle unfold through a 3"-wide opening in the north wall. This narrow peephole is located 10 feet up the wall and is hidden in a dark patch between two sputtering torches; it is treated as a secret door for detection purposes.

## 6. Prison & Stables

The floor of this circular room is strewn with straw, offal, and rotting feed for the ores' mounts. There are six horses tethered to iron rings bolted to floor. The horses are frightened and do not allow riders without a struggle.

The chamber is 150 feet in diameter and has a domed ceiling 50 feet above. Eight iron brackets are set into the walls of this room, four per side. All but one bracket in the north wall contains a lit torch. The empty bracket, when turned 90 degrees clockwise, opens the secret door in the northeast section of wall. The secret door leads to areas 7 and 8.

The south wall has been converted into a series of rough cells for prisoners. The prisoners are secured by their wrists and ankles, and the manacles around their wrists are attached by stout chain to an iron ring bolted to the wall. There are five prisoners currently in this area; they are injured (each has 2-8 hit points at full and 1 hit point remaining) and hysterical. The prisoners must be healed before they can travel, and some attempt must be made to clothe them before they can be safely transported from the lair.

The room is normally guarded by 1-4 **normal orcs** (AC 7; HD 1; hp 5 each; #AT 1; D by weapon; AL LE), each wearing ring mail and carrying a halberd and 1-20 ep.

## 7. Treasure Room

Entry to this room requires the key held by Enthar (or a successful *pick locks* roll or **knock** spell). The lock is not trapped. The room contains two large wooden chests, one containing 7,940 cp and the other holding 643 ep, 697 sp, and 1,470 gp. These funds constitute the ores' payroll and treasure recovered from raids. Secured to a wooden rack are a **hand axe +2**, a **bastard sword +1**, and a cursed **long sword -1**, none of which has any additional magical abilities.

## 8. Teleporter Room

The floor of this room consists of three raised tiers, each tier approximately 5 feet above the one beneath. The effect resembles a ziggurat. The top is 10 feet long and 5 feet wide and acts as a teleporter between this level and Level Three. The tele-

porter functions only when the Baalzebul ring (worn by Enthar) is held or worn by someone standing on the top tier of the ziggurat. Anyone on the top tier when the ring activates is instantly **teleported** to area **38**. The teleporter can be used only seven times each week. When the adventure begins, the teleporter is fully charged.

This 30'-high rectangular room is lit by a dim **continual light** spell, but the command word "off" extinguishes the light. Speaking the command word "on" reactivates the spell. If forced back to this place, Enthar climbs onto the second tier, counting on his **boots of speed** to stay ahead of pursuers. If he still has an attack spell prepared, he casts it at pursuers before climbing to the top tier and using the teleporter to escape.

When anything is **teleported** back to this room from area **38**, the teleporter becomes inactive for five rounds.

## LEVEL 2 (AREAS 9-18)

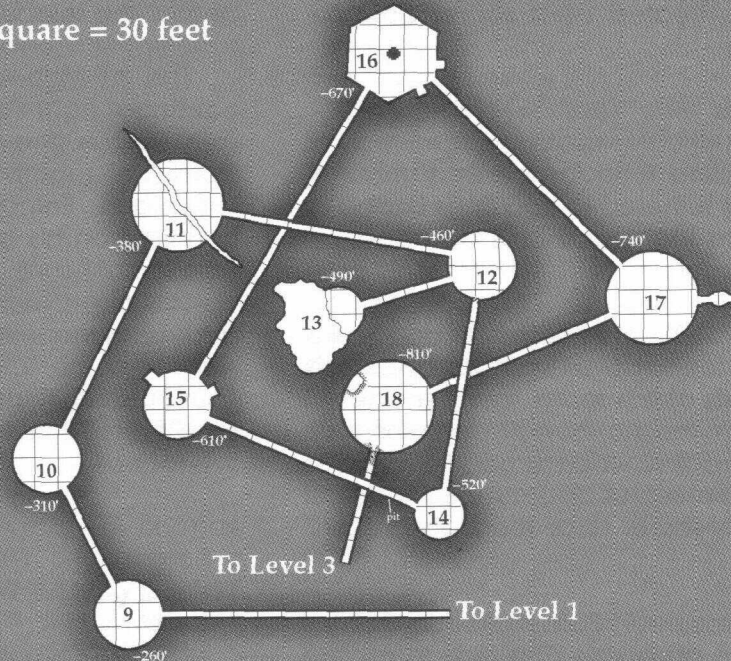
This level is musty and unused. The quarter-inch-thick layer of dust on the floor has not been disturbed for over 200 years. The tunnels and chambers were carved from seamless stone by skilled dwarven miners. There is the occasional broken piece of stonework, but the tunnels and rooms are secure and in no danger of collapse. The temperature of the Delve begins at about 60° F in area 9 but cools gradually as one descends (1° F per room is a good approximation) to a minimum of 50° F. The temperature is below freezing in areas **29** and **30**. However, it begins to warm rapidly as one moves closer to area **39**, gaining about 10° F in each successive room, so that the temperature in area **39** is about 110° F!

All tunnels have torch sconces made of iron spaced about 60-70 feet apart. These sconces are always on the outside of the descending spiral from area 9 to area **18**. Most of the sconces are without torches, and those torches that remain are rotten and crumble at the slightest touch. If one of these ancient torches is lit, it burns furiously for 1-4 rounds before turning to ashes.

Heroes carrying lit torches can see an upcoming chamber at about 40-70 feet. Those using a **light** spell or bullseye lantern can see an upcoming chamber at 70-100 feet, barring obstructions. The walls of most tunnels and chambers are smooth and true; there are no places to hide along the walls.

## Level 2

One square = 30 feet



### 9. Staging and Bunk Area

This 90'-diameter chamber has a domed ceiling 30 feet high. Strewn about the room are picks, shovels, and other digging equipment, none of which is salvageable. In the center of the room is an ore car on a pair of rusted iron rails that lead up to area 4 and down to area 10.

Along the walls are ten wooden beds, upon which lie ten **dwarven skeletons** (AC 7; HD 1; hp 8 each; #AT 1; D 1-6 (hand axe); SD suffer half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL N; no treasure carried). The skeletons' race can be determined only with good lighting and upon close inspection. As soon as any non-dwarf enters the room, the skeletons animate and attack. There is a 60% chance they do not animate if the sole entrant is a gnome, 40% if the entrant is a halfling. Once animated, the skeletons ignore dwarves (100% chance), gnomes (60% chance), and halflings (40% chance). Dwarves, gnomes, and halflings who attack the dwarven skeletons lose their advantage and are attacked in kind. If there are no creatures in the room save those being ignored by the skeletons, the skeletons return to their rest in 3-12 rounds.

The skeletons attack until destroyed but do not leave the room. Thus, if a cleric can hold the skeletons at bay, the party may pass through the chamber safely. At the foot of each bed is a locker containing rusted helmets, weapons, and armor as well as several articles of rotted clothing. There is no treasure.

The ore car is held in place by a large chunk of rock. If released, it rolls freely down the tracks at a speed of 12". The rails can bear the weight of the car, although there is a non-cumulative 5% chance per 100 feet that fatigue causes the rails to break and the car to tip over. The car is large enough to hold three human-sized characters, should anyone decide to use it as a vehicle; barring accidents, it rolls until it reaches area 11.

### 10. Bellows Room

The rails continue through this room. This chamber, similar in size to area 9, contains the crumbling remains of wood benches, tables, and two large bellows. The bellows, which point down along the track to area 11, were plainly of the type used for circulating air rather than fanning flames. Age has rendered them inoperable.

## 11. A Lair in the Darkness

The railroad continues into this room but is abruptly interrupted by a 10'-wide crevice that bisects the room. The tracks end at the lip of the crevice, and an ore car rolling down the tracks surely plummets into the pit unless measures are taken to stop it. Heroes should make a normal surprise roll when entering this room. Characters in a rolling ore car who are unaware of the crevice and who are surprised can take no action to help themselves. Assuming one or more prepared PCs are waiting in this area, the ore car can be stopped by pushing with a combined Strength of 36 or better (treat as AC 5; all those who wish to push must hit the car with a barehanded attack). The ore car can also be stopped by thrusting a heavy object onto the tracks ahead of the car's wheels. (Neither of these methods should be offered to the players as a solution, of course.) Riders in the ore car who are *not* surprised may leap out of the car or deliberately tip it over. In either case, each rider suffers 2-8 points of damage from the subsequent jump or crash.

The crevice bisecting the chamber is just over 60 feet deep (6d6 points of damage to anyone falling into the crevice). It extends 20 feet above the 30'-high domed ceiling and about 60 feet to the northwest and southeast. There is nothing within the crevice but shattered rocks and debris. The crevice is approximately 10 feet across. Characters may successfully leap the crevice by rolling less than or equal to their Strength scores on a d20. Apply the following penalties:

- 2 if carrying normal gear (35+ lbs.)
- 5 if carrying heavy gear (70+ lbs.)
- 8 if heavily encumbered (105+ lbs.)

On the northeast side of the crevice, another old ore car rests on the tracks. If the heroes have sufficient light, they can see "something bright and shiny" behind the ore car. Concealed behind the car is the guardian of the room, a **spirit naga** (AC 4; HD 10; hp 53; #AT 1; D 1-3 + poison (save applicable); SA charming gaze (see below), spells: **magical—light, magic missile (x3), shocking grasp** (1d8 + 5 points of damage; requires a successful bite attack), **sleep; darkness, web; fireball (5d6 points of damage)**; clerical—**cure light wounds, protection from good; hold person, silence 15' radius, create food and water; AL CE**).

The naga's gaze is effective up to 25 feet away. Any character who meets her gaze is allowed a saving throw vs. petrification. If the saving throw is unsuccessful, the hero must do whatever the spirit naga commands, including attacking others and even freely allowing attacks

by the naga. If the naga successfully charms a particularly troublesome foe, she commands the hero to leap into the crevice.

The naga may enter any location on Level 2 (except areas 9 and 10) in defense of her treasure. She is not well disposed to bargaining and is 95% likely to attack without warning. If persuaded to bargain, she demands the best of the party's treasure and no less than one powerful magical item. She will accept a live meal in lieu of a magical item—a prisoner or fellow party member. She is picky, however, and does not eat humanoids. The naga is very intelligent and uses her spells to the utmost. She should be played aggressively and brooks no self-important character trying to barter or boast to her.

The ore car behind which the naga hides is rusted and incapable of transporting characters. The naga's treasure is hidden inside the car: a **long sword +3** named Zalco (see the APPENDIX at the end of the module for more information on this weapon), 480 gp, 300 ep, 800 sp, seven gems (4 x 1000 gp, 3 x 500 gp), and four spell scrolls with the following spells on them (each cast at 12th level): **clairvoyance, cone of cold, cure critical wounds, and magic missile**.

## 12. End of the Line

This 30'-high circular room is empty. The railroad that began in area 9 and continued through areas 10 and 11 ends here. Upon entering this room, characters can hear the distant sound of dripping water (from area 13).

Set into the southern section of wall is a secret door. If Zalco (the **long sword +3** found in area 11) is in a character's possession and is out of its scabbard, it reveals the secret door when brought within 5 feet by saying, "Well, you're not just going to pass the secret door, are you?" The secret door may be opened by depressing a nearby torch sconce.

## 13. Flooded Chamber

The dwarven miners encountered an underground spring while excavating this chamber. Only half of the room was actually completed. The western edge of the floor drops 30 feet to the surface of the spring, which is 150 feet deep.

There is nothing alive in the spring, and it is very cold. Any character who dives into the water is subject to the effects of a **chill metal** spell (reverse of **heat metal**). Any character who suffers 8 or more points of damage from the water must make a successful saving throw vs. paralyzation each round or be paralyzed by muscle cramps. The cramps could cause the character to drown in 1-4



rounds unless her or she has some way to breathe underwater. The **resist cold** spell or **ring of warmth** nullifies the chilling effect on anyone so protected.

#### 14. Trapped Corridor

When the characters are within 100 feet of this chamber, assuming no light is burning, those with infravision notice a dim source of light ahead. Otherwise no character (regardless of infravision) notes the glow of the chamber until it is entered. The glow is magical and as bright as a quarter-moonlit night; the light fills the entire room, which is 60 feet in diameter with a 25'-high domed ceiling. Tools and digging equipment lie heaped upon the floor, but these are all rotten or rusted.

The western tunnel descends farther into the Delve, toward area **15**. Thirty feet down the corridor is a magical trap set in the floor. A **find traps** spell (or a thief's *find traps* ability) reveals the presence and true nature of the trap. A **detect magic** spell reveals the trap's presence but not how it works. The trap is triggered by 150 pounds (or more) of weight but discounts the weight of dwarves, gnomes, and non-living matter. The chance of a dwarf or gnome spotting the trapped floor without searching the area carefully is 15% (assuming the dwarf or gnome is in the front rank). Dwarves and gnomes may add this 15% to their chance of finding traps if a careful search of the passage is conducted.

The 30'-long, 10'-wide trapped section of floor is balanced on a stone axle and designed to tip forward like a seesaw. Below this tilting "lid" is a 15'-deep pit. When 150 pounds of weight is placed on the western half of the lid, the entire floor tilts on its axle until it becomes a vertical plane, dumping everything into the western half of the pit. All creatures falling into the pit suffer 2-9 (1d8 + 1) points of damage. When the "lid" reaches its vertical position, it locks into place at both the pit bottom and the tunnel ceiling, effectively blocking the corridor. Simultaneously, vents in the walls of the pit open with an audible clang. When the Delve was inhabited and maintained, cold water would fill the pit, followed by flaming oil. Both substances are now long gone.

The party might be split into two groups by the vertical "wall" formed by the pit's lid. If this occurs, characters on either side cannot communicate verbally through the stone barrier. However, the mechanism for setting the pit trap is located in area 15. A **knock** spell also resets the trap.

#### 15. A Fool's Errand

This circular, 30'-high, domed chamber is illuminated by a lingering magical dweomer similar to that encountered in area 14. The illumination is equivalent to dim moonlight.

There is a 10'-wide, 20'-tall, and 10'-deep niche in the northeast wall, but the contents cannot be seen from either tunnel leading into the chamber. Within this niche are the controls for the trap in area 14. The controls consist of two iron levers, both of which are fully operational. Experimentation quickly reveals which lever causes the floor to return to its rightful place. The second lever locks the pit's "lid" in place so that the corridor may be traversed safely.

Set into the northwest wall is another large niche. A light source causes something in the back of the niche to glitter. Closer inspection reveals that the rock at the back of the niche is a thick vein of gold. Eight mining picks stand against the walls of the niche, among various-sized chunks of rock and small nuggets of gold. The picks look slightly rusted and used, but otherwise they are solid. Any character who gazes upon this tableau from within 15 feet must make a successful saving throw vs. spell or follow a subconscious suggestion to pick up the tools and mine some gold. The spell may be broken in the following ways: A character may be freed of the spell if he or she is physically hauled from the room and vigorously shaken, provided the character has been digging for only 1-2 rounds. If the character has been digging for 3-5 rounds, any successful diversion must inflict at least 1 point of physical damage. If the character has been digging for 6-9 rounds, at least 3 points of damage must be inflicted upon the character to break the spell. After a full turn has passed, only a **dispel magic** or **remove curse** spell can counter the magical effect; each spell frees one individual only.

Elven heroes are 90% resistant to the suggestion, while half-elves are 30% resistant. The compulsion to mine for gold lasts twelve hours if left uninterrupted, after which time another saving throw may be rolled. For each hour spent mining, a character loses 1 point of Strength and 1 point of Constitution. If either ability drops to 0, the character falls unconscious from exhaustion. Strength and Constitution points are recovered at a rate of 1 point each per hour of rest.

Characters who are removed from the room while under the spell's control desire only to return and continue digging until a **remove curse** or **dispel magic** is cast upon them. Any gold taken from the niche eventually turns out to be iron pyrite—"fool's gold."

#### 16. Shrine of the Dwarven Gods

As one travels from area 15, the rock strata changes to a lighter color as the Delve deepens. When the characters come within 100 feet of this chamber, assuming no light is burning, those with

infravision notice illumination ahead. The glow has the magical intensity of a moonlit night; the light fills the entire room,

This hexagonal chamber was chipped from the inside of a monstrously huge quartz crystal. The walls are faceted in great reflecting planes. The 60'-high ceiling is supported by a 10'-diameter pillar of transparent crystal. Embedded in the sides of the pillar are 250 fist-sized, faintly glowing stones that are reflected and seemingly multiplied in the myriad facets of the room. These translucent stones seem to be the source of the ambient light. The stones, if pried from the pillar, cast light in a 3' radius for 24 hours, after which time their illumination fades. If a **light** spell is cast upon a stone, it stays lit for four days before going out. This process can be repeated over and over. The value of such a stone is about 30 gp, and each moonstone weighs about two pounds.

If a party enters the chamber with lit torches or open lanterns, the quartz walls reflect and multiplies the light enormously, and any characters who are in the room at that time are blinded for 2-5 rounds unless a saving throw vs. spell is successful.

Flanking the southeastern exit are two crystalline niches measuring 8 feet wide, 8 feet deep, and 16 feet tall. Built into the back of the southernmost niche is a shelf, upon which rest seven crystal statuettes depicting dwarves. Each statuette stands 2 feet tall, weighs 10 pounds, and represents one of the seven dwarven clans in this part of the world. Any dwarf character has a 30% chance of knowing this fragment of lore. Anyone removing a statuette suffers a -1 penalty to attack rolls until the statuette is safely returned or a **remove curse** spell is cast; this penalty is cumulative if multiple statuettes are removed. Each statuette is worth 40 gp.

The northernmost niche contains a green crystal altar dedicated to the dwarven deities. If a dwarf prays to one of the dwarven gods before this altar, he or she receives a **bless** spell lasting 24 hours. There is a 90% chance that a dwarf character recognizes the altar and its significance.

The power of the dwarven pantheon is so strong in this area that none of the undead creatures or the devils can enter this room. Characters may use this chamber as a safe place to rest, regroup, and use healing magic.

### 17. The Ghostly Smith

A measured, metallic ringing, as of blows being struck, can be heard several hundred feet from this room. Characters within 50 feet can detect a flickering light coming from the chamber.



The 120'-diameter, 40'-high room is lit by the fitful glow of a forge in the center of the room. A dwarven smith stands over an anvil next to the forge and pounds on a great, shining axe. Occasionally he holds it up to look at it, mutters over some imperfection, then continues with his hammering, sometimes thrusting it into the forge to heat it up, sometimes sticking it with a hiss into a barrel of liquid. If they take a moment to look closely, characters notice that they can partially see through the smith, his tools, the bellows, and the barrel. Even the flames from the forge look slightly unreal. The only solid objects seem to be the forge, the anvil, and the axe.

The smith takes no notice of anyone who enters the room and does not attack unless he is attacked by a weapon that can hit him (i.e. a silver or magical weapon—all others pass through him) or an attempt to take the axe is made. In either case, the smith attacks the offender and anyone else in the room. He is actually a **wraith** (AC 4; HD 5 + 3; hp 23; #AT 1; D 1-6; SA energy drain (one level); SD silver or magical weapons needed to hit; AL LE). The smith initially attacks using the axe,

which crumbles to powder after one hit (enraging him even further). The axe is usable as a weapon only for one strike and is not magical. If the wraith is killed, all the unreal objects disappear, including the light from the fire.

If the final blow against the wraith is landed by a dwarf, gnome, or any axe-type weapon, the wraith assumes a gaseous form and swirls about the weapon used to dispatch it. In seconds, the wraith's dark energy is absorbed into the weapon, which transforms from whatever material it was previously composed of to a dead black substance that reflects no light. The weapon is unchanged in all other respects (including special abilities) but gains an additional +1 bonus.

The eastern tunnel from this chamber is a corridor sloping upward. Fifty feet from the chamber the corridor widens into a bulge 25 feet wide, and here lie the rotted remains of two huge air bellows similar to those found in area **10**. The bellows point eastward, away from the forge. Approximately 20 feet beyond this, the tunnel is blocked where the ceiling has collapsed. The huge pieces of granite filling the tunnel could not be moved by less than a huge work force. (This was originally a ventilation and secret escape tunnel.)

### 18. Hall of the Master Miner

A magical radiance fills this chamber; the light's intensity is about equal to a full moon. This great domed room is 60 feet high at its apex. The walls are decorated in alternating sections of bas-reliefs and bare rock. The carvings depict famous acts of ancient dwarven heroes. On the northwest wall of the chamber, a ledge is carved from the rock, about 25 feet from the floor. The glow seems to be concentrated here. The rock supporting the ledge rises sheer and smooth from the floor, as do the immediate surrounding walls. Once a great majestic stone staircase rose to the ledge from the floor of the room, free-standing like a flying buttress, but it has fallen, and large pieces of rock litter the floor.

Plainly visible upon the ledge is a throne carved out of granite. Upon it sits a dwarven skeleton. Upon its head rests a great helm.

The area on top of the ledge is protected by a permanent **protection from normal missiles** spell. Any non-magical missiles, or even thrown objects like grappling hooks, rebound from this protective field.

If anyone scales the ledge to inspect the body, they find that the skeleton is indeed dead and inanimate. The skull has been crushed. There are no other objects save rotted clothes and the great

helm. The helm is actually the **Dwarven Helm of the Master Miner** (see APPENDIX for a full description).

Five huge timbers seal the southern passage out of the room. The timbers are braced by piles of rubble and held in place other timbers and rocks to seal the passage. These timbers can be moved with a percentage chance equal to three times a character's bend *bars* percentage. Removing these timbers, regardless of any precaution save a **silence** spell, is quite noisy.

## LEVEL 3 (AREAS 19-25)

### 19. Barracks

This is an old, deserted barracks. Any living creature other than Enthar or Frelpic who enters this room is attacked by two **dwarven zombie fighters** (AC 4; 3rd-level fighter; hp 25, 17; #AT 1; D by weapon; SA always act last in a melee round; SD suffer half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE). Each zombie wears tattered chain mail and carries a shield, hammer, and 3-30 gp. There is a 1% chance that Vezenor is present as well.

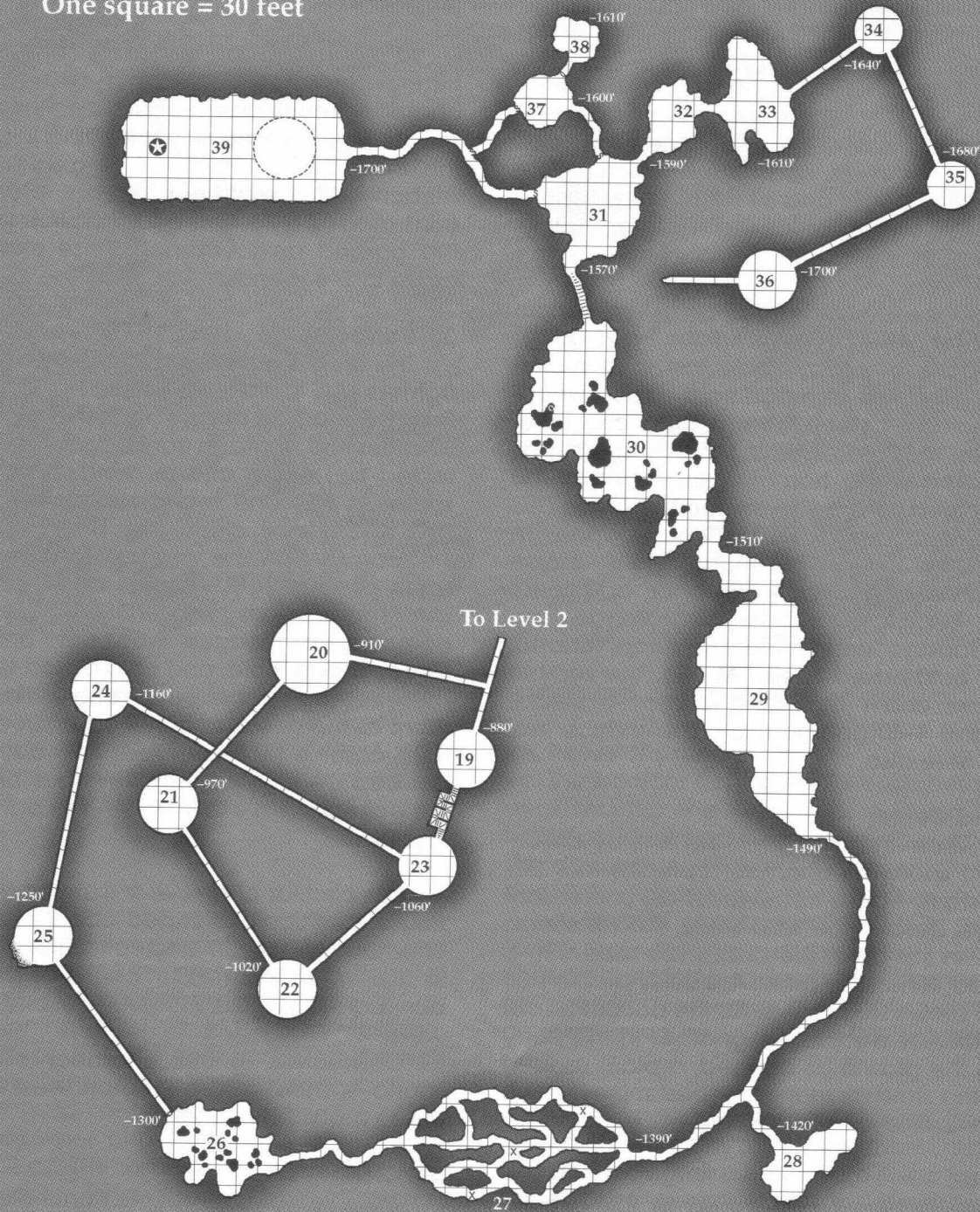
The southern exit from this chamber leads to a series of steep, winding stairs, terminating in area **23**. The stairs are unused and dusty. If a search is conducted, a trap may be detected (normal percentages) at the top of the stairs; apparently part of the wall at the back of the top landing is rigged to spring open. (This is not a secret door, and cannot be detected as such.) How this trap is activated is not apparent.

Halfway down the flight of stairs is the trigger of the trap: treading upon any of the five sequential steps with greater than 100 pounds of non-dwarvish/non-gnomish weight springs open the wall at the top of the stairs, releasing an enormous boulder. This huge stone crashes down the stairway, rebounding from the walls at each landing and careening down the next flight. The sound and its implications are obvious to any heroes below. Any characters who flee immediately and whose base speed is at least 6" can reach the bottom of the stairs just ahead of the boulder. The 10'-diameter boulder tumbles out of the stairwell and rolls into the center of area **23** before coming to a complete stop. Naturally, this places the guards in that area on alert.

Characters who cannot escape the path of the boulder have a chance of being crushed. Any character who flattens against the side wall to

# Level 3

One square = 30 feet



avoid the rolling stone must making a successful saving throw vs. death magic at +3 to avoid suffering damage. Characters who fall prone to the floor in the middle of the corridor save at a +1 bonus. Characters who do neither save at a -2 penalty. In any event, Dexterity defensive bonuses or penalties modify the saving throw. Any character who fails the saving throw is struck by the boulder for 5-30 (5d6) points of damage.

## 20. Storage

This chamber is a weapon storage room and contains four hammers, six pole arms, three light crossbows, 28 quarrels, and 80 darts. The weapons are stored in rotted, unlocked wooden trunks against the north wall.

This room is usually guarded by one **dwarven zombie fighter** (AC 4; 3rd-level fighter; hp 25; #AT 1; D by weapon; SA always acts last in a melee round; SD suffers half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE) dressed in tattered chain mail and carrying a shield, hammer, and 3-30 gp. This zombie is joined by a **dwarven zombie cleric** (AC 4; 3rd-level cleric; hp 15; #AT 1; D by weapon; SA always acts last in a melee round; spells—cause **light wounds and cause fear**; for additional spells, see ROSTER; SD suffers half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE). The zombie cleric wears chain mail and carries a shield, hammer and 4-40 gp. There is a 2% chance that Vezenor is here also.

## 21. Airweed Center

This 90'-diameter, 30'-high room is lit by a **continual light** spell. The chamber contains four 20'-diameter stone basins from which an unpleasant odor arises. Despite the bad smell, the air seems less "used" in this area. The basins are filled with a low, tangled, lichen-like plant. This sickly purple stuff grows in a brown sludge that fills the bottom half of each basin. Any dwarves or gnomes in the party recognize the growth as airweed, a plant used to replenish the stale air in the deepest mines where ventilation is difficult or impossible.

## 22. Fest Hall

Wooden benches and tables fill this circular chamber, which is lit by a **continual light** spell. This room is usually guarded by two **dwarven zombie fighters** (AC 4; 3rd-level fighter; hp 20, 18; #AT 1; D by weapon; SA always acts last in a melee round; SD suffers half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE) and one **dwarven zombie cleric** (AC 4; 3rd-level cleric; hp 18; #AT 1; D by weapon; SA always acts last in a melee round; spells—cause **light wounds and cause**

**fear**; for additional spells, see ROSTER; SD suffers half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE). The zombies have the same armor and equipment as those encountered in area 21. There is a 5% chance that Vezenor is encountered here as well.

At the head of the table arrangement, a throne has been carved out of the rock of this chamber. The throne produces an immobile **anti-magic shell** around anyone sitting in it. Activating the magic of the throne has a 10% chance of attracting 2-5 **dwarven zombie cleric/fighters** from areas **31-36** and a 2% chance of attracting the barbed devil Vezenor; these reinforcements arrive in 2-8 rounds.

## 23. Barracks

This area is guarded by three **dwarven zombie fighters** (AC 4; 3rd-level fighter; hp 23, 21, 17; #AT 1; D by weapon; SA always act last in a melee round; SD suffer half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE) and two **dwarven zombie clerics** (AC 4; 3rd-level cleric; hp 14, 13; #AT 1; D by weapon; SA always act last in a melee round; spells—cause **light wounds and cause fear**; for additional spells, see ROSTER; SD suffer half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE). These zombies possess the same armor and equipment as the ones encountered in area 21. There is a 2% chance that Vezenor is here also. If the boulder trap on the northern stairs has been tripped, the occupants are alert when the party enters the chamber.

This circular chamber is illuminated by a **continual light** spell. Arranged about the walls of this chamber are seven decrepit bunks that crumble to dust when touched. In chests at the foot of the bunks are 40, 30, 20, 71, 48, 30, 20, and 26 gp.

Characters in this chamber can hear the sound of mining from the northwest tunnel (leading to areas 24 and 25).

## 24. Clerical Chambers

This circular chamber is illuminated by a **continual light** spell. Arranged about the walls are twelve decrepit wooden beds that crumble when touched. At the foot of each bed is an unlocked wooden locker, seven of which contain treasure: 20, 37, 41, 8, 23, 89, and 39 gp respectively.

This area is guarded by three **dwarven zombie clerics** (AC 4; 3rd-level cleric; hp 17, 12, 10; #AT 1; D by weapon; SA always act last in a melee round; spells—cause **light wounds and cause fear**; for



additional spells, see ROSTER; SD suffer half damage from edged weapons; unaffected by **steep, charm, hold**, and cold-based spells; AL NE). See area **21** for the zombies' armor and equipment. There is a 2% chance that Vezenor is present as well.

#### 25. Mithril Mine

This room has been the source of recent mithril mining. The chamber is illuminated by a **continual light** spell. Digging out the precious ore with hand tools are three **dwarven zombie fighters** (AC 5; 3rd-level fighter; hp 23, 21, 17; #AT 1; D by weapon; SA always act last in a melee round; SD suffer half damage from edged weapons; unaffected by **steep, charm, hold**, and cold-based spells; AL NE). These zombies wear chain mail and carry hammers and 4-48 gp. The zombies stop mining only to attack intruders or respond to an alarm elsewhere in the Delve. There is a 5% chance that Vezenor is overseeing the mining operation when the characters arrive.

The mining is quite noisy and can be heard as far back as area **22**. There are a dozen chunks of mithril in the roughly hewn southwest section of the room. Each chunk is worth 150 gp.

### THE LOWER CAVES (AREAS 26-39)

#### 26. Room of Light

The corridor from area **25** ends before an iron door molded the likeness of a dwarf. The figure holds a trident and wears a seven-pointed crown. The door has no lock but it is barred from the east side. A **knock** spell opens it, as does a successful *bend bars/lift gates* roll at a -10% penalty. No matter how the door is opened, there is a 50% chance that doing so summons Vezenor (if he has not already been encountered). Any character not accompanied by Enthar or Frelpic is attacked on sight.

A soft, magical glow illuminates the 30'-high, roughly hewn cavern and the many huge stalactites and stalagmites that adorn it. The eastern passage from the room is not obvious or visible from the doorway.

Any living creature that enters the room is limned with **faerie fire**. A **dispel magic** can remove the outline, but the **faerie fire** is treated as 10th-level magic. Removing the **faerie fire** from the entire room requires a successful **dispel magic** cast against 21st-level magic. The **faerie fire** persists even after the characters leave the cave; it is permanent until dispelled. Outlined creatures are

easier to strike, affording opponents a +2 bonus on all attack rolls (but not damage rolls).

### 27. In the Black

This area is covered with twelve separate and permanent **continual darkness** spells; thus, **dispel magic** (if successful) or **continual light** negates only one-twelfth of the darkness. A **light** spell provides illumination within 10 feet only. **Faerie fire** and torch light produce a 3' glow. A lantern lights an area 15 feet ahead, but this illumination is poor. A magical sword (except for a flaming sword, which acts like a torch) casts only a 1'-radius light and is virtually useless. Even if the darkness in this area is negated, it gradually returns so that in twenty-four hours the **continual darkness** is again in place.

At each of the points marked "X" dwells one of three **black puddings** (AC 6; HD 10; hp 40, 36, 32; #AT 1; D 3-24; SA dissolve wood and metal; SD weapons divide a pudding into two half-sized puddings; immune to cold and lightning attacks; AL N).

Any magical weapon striking a black pudding must make a saving throw vs. acid. If the saving throw fails, the weapon loses 1-4 properties, including "plusses" to attack and damage. If the saving throw succeeds, the weapon is not harmed (for that contact only). Ordinary weapons suffer full acid damage at once if they hit the pudding, and no damage is inflicted. Any pudding reduced to half hit points has a 50% chance of fleeing; otherwise, it remains and eats anything and anyone it can. Creatures eaten by puddings cannot be brought back to life by any means short of a carefully worded **wish** or a near-immediate **alter reality**.

The puddings are encountered only at the "X" locations and nowhere else. There is a 60% chance that any given pudding is attached to the ceiling, a 30% chance that it is clinging to a wall, and a 10% chance that it is on the floor. The puddings are not hampered by the **continual darkness**. Characters who are unable to see the puddings in the darkness suffer a -4 penalty to hit.

### 28. Garbage Pit

A horrid stench pervades this unlit cavern and the tunnels beyond. This room is piled high with offal—some small amount is recent. The smell in the room has the effect of a gha'st's aura (retching and nausea causing -2 on "to hit" rolls) unless a successful saving throw vs. spell with a +4 bonus is made. Characters who remain in this room for more than 3 turns carry the stench for days unless it is thoroughly washed off.

For those who would delve in this muck, there is a 20% chance per turn of finding a coin: copper (40%), silver (30%), gold (20%), or platinum (10%). The total number of coins in the entire room is 40 cp, 30 sp, 20 gp, and 10 pp.

The room is guarded by an **otyugh** (AC 3; HD 6; hp 30; #AT 3; D 1-8/1-8/2-5; SA disease (a bite is 90% likely to infect the victim with an acute and severe muscular disorder, as per DISEASE in the **DUNGEON MASTERS GUIDE**), surprise (1-4 on 1d6); AL N). If it sees light in the corridor, the otyugh is 90% likely to investigate. It always attacks small groups of 1-3 characters, but it avoids larger groups.

### 29. Cold Cavern

This great, unlit cavern is kept magically cold. Unless the characters have some form of magical protection, such as a **resist cold** spell or **ring of warmth**, damage commences on the sixth round of exposure, the third round for those in metal armor. Characters are allowed a saving throw every round; failure indicates 1 point of damage. Failing the saving throw three times means the victim suffers 1 point of damage each round thereafter. The cold persists through area **30** and ends at the steps leading to area 31.

Roll percentile dice at this point to determine whether the bone devil Skirpus is in this area at this time: there is a base 50% chance. If he is not encountered here and hasn't been met elsewhere, the bone devil is lurking in area **30**.

### 30. Lair of the Devil

This ice-coated cavern is filled with stalactites and stalagmites, some of which have joined to form columns that support the 60'-high ceiling. Icicles clinging to the ceiling occasionally fall to the floor, shattering like glass. If the characters reach this point without previously encountering Skirpus, they find the bone devil here. He is hiding behind a stalagmite near the middle of the cavern and leaps out to surprise intruders.

The temperature in the chamber is far below freezing; any character who touches the walls, ceiling, or floor with bare skin suffers 1 point of damage each segment he or she remains in contact. The natural condensation in the cavern has frozen, forming a slick, icy shell on every surface. Any character moving at a rate faster than a slow walk must make a saving throw vs. paralyzation or fall prone, suffering 1-4 points of damage from the fall. Those who fall must spend the next melee round regaining sound footing.

### 31-36. The Lower Mines

These areas are inhabited by seven **dwarven zombie cleric/fighters** (AC 4; 3rd-level cleric/3rd-



level fighter; hp 24, 22, 20, 19, 19, 17, 14; #AT 1; D by weapon; SA always act last in a melee round; spells—cause **light wounds** and **cause fear**; for additional spells, see ROSTER; SD suffer half damage from edged weapons; unaffected by **sleep, charm, hold**, and cold-based spells; AL NE). The zombies wear tattered chain mail and carry shields and hammers. Each zombie has a pouch containing 4-24 mithril nuggets worth 10 gp apiece. Roll 1d100 and consult the following chart to determine the zombies' starting locations.

Area Number	31	32	33	34	35	36
01-40	0	0	3	0	0	4
41-80	1	1	0	2	0	3
81-90	0	2	2	0	1	2
91-00	1	1	0	1	0	4

31. The stairs leading to the cavern are long and steep. The stairwell is lit by a **continual light** spell, and the cave by a dimmer form of the same spell. A thief's *hide in shadows* percentage is reduced by 40% in the stairwell. The secret doors in the north and west walls are each opened by depressing a stone in the nearby wall. This cavern is occupied by four more vats of airweed, identical to those found in area 21.

32. This unlit 15'-high cavern serves as the barracks for the dwarven zombie cleric/fighters. There are seven beds and dwarven chests. In each chest are 4-24 pp.

33. This unlit, 25'-high cavern is a common room for eating, storage, and living. There is nothing of value here.

34. This circular chamber is illuminated by a **continual light** spell. Littering the floor are several tools—picks, spikes, drills, and so forth. Set into the north wall is a hot forge. The dwarves use this forge to mint coins, although no treasure can be found here currently.

35. This unlit, circular chamber is used for ore storage and contains nothing else of value. There are unprocessed chunks of raw ore here with a total value of about 500 gp.

36. This circular chamber is illuminated by a **continual light** spell. Mithril ore can be mined here. Half of the undead dwarves present are mining, and the other half are at the end of the western corridor digging deeper. Characters can recover 500 gp worth of ore from this chamber.



### 37. Study and Workroom

This roughly circular chamber serves as Frelpic's study and workroom. It contains a desk, writing equipment, a table, and two chairs. Next to the desk is a bookshelf. Hidden behind the books are a **rod of smiting**, an **onyx dog**, and a **ring of spell storing** that contains the spells **commune** (three questions), **raise dead**, and **plane shift**. Frelpic makes use of these items if hard-pressed.

The western secret door (leading to area **39**) is protected by a **glyph of warding** that explodes in a 10' radius for 16 points of damage (half damage if a saving throw vs. spell succeeds). Careful examination of the secret door reveals the **glyph**, which is traced with charcoal near the base of the door. The **glyph** detonates when the secret door is touched by a living creature.

On the floor of the tunnel leading to area **39** is another **glyph of warding** identical to the one placed on the secret door. The **glyph** is concealed as part of a mosaic on the floor. A cleric, if suspicious, has a 5% chance per level of discovering the **glyph**.

### 38. Receiving Teleporter

This 50' x 70' cave is the destination of the **teleporter** from area 8. The ceiling is flat and 40 feet high, and the cave is lit by a dim **continual light** spell. In the middle of the floor stands a four-tiered, stone ziggurat, each tier 5 feet higher than the one beneath.

The receiving end of the **teleporter** is located atop the highest tier of the ziggurat (upon a 10' x 5' platform) and is enchanted with a **detect evil** spell. Any non-evil person who uses it is subject to a stunning effect that lasts for 3-12 segments—no saving throw. In addition, the character must make a successful saving throw vs. death magic or be aged ten years. This platform otherwise works exactly the same as its counterpart in area 8. (Note that the receiving **teleporter** is inactive for 5 rounds following the arrival of anyone from area 8.) As Baalzebul's power expands, his minions will establish additional links farther from the Delve that connect here, eventually creating a network that allows the evil forces to move rapidly throughout the region.

The only apparent exit from the chamber is a tunnel leading south. The passage ends before a heavy iron door. Standing on the north side of the door, barring passage, is an **iron golem** (AC 3; HD 18; hp 80; #AT 1; D 4-40; SA poison gas; SD +3 or better weapon to hit; lightning **slows** it for 3 rounds; all other magical attacks inflict no damage; AL N). The golem is hidden in shadows and can be seen only by characters in the passageway.

When a non-evil figure enters the room, the golem animates and moves to kill the offending person. The animation takes 2-8 rounds. The golem begins seeping chlorine gas once animated, filling the chamber in 10 rounds. Within 2-8 segments of inhaling the gas, characters must make a successful saving throw vs. poison or die. If the saving throw is successful, the gas acts as a **stinking cloud** spell, no saving throw.

The iron door is magically sealed. Trying to force open the door with magic (such as a **knock** spell) proves futile and causes the golem to animate and begin spewing noxious chlorine gas. The door opens only if the command word "hoggle" is spoken (which only Enthar and Frelpic know), or if it is forced open by brute physical strength (requiring a minimum of 37 combined Strength points). A **teleport or dimension door** spell also allows passage beyond the door. The door is sealed so that the gas (or someone in gaseous form) cannot escape.

### 39. The Temple of Baalzebul

An immense statue rises nearly 50 feet from a marble altar at the far end of this 90'-high, roughly hewn cavern. Carved from some unknown reddish rock, the statue depicts the arch-devil Baalzebul himself. Good-aligned clerics must make a successful saving throw vs. death magic or be affected by a **fear** spell upon first viewing the statue.

The statue features two immense red gems for eyes (worth 5,000 gp apiece) and a mouth widened in a rictus that promises pain and suffering to all who gaze on the fearful visage of the arch-fiend. Baalzebul cares little about the gems, but if any attempt is made to remove one, either Vezenor (70% chance) or Skirpus (30% chance) is immediately summoned to the fane. (If both devils have been defeated, another bone devil appears in their stead.) The summoned devil demands the sacrifice of a live person for his Lord. If such a sacrifice is given, the devil rips out the victim's heart and devours it, then throws the body into the pit (see below). Sacrifice means a party member—never a hireling or prisoner. After the sacrifice, the devil disappears; the ruby eyes fall out, and the characters may take them. If the party refuses the sacrifice, the devil attacks and seeks to kill two characters. It returns to hell if reduced to one-quarter of its hit points.

Below the statue rests an ominous stone brazier, easily 15 feet in diameter. Flames burn above the surface of this brazier, although there are no coals or other obvious fuel in the bowl. Heat radiates from the brazier, raising the already high temperature another dozen or so degrees within 10

feet of the bowl itself. Anyone who enters the flames directly suffers 5d6 points of burn damage each round they remain within the bowl. Every 10 rounds, the flames in the brazier roar higher and everyone in the room suffers 1d6 points of burn damage from the increased heat. The first such eruption occurs five rounds after the characters enter the chamber, and an eruption also happens immediately whenever a devil, Felpric, or a lemure is killed in the room.

Each time the brazier flares, a **lemure** (AC 7; HD 3; hp 15; #AT 1; D 1-3; SD regenerates 1 hit point per melee round; AL LE) is summoned from Baalzebul's plane. The lemure emerges from the **gate** (see below) and thus appears to crawl up from the floor.

The walls, floor, and ceiling of this area are composed of a dark stone that radiates heat. Any good-aligned character who touches the walls, floor, or ceiling with bare skin suffers 1 point of fire damage for each segment of contact.

In the eastern section of the chamber is a 90'-diameter, circular pit masked by an illusion to appear as nothing more than simple cave floor. The hole is a **gate** directly to the sixth plane of hell. Felpric has permission to freely use this **gate**. If he does, it takes him 66 rounds to reach the fortress of Baalzebul to ask for aid. Any character who falls into the **gate** is almost certainly doomed unless he or she has **fly**, **levitation**, **plane shift**, or some similar power. The **gate** can be closed only by removing or destroying both of the statue's eye gems.

If both gems are removed or destroyed, the **gate** closes, and the area of the floor that it occupied reverts to solid rock. Ten minutes later, the entire area shudders violently. The Delve begins to collapse, beginning with area **39** and sequentially destroying each previous area in turn. PCs must leave the area or be crushed—they'll need to run and won't have time to rest, collect chunks of mithril, loot the bodies of dead enemies, and so forth.

Destroying the **gate** and the temple of Baalzebul puts an end to the threat beneath the Deep Dwarven Delve. Sensing the destruction of the arch-devil's fane, the humanoids in the first level flee the Delve, staying only as long as it takes to gather their prized possessions. Upon leaving the Delve, the successful characters are free to return to Restenford and Lake Farmin, where they are celebrated as heroes.

## APPENDIX

### Hammer +3, Pulverizer

(6" range, automatic return)

This hideous weapon acts as a normal **hammer +3** in the hands of a non-dwarf. It is lawful evil and has a combined ego-intelligence of 34. It **disintegrates** good-aligned creatures on a hit unless a successful saving throw vs. spell is made. Dwarves and gnomes receive a +4 bonus to their saving throw. The hammer can detect invisible objects within 20 feet and throws itself (if held) at any invisible creature as soon as the creature is detected.

### Zalco, Long Sword +3

Zalco's scabbard is encrusted with seven gems worth 500 gp each. (The scabbard accepts and encrusts any gem placed on it if the sword so commands.) The sword's pommel and hilt appear as intertwined heads and necks of three brass dragons. Each dragon's head has two ruby eyes worth 1,000 gp each. Engraved on the blade in flowing script is "Master of order, I beckon you to slay my foes! Let disorder fall in my wake and enemies find doom at my touch!" The sword has a combined ego-intelligence of 32 and is chaotic neutral. The sword is fiercely independent and reveals its abilities only as it wishes. Any lawful character who picks up the sword suffers 15 points of damage, while a paladin must make a saving throw vs. spell or fall to dust (suffering 15 points of damage if the saving throw succeeds). Any neutral, neutral good, or neutral evil character who picks up the blade suffers 7 points of damage. The sword **disintegrates** lawful clerics, paladins, and lawful outer planar creatures (including devils) with a successful hit; affected targets are allowed a saving throw vs. spell at +3 to resist the disintegration (but not damage).

The sword's abilities are as follows:

Detect lawful creatures (range 1")

Detect invisible objects (range 2")

Detect ethereal beings (range 5")

**Detect magic** (range 1")

Locate secret doors (range 1")

**Dimension door** once/day (up to 32")

**Cure critical wounds** (3d8 + 3 points)  
once/day, by touch; lawful creatures cannot benefit from this ability

The sword can do only one thing at a time, and unless it agrees to seek or perform a specific ability (or if its ego is defeated by the wielder), it does

as it pleases and might ignore a detection, or at least not reveal it. The sword speaks aloud in both common and brass dragon as well as in elvish, but not until it is picked up, and then only if it has a mind to speak. The sword is +3 to hit and to damage.

The sword's **disintegration** ability has 20 charges. A charge is used every time it hits an eligible creature, whether or not the creature makes its saving throw. After these 20 charges are used up, the sword loses all intelligence, ego, and special abilities save for the +3 bonus.

The DM is responsible for roleplaying the sword. It is very egotistical and says things like, "I will make you great! You will follow, and I will lead!" The sword knows that its former lord was **disintegrated** by a dwarf (Frelpic) wielding a **hammer +3, pulverizer**. Zalco wants revenge. If there is a lawful cleric in the party, the fun begins at once, but the sword can be convinced not to destroy the cleric if he or she promises to help it track down the dwarf responsible for slaying its former wielder.

#### **Dwarven Helm of the Master Miner**

**The helm** can be commanded to become invisible (when worn), or it can make the wearer

invisible as well. When worn, it makes any dwarf or gnome look upon the wearer as if he or she had a Charisma of 20. Everything the **helm** wearer says is treated like a **suggestion** spell to members of those races. (Listeners are allowed a saving throw, although listeners of evil alignment suffer a -3 penalty). All other races are unaffected by the **helm** wearer. Attempts by others to remove the **helm** by force causes the wearer and any dwarf or gnome in sight, regardless of alignment, to attack the offenders at once and without reservation. This power of the **helm** works only for a dwarf or gnome.

As a secondary power, the helm grants its wearer a +5 bonus to saving throws vs. rods, staves, wands, and spells (as a dwarf with an 18 Constitution). This is not cumulative with any bonuses the wearer already possesses. Thus, a dwarf wearing the **helm** could not benefit from both the item's bonus and his or her racial bonus to saving throws. This power of the **helm** works for humans, demi-humans, and humanoids only.

The helm's powers cannot be used while the wearer is engaged in combat of any kind. Also, the **helm** (when worn) prohibits spellcasting of any sort.

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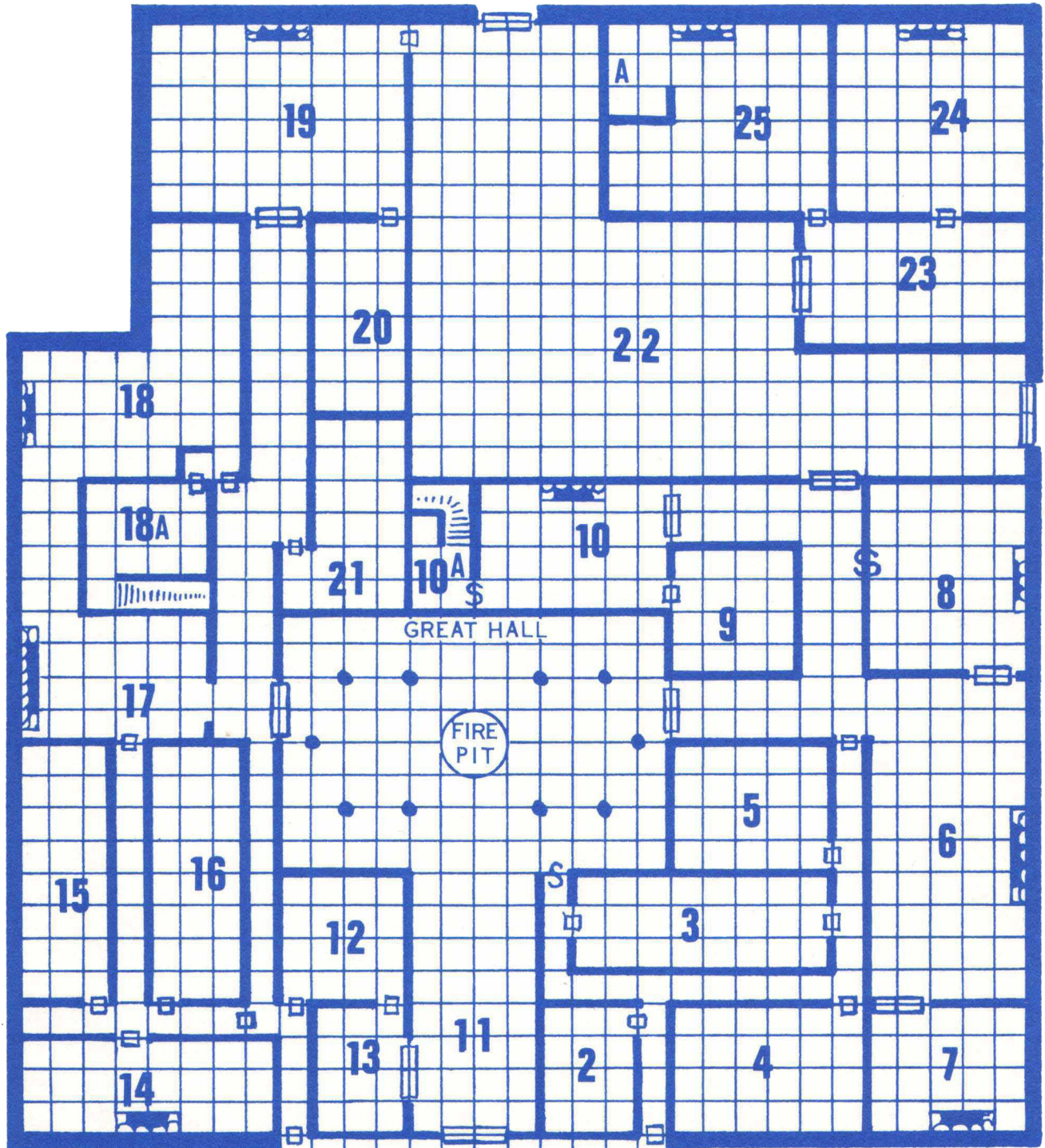


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# UPPER LEVEL

1 SQUARE = 10'



DOOR



DOUBLE DOOR



SECRET DOOR



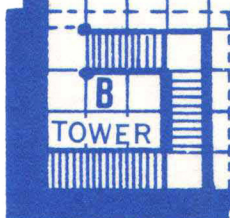
STAIRS DOWN



STAIRS UP



FIREPLACE



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## Advanced Dungeons & Dragons

### Dungeon Module #G1

#### Steading of the Hill Giant Chief

**Background:** Giants have been raiding the lands of men in large bands, with giants of different sorts in these marauding groups. Death and destruction have been laid heavily upon every place these monsters have visited. This has caused great anger in high places, for life and property loss means failure of the vows of noble rulers to protect the life and goods of each and every subject — and possible lean times for the rulers as well as the ruled. Therefore, a party of the bravest and most powerful adventurers has been assembled and given the charge to punish the miscreant giants. These adventurers must deliver a sharp check, deal a lesson to the clan of hill giants nearby, or else return and put their heads upon the block for the headsman's axe! Yet this charge is not as harsh as it may seem, for all have been fully equipped with all standard items needed for both wilderness and dungeon exploration; and each member of the party has likewise been given the finest horse available. Guides are available to help, and the leader has a splendid map showing exactly where the great timber fortress of the chief of the hill giants in the area is. This chief, one Nosnra, is a grossly fat and thoroughly despicable creature, sly and vicious, loving ambush and backstabbing. Furthermore, the party has been cautioned to expect a secret force, some motivational power behind this unusual banding of different races of giants. More surprises might be in store . . . Finally, the party has been instructed to keep any and all loot they chance upon, this to be their reward for the perils they are to face. They are to follow any clues discovered if such point towards the sinister hand suspected of guiding the rising, but to return at once if they should determine exactly the reason or force behind the unholy alliance. Some relic of great evil might be at hand.

**CAUTION:** Only strong and experienced characters should adventure into these areas if the party is but 3 or 4 characters strong. The optimum mix for a group is 9 characters of various classes, with an average experience level of at least 9th, and armed with 2 or 3 magical items each. For a small party the most important thing is **experience**, and even a party of 3 or 4 highly experienced 9th level characters can expect a reasonable chance of survival if they use their knowledge and cunning to best advantage.

**Start:** It is assumed that the party has safely arrived at a spot near the giants' stronghold—a small cave, well hidden, where they can be assured of being undetected. They come to the place of the giants just at dusk. There are no windows visible, but no giants—or any other creatures—can be seen about the place, although occasional bursts of shouting and laughter can be heard faintly from within. Their map warns of two giant guards at the great doors to the Steading, but none are there. (If the party comes a second time after once entering, there **will** be guards.) The time has come to see what is afoot!

If the party decides to retire between forays against the Steading, they may be assured of relative safety at the hidden cave base camp—provided they take moderate precautions not to leave a plain trail or be followed to this sanctuary. There are sufficient supplies there for several weeks' stay. Each time they return to this base camp they may receive experience points benefits, if any, accruing to them because of the previous adventure. It may likewise be assumed that magic-users have their spell books hidden there.

#### Notes For The Dungeon Master

There is considerable information contained herein which is descriptive and informative with respect to what the players see and do. Note that this does not mean that you, as Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend

and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players. Morale should not be a factor in most giant actions.

If time permits, the giants will organize traps, ambushes, and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

If you plan to continue this campaign by using the other modules in the series, be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is given in the latter scenarios, but you will have to modify or augment these groups according to the outcome of previous adventuring by your party. This principle will also hold true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.



**Upper Works:** The map shows the huge timber stronghold of the local clan of hill giants. All outer walls are of logs of at least 3' diameter. Inner walls dividing rooms and the like are about 2' thick, and doors are great iron-bound log affairs of 1' thickness—single doors being approximately 7' wide and 6' high. All inside floors are of stone. Ceiling height varies from about 16' at the edges to 32' at the center, and there are great blackened rafters above which hold up the roof. The Steading is in a nasty damp area, where hard rain is a daily occurrence and wet fogs a nightly event. All wood in the place is very damp. (Normal fire will have only a 2% chance per round of burning or setting the place afire, and even magical fires will have only an 8% chance per round of the same.) If the party should manage to set the upper works of the Steading aflame, they will be forced to wait a week before trying to discover a way into the lower (dungeon) level, for hot embers will prevent entry before this period of time. Note also that ALL loot from the upper works will be lost in such a fire, but that all giants from location 11 of the upper level will escape to safety in the lower level, going to location 26.

A normal die score is required to open all doors due to their great size and weight. Doors will stay open if left that way. Fireplaces are indicated, but the locations of cressets and braziers are not. Location 22 is an open stockaded yard, while rooms 23-25 are an outbuilding which is connected to the main lodge by a huge palisade of tree trunks 3' in diameter and 30' tall.

**Giant's Bag Contents:** There will be numerous occasions when bags and chests will be searched by the party. The contents of these containers may be determined randomly by using the table hereafter. The number of items in the bag or other container is simply determined by rolling five four-sided dice (5d4) to obtain a random number of items between 5 and 20. A roll for each item is then made on the CONTENTS TABLE.



## KEY TO THE UPPER LEVEL

### Giant's Bag Contents Table: Dice Roll \_\_\_\_\_ Item In Bag or Other Container \_\_\_\_\_

01-03	old axe blade for use as hand chopper
04-17	boulders, small (1-4)
18-19	bowl and spoon, tin or pewter, battered
20-21	brass items, various and sundry, bent
22-23	caltrops, iron, large (1-6)
24-25	cheese, hard, slightly moldy and stinky
26-30	cloak, shabby, wool or hide
31-32	comb and hairpins, bone
33-40	cooking pot, iron
41-43	horn, drinking
44-47	knife, skinning
48-53	linens, various, soiled, patched
54-60	meat, haunch of
61-64	money, copper (100-400 pieces)
65-67	money, silver (20-80 pieces)
68-69	money, gold (10-40 pieces)
70-76	pelt, fur, worthless and mangy
77-83	rope, 10'-120' coil, very strong
84-85	salt, small bag or box of
86-90	sandals, old
91-98	skin, water or wine, full
99-00	teeth or tusks, animal, no ivory value (1-8)

*It is suggested that no item be duplicated; roll again if a duplicate item is indicated by any given roll.*



### Wandering Monster:

1. 4-12 orcs rushing to get shields for platters
2. 2 hill giants from 11. going to sleep off a drunk
3. 3 ogres from 11. going to get on of the guards
4. 1 hill giant from 11. taking a stroll

Great Hall to 11.: Encounter 1 in 8 ("1" on d8)

1. 1-4 hill giants heading for 13 from 11.
2. 1 cloud giant from 11. heading for front gate
3. 2 stone giants from 11. heading for front gate

Eastern Section: Encounter 1 in 12 ("1" on d12)

1. The giantess coming from 11. to get her cave bear
2. 1 hill giant with 1-4 dire wolves from 22. going to 4.
3. The chief and 2 ogres going to get some trophies from 6. to show off in the Great Hall
4. 2-8 young giants from 3. heading through 22. to raid the pantry at 18.

### Rooms and Areas

1. **ENTRY AND CLOAK ROOM:** The place is bare, but there are many pegs along the walls, and various items of giant outerwear (capas, cloaks, etc.) and bags hang from them. Use random bag contents for any opened. Noise could alert A. or B. below:
  - A. 2 snoring hill giants, supposedly guarding the entrance (H.P.: 40, 34). There is a nearly empty keg of ale between them. Unless attacked and slain immediately, any molestation will enable one to alert the other guard at B. There is 1 chance in 20 that any well-planned scheme to kill them will fail, otherwise they can be slain simultaneously and quiet maintained.
  - B. Steps leading up to the watch tower where another hill giant guard (H.P.: 27) is dozing. A flagon which contained mead is at his hand. An iron hoop and straight bar hanging on ropes from a rafter above will alert the place if struck together. The giant wears a belt with a gem-set gold buckle. The 6 gems are worth 100 g.p. each. The gold in the buckle is worth 100 g.p., but as a piece of jewelry the item has a value of 1,400 g.p.
2. **SUB-CHIEF'S ROOM:** This place contains a scattering of furnishing (hides on the floors, a bear skin on the wall, a chair, a stool, a huge chest, and a vast bed mounted with furs). On a shelf 9' above the floor are a beaten silver comb set with four 50 g.p. gems (value 300 g.p.), a copper mirror (200 g.p.), and a large gold hair pin with a 500 g.p. pearl (800 g.p. value). Under the furs on the bed is a sleeping giantess (H.P. 29) who will awaken on a 1 in 4 or if a loud noise occurs in the room. The chest contains 980 c.p., 320 sp., and 1,500 g.p.
3. **DORMITORY:** Here 12 young giants (H.P.: 26, 24, 3x 21, 18 x 17, 2 x 16, 14, 13) are rollicking, and beefy smacks, shouts, laughter, etc. are easily heard. All these creatures have weapons and will fight as ogres. (Note that noise from here will be regarded as the "kids" having fun ...) There is no treasure, but by wearing the young giants garb, with suitable padding, the party could pass as the youngsters if not seen closer than 20'.
4. **BARRACKS:** 2 soundly sleeping giants (H.P.: 39, 38) can be heard snoring among the 10 beds and 10 chests in this room. There are items of clothing hanging from walls and a couple of torches are smouldering in wall cressets. No treasure is in the room, save a small pouch in the first chest searched, which will contain 1 10 p.p.
5. **MAIDS' CHAMBER:** 4 giantesses are in this room (H.P.: 34, 27, 24, 23), and there are the usual furnishings about the place. Only the nasty old matron (the strongest of the 4) is inclined to fight, but she dominates the others. If the matron is slain the 3

others will not fight, and will even co-operate with the party by describing rooms 8., 9., and 10. (the chief's sanctums) and telling how to get there safely if they are allowed to have the matron's hoard of treasure. In an iron chest under the maton's bed are 3 bracelets worth 2,000—8,000 g.p. each, 3,000 g.p. and 4 potions (**extra-healing, hill giant control, healing, poison**). **Note that the maids do not particularly want the potions.**

6. HALL OF THE CHIEF: Numerous interesting things fill this place. There are 2 tables, 5 chairs, 2 stools, and rugs, hides, and skins on the floors and walls. The tables have pottery **flagons and platters on them, and pots and kegs are all about the place.** There are trophies on the walls: heads (dwarven, human, and various animals and monsters), skulls, skins, and some arms and armor. Directly across from the fireplace are 8 shields, one of which is +3 magical (but only a **detect magic** spell will reveal it as such). There is a brass jar on the mantle of the fireplace, but it has no value. A skull there is also valueless, but inside is a large gem worth 2,000 g.p. — one of the kids was playing with it and stuffed it inside the skull and it has been forgotten.
7. CHAMBER OF THE CHIEF'S WIFE: She is at 1 1., but the room has her pet cave bear (H.P.: 35) which acts as a guard and will immediately attack any intruder, for it can smell the person at the door. The bear makes no noise. There is a bed, small table, chair, stool, 2 chests, a coffer, and rugs, hides and the like in the chamber. The chests contain only clothing, as she wears her jewelry, but hidden in the straw mattress is a leather pouch with 29 gems in it: 1 5,000 g.p., 3 1,000 g.p., 4 500 g.p., 8 100 g.p., 5 50 g.p., and 8 10 g.p. value.
8. CHIEF'S CHAMBER: This room is hung with rugs and skins and there are hides on the floor. There is a bed, 2 chairs, a small table with a tun of cheap wine on it, an old shield and some of the chief's weapons (in the corner), a chest with his clothing, and other clothing hanging on pegs. A thick chain (for his cave bear) is set into one wall. Nothing of value is in the place.
9. ARMS ROOM: This is the location of the better trophies and personal armor, shields, and arms of the chief. There are also 4 huge fur capes. Although there is no real value to most of the items herein, there are 5 **javelins of lightning** wrapped in an old rag which is stuffed under a cloak thrown into a far corner and shielded from sight by 3 spears and a club leaned against the wall in front of it. Of the other dozen or two items in the place, only one of the capes, a giant otter fur (2,000 g.p. value), has any worth to the party.
10. SMALL DINING ROOM: This room is also used for the council meetings of the chief. It contains a long table, a great chair, a lesser chair, and 6 stools. There are several shelves, a smaller table and chair, and some miscellaneous items (a mug, some paper scraps, and old knife, a rock paperweight, etc.). There are hides on the walls and floor. The secret door to 10A. is merely a hidden door concealed behind a manticore hide hung on the wall. A rough skin map of the area, showing past and planned raids, hangs on the wall opposite the fireplace.
  - 10A. Several scroll tubes are concealed in this room, under a stack of logs in the alcove to the northwest. Only one tube has anything in it, this one being sealed and marked with a triangle containing a Y. Inside is a set of instructions on the next raid, written in giantish, and signed "Eclavdra". Also in the tube are the plans for the Steading, but this plan does not show the lower level. **Note that the steps lead to the secret area of the dungeon level.**
11. LONG HALL: This 80' long passageway is dim, shadowy, and generally deserted and ignored, for all of the feasting and fun is beyond in the Great Hall. A few torches burn smokily along either wall.

GREAT HALL: This place contains trestle tables, benches, stools, etc. To the north of the fire pit (where a whole ox, 2 sheep, and 4 pigs roast) is a higher table where the chief, his wife, the cloud giant, the sub-chief and the 3 stone giants are seated. On the wall directly behind the chief is a small ballista which he uses as a crossbow (30" range, fires 1/round, 2-18 vs. man-sized, 4-24 vs. larger creatures). It fires spears, and there are 6 there. Barrels and kegs of ale, beer, and mead stand here and there. All of the tables are full of various sorts of meat, cheese, bread, and drinking containers (horns, mugs, cups, etc.). There is singing, talking, laughing, shouting, arguing, wrestling, joking, and the like going on, so the place is a veritable din of noise. The following creatures are in the hall:

Chief Nosra & wife:	H.P.: 65, 41 (he fights as a frost giant, she as a male hill giant)
Sub-chief:	H.P.: 49
Cloud giant:	H.P.: 63
3 Stone giants:	H.P.: 51, 48, 43
22 Hill giants:	H.P.: 44, 3 x 40, 39, 5 x 38, 5 x 37, 3 x 36, 33, 30, 2 x 27
8 Ogres:	H.P.: 31, 29, 3 x 28, 27, 26, 20
Cave bear:	(beneath chief's table) H.P.: 43

Each giant wears 1 to 4 pieces of jewelry worth 200—1,200 g.p. each. Ogres wear but half that amount worth 200-800 g.p. each. The sub-chief will have 4 pieces. The chief and his wife also wear 4 pieces of jewelry, each worth 1,000-8,000 g.p. The chief's pet bear has a jewel studded collar with 6 rubies worth 1,000 g.p.

Note that various servants and orc slaves will be entering the Great Hall from the west.

12. ARSENAL ROOM: There are 30 helmets, 26 shields, 22 spears, 9 clubs, and 3 great axes around the place. None of these are of use to the party.
13. WEAPONS ROOM: Spears, shields, clubs, and axes are abundant here — no fewer than 12 of each, all sized for giants, of course. There are 4 great swords (two-handed with respect to man-sized creatures), 2 huge iron maces, and a sheaf of 6' long spears the giants use for javelins. All shields are against the walls, and behind the 7th one checked will be found a magic **war hammer +2**. One other hammer is out of sight in a corner, and it is seen by close inspection. This weapon has a **magic mouth** spell placed on it to speak to a dwarf: "Here's a kiss for you, runt!" so until it has spoken it will radiate magic very strongly.
14. MAIN GUEST CHAMBER: The cloud giant and the 3 stone giants (now at 11.) are lodged here. There are 6 beds, 4 chairs, 4 stools, 7 chests, and two tables in the room. Various skins and hides cover the floors, several hang on the walls, and there are giant garments on several pegs. All found are worthless, as are the contents of all chests and the 4 bags tucked under the beds. One torch burns smokily at the west end of the room in a wall sconce; at the other end is what appears to be an unlit torch, but it is actually a **giant slaying sword** belonging to the cloud giant, and if it is touched the special illusion is dispelled. Note that the sword is unique, with 14 intelligence, 8 ego, and speaking hill, stone, and frost giant languages in addition to the common tongue and the language of Neutral Good (which alignment the weapon is). It detects enemies, but the sword has no other powers. It is +2 in general and +4 versus any sort of giant (scoring that plus in damage, of course).
15. COMMON ROOM: The place has 10 cots, 10 boxes, 4 stools, 1 table, 2 benches, and various odds and ends—all of which are of absolutely no value.



16. COMMON ROOM: This place is almost identical to 15. above, with a few cloaks, some hides on the floors and walls, etc. A small chest on a stool in the northeast corner of the room contains some dwarven and elven ears, and one of them has an earring in it with a 100 g.p. gem.

17. KITCHEN: This is a typical giant kitchen with counters along the walls, several tables, benches, a stool or two, and various items for cooking and baking (pots, kettles, bowls, knives, forks, spoons, ladles, spits, and so forth). There are 29 orc slaves about the place who will run away from any strong-looking party. The 5 giantess serving maids and 11 young ogre servants will also run, but they will call for help. (Assume all creatures herein have absolutely average hit points, the ogres having but 12 due to their age.) There is nothing of value. (See 18. below for further details of the items about the place.)

18. KITCHEN WORKROOM: This is also a ready storage area and eating place for servants. There are 3 tables, a long counter, stools, benches, and kitchen gear about. There are numerous sacks, boxes, and barrels containing flour, dried meat, dried fruit, honey, etc. Various cheeses, smoked meats, and sausages hang from the rafters. There are several casks and tuns of ale, beer, mead, and wine. Loaves of bread are stacked on one table.

18A. This is a storage room with more provisions as above, as well as the stairs leading to the lower level.

19. SERVANTS' QUARTERS: This large common room has various sizes of cots, tables, chairs, stools, and the like. It is cluttered with old clothing and junk. In it are 6 giantess maids (non-combatants) and a "handsome" giant warrior (H.P.: 43) who will immediately do battle in order to show off for his admirers. He will not raise a cry for help unless brought to 50% or less of his hit point strength. On the round this happens, he will raise help by shouting with a 60% chance each round of being heard. (This giant is the dire wolf keeper—see 22.—and he has a whip hanging beside the door to the east. The whip need only be shown to the wolves to make them cower and fall back.)

20. ORC SLAVE QUARTERS: This hall is a messy and smelly place filled with pallets and junk. All but 2 of the slaves are working elsewhere, the 2 in this place being too injured (since giant kicks break bones) to labor. They will happily aid a party

which will spare their lives and set them free. These orcs know about the rebellion in the dungeons, and they will tell the party that any orcs they see there should be hailed as friends. Otherwise, they know only the kitchen area and the Great Hall.

21. OGRE QUARTERS: The hill giants employ ogres for scouts, messengers, servants, and the like, for the ogres are trusty flunkies as well as hard workers and fighters. In addition to those in the Great Hall and the young at work in the kitchen area, there are 5 of them here (H.P.: 26, 23, 18, 16, 15) playing at knucklebones and drinking small beer. Amidst the heaps of skins on which they sleep (there are 22 such heaps) is hidden a leather sack (heap 15) containing a potion of **storm giant strength** and a **delusion** potion. Locked in a great iron chest with the key held by the strongest ogre (now at 11.) are 955 s.p., 705 g.p., and 79 p.p. The strongest ogre in the room wears a 1,000 g.p. gem on a thong around his neck. The creatures have 381 c.p. as stakes for which they are playing. Noise from this place will attract no attention whatsoever.

22. OPEN COMPOUND: 14 dire wolves run free here (H.P.: 25, 23, 22, 2 x 10, 19, 3 x 18, 2 x 17, 15, 13, 12), and they will immediately attack any non-giant or non-ogre entering their area. **Note that if they see the whip (room 19.), however, they cower and make no sound, but otherwise they howl and bite!**

23. GUARD ROOM: There is a huge horn to wind to call the dire wolves. It rests upon the small table in the center of the room. There are 8 stools and 2 benches along the walls. A sheaf of 18 spears is by the door. A line of 7 giant-sized shields and 4 clubs stands along the south wall. No creatures are in the room.

24. BARRACKS ROOM: This room contains 10 beds, 10 chests, 10 stools, 2 tables, 1 bench, and miscellaneous junk. There are a few hides on floors and walls. Several broken weapons and dented helmets are strewn about. The place is deserted.

25. BARRACKS ROOM: Identical in contents to 24 above.

A. This alcove off the barracks belongs to the sergeant of the guards who is now away feasting. There are 3 chests in his area, all filled with clothing and equipment for the troops and himself. A sack on the wall holds giant-sized boots, and one at the bottom holds 1,300 g.p. and 8 100 g.p. value gems. Another sack under his cot has nothing but old helmets in it.

## KEY TO THE DUNGEON LEVEL

**Note Regarding the Dungeon:** It will be evident from merely descending the stairs and observing the walls that the masonry work is quite good, certainly superior to orcish work, except in a few places. The observant party will note that most of the stonework is old, even that which bears recent chisel marks or is patched with new mortar and shored up with newly hewn stone. Passageway ceilings are arched and buttressed every 10', with the peak of the arch about 17' overhead. Ceiling height in most smallish rooms in the dungeon is 20' or so, again arched and buttressed. In the large rooms and chambers the ceilings are 30' high. The overhead in the natural cavern area (19-21.) is of varying height, passages about 10', and large areas about 20' or more. The roof of cavern 23. is about 40' high. All natural cave areas have stalagmites.

### Wandering Monsters:

All Non-Natural Areas: Encounter 1 in 12

1. 4 ogres (H.P.: 23, 22, 20, 27) seeking some orcs
2. The Keeper (see 2. below) and his pet out inspecting
3. 12 orcs (H.P.: 9, 8, 7 x 7, 6, 5, 4) with 2 heavy crossbows (2 poisoned bolts—see "B" below) out raiding for food

Other Areas: Encounter 1 in 20

- In 19.-20.: 1-4 Subterranean lizards (from 21. below)  
In 21: 1-3 carrion crawlers coming up from the sink holes

### Rooms and Areas:

"B": Boulder wall and orcish strong point (see 19).

"G": Posts for rebel orc guards.

"W": Watch points for bugbear guards.

1. **MARSHALLING AREA:** This room is primarily meant as the place where slaves are rounded up and sent about their tasks under guard. It is also used for the revels of the other dungeon crew when off duty. There are a few smoky torches burning along the walls. The benches and tables are pushed out of the way against the walls, revealing a floor of blackish stone, much worn by the tread of countless feet.
2. **CHAMBER OF THE KEEPER:** The Keeper is a ghastly hill giant, hunchbacked, twisted, and with but one good eye. He is thoroughly wicked and evil, strong (H.P.: 49), and remorseless. He is never without one of his 2 pet carnivorous apes (H.P.: 29, 26), and both are in his lair, one guarding to the north of the door, the other on a platform built above it! The Keeper has a chain shirt which makes him AC 3, and he fights with a **battle axe +3** (+3 to hit, +3 hit points of damage). His room has many skins on the floor, a bed, table, chair, 2 boxes, several crates and barrels, 1 chest, and odds and ends of armor, weapons, furniture, tableware, and so forth. None has any value. A loose stone in the floor hides his treasure: 5,400 g.p., 5 500 g.p. gems, 4 100 g.p. gems, and a large earthenware jug which holds 4 potions of **water breathing**.
3. **CELL BLOCK:** In the outer guard room are 2 bugbear guards (H.P.: 17, 14) armed with morningstars. If not engaged immediately, they will raise an alarm by striking a large brass gong near the door. If they are prevented from doing this, and are faced by an obviously superior enemy, they will direct the opponents to cell iv. (see below), and when the party is occupied the bugbears will smite the alarm and flee. The room contains a table, 2 stools, torches, and keys to cells i, ii, iii, and v.

In the cells are:

- i. 1 human prisoner, a merchant, now quite insane.
- ii. 1 human prisoner, an engineer, kept alive to help with the excavation of new areas of the dungeon. He cannot aid his rescuers, but he will take service.

iii. An elf fighter/magic-user (5/8 levels but no spells and wounded from torture—31 hit points now 14) chained to the wall. He has 17 strength, 17 intelligence, 14 wisdom, 16 dexterity, 15 constitution, and 11 charisma. He will serve with any character of **good** alignment for 1 year after rescue without pay in gratitude for his freedom.

iv. **TRAP:** 3 skeletons, each wearing a brass ring with a glass gem. The bugbear guards will claim that they have been instructed to keep these skeletons safe, as there is something magical about them. They have no key to the cell to back up their tale, but the lock can be forced with ease. As soon as the cell door is opened, the 3 skeletons spring to attack with swords previously covered from view by dust and dirt. Each skeleton takes 8 HP.

v. Large cell with 5 captured orc rebels. 3 others of their number have already been tortured to death and eaten, so they will be very willing to help any creature promising them escape from the toils of the giants. These orcs will lead the party to 19. if they wish, and will see them safely past the guards behind "B" if they can handle the bugbear at "W" to the west of that place.

4.-8. **BUGBEAR QUARTERS COMPLEX:** Each of these areas will have a few torches and braziers burning. There will be a few hides and skins on the walls and floors, straw and similar litter mounded for bedding, a few stools and small crates, boxes, and the like for (worthless) personal belongings, and tables with scraps of food and odds and ends of eating utensils upon them.

4. 12 bugbears at ready (H.P.: 20, 4 x 15, 6 x 14). Each has a spear and morningstar, the former for hurling. They have 2-8 g.p. each.

5. 12 bugbears asleep. These monsters are identical in all respects to those described in 4. above.

6. 12 bugbears as in 5. above.

7. Chamber of the bugbear captain: 5 bugbears (H.P.: 24, 4 x 19), the captain and 4 lieutenants, are sitting around a crude table drinking ale and discussing a plan to wipe out the orcs in area 19. The captain attacks as an ogre and is equal to AC 4, doing +2 on damage and having a +1 chance to hit. All these bugbears have bastard swords. The lieutenants have 20-80 g.p. each. The captain has that plus 31 10 g.p. gems, the latter hidden in a pouch under his armor.

8. 6 bugbear guards: These alert fellows are readying for an attack. One always is at the south exit watching "B" to the east. They are armed with hand axes and morningstars (HP.: 21, 3 x 17, 16, 13).

9.-11. **SLAVES' QUARTERS (GOOD BEHAVIOR AREA):** These areas have a few smoky torches on the walls and moldy straw strewn on the floor. Some benches are built into the walls. Each door is barred from the outside with a heavy iron rod.

9. 24 unarmed orc slaves, very poor morale.

10. 30 unarmed orc slaves, very poor morale.

11. 24 unarmed orc slaves, very poor morale.

12.-14. **SLAVES QUARTERS (UNRULY):** Note positions "W" have 1 bugbear (H.P.: 16) each hand axe and morningstar armed, constantly alert and watching. Each area is secured by a barred gate through which the bugbears can see. Each set of bars is secured by lock and chain as well as bolt. The chambers are unlit, have only scanty straw, and are quite noisome with orc odor.

12. 48 unarmed orc laborers, fair morale.
13. 24 unarmed orc laborers, fair morale.
14. 16 unarmed orc laborers, highly anxious to attack their captors, good morale.
15. TORTURE CHAMBER: This large area contains various implements for torturing prisoners large and small. There are an iron maiden, 2 racks, thumbscrews, iron boots, chains, whips, branding irons, strappadoes, etc. A fire put in the center of the room gives it all a hellish light. There are 2 dozing hill giants (HP.: 39, 36) behind the large rack to the north, one with a gold chain set with a fire opal (2,000 g.p. as jewelry, 1,300 if damaged).
16. ARMORY AND SMITHY: Here are stacks of giant arms and armor, being repaired or fabricated. In the area first entered are 19 pike-sized spears, 41 6' spears, 16 battle axes, 9 two-handed swords, and other weapons and armor usable only by giants. A bit further on are some helmets balanced on shields and propped up by 6 each war hammers and maces, and if these are touched the whole will fall with a clatter to warn the Armorer and Smith of trouble. These two are fire giants (H.P.: 57, 50) who will immediately raise a shout and come to fight. They are by the forges and bellows in the eastern section of the area. There are 7 dwarves chained there, forced to labor making weapons. Six of the latter are useless to the party, being intent only on immediate escape, but one is an 8th level fighter (18/29 strength, 8 intelligence, 11 wisdom, 10 dexterity, 17 constitution, 6 charisma; 70 hit points) who will serve with the party as long as he gets a treasure share equal to his level and a chance to fight giants. The fire giants each have a sack filled with 4,000 g.p.
17. Passage to 17A., blocked by stones: Orcs have piled finished and rough stones before the door to close it. The wooden door itself is bound with moldering bands of bronze, and a heavy bronze bolt secures it. The corridor is disused, dusty, and reeks disgustingly.
- 17A. WEIRD ABANDONED TEMPLE: This room is of faintly glowing purplish green stone, carved with disturbing shapes and signs which seem to stare out from the walls and columns, to shift position when the watcher's back is turned. Touching the walls makes one chilled, and contact with a pillar causes the one touching it to become nauseous. At the far west end of the temple is an altar of pale, yellow-gray translucent stone. It feels greasy to the touch, but it has no effects upon those who touch it. Behind this altar is a flight of low, uneven steps which lead to an alcove with a concave back wall of purplish-black, glassy appearing substance. If any creature stands before this wall and gazes upon it for one round, a writhing amorphous form of sickly mauves and violets will be seen stretching its formless members towards the viewer. This sight causes the creature seeing it to have a 50% chance of becoming insane. If the creature does not go insane, a touch upon the curving will cause a **scarab of insanity** to appear upon the altar for the first one so doing, and a 5,000 g.p. gem for the next.
18. VESTRY (?): The visible walls of this place bear faint traces of disgusting murals and bas-relief depictions of nasty things. A flight of ridged, step-like stones slants steeply downwards toward the south, but this way is completely blocked by tons of stone blocks and rubble.
19. NATURAL CAVERN: This place is part of the large area of natural caves and caverns which the ancient builders of the dungeon came upon. It is now inhabited by 78 escaped orc slaves, rebels against the hill giants, for whom the place is a sanctuary. (See "G" above.) The orcs are armed with clubs, axes daggers, and various cast-off

weapons, although there are 7 crossbows amongst them. There are 3 leader-types (11, 10, 9 hit points, fighting as gnolls, and doing +1 damage), 12 guards with great strength (8 hit points each), and 63 others with 5 hit points. They obtain food from raids, supplemented by fungus found in a subterranean cave which is entered through the sink hole in the southwest of the cavern. They have an uneasy truce with the troglodytes (see 20, hereafter), and trade food to these creatures for water. The total of the orcs' treasure is 45 g.p., 23 s.p., and 119 g.p. if approached in a non-hostile manner they will become agreeable if fighting against bugbears and/or giants is mentioned.

20. TROGLODYTE CAVERN: A small tribe of trogs' are forced to dwell there. There are 20 males (H.P.: 45, 2x 14, 2 x 13, 12, 6x 10, 9, 5x 8, 7, 6), 13 females (13, 3x 11, 10, 9, 8, 2 x 7, 6, 2 x 5, 4), and 7 young (all 2 hit points each). Being trapped between the orcs at 19 and the lizards at 21 they are trying to make do until they can escape. The leader has 4 500 g.p. gems, and there are 7 100 g.p. and 2 50 g.p. gems amongst the other males. They are regarded as holy things by the trogs, and any creature touching the gems will be savagely attacked.
21. LIZARDS' LAIR: A mated pair of exceptionally old and large subterranean lizards (H.P.: 47, 40) have chosen this spot to raise their 4 young (H.P.: 25, 22, 20, 19). These reptiles occasionally dart forth on forays to hunt and devour troglodytes or orcs, but their main hunting ground is the series of caves beneath their own, the entrance to which is through the sink hole at the east edge of their lair. (The lizards feed upon the fungus and the fungus eaters.) They are without treasure.
22. PARTIALLY CLEARED PASSAGE TO CISTERN: The well-like chamber at the end of the broad passage is filled with a deep pool of water. This dark liquid is cool and wholesome to drink, and nothing dwells in it. It is an emergency water supply fed from several spouting springs which come through holes in the wall to the west. The pool is 14' deep, and at the bottom is a small outlet (large enough for a man to pass through) of finished stone, obviously man-made if anyone is there to see it. This outlet gives a slanting, upwards access to the stream which flows through cavern 23. Any creature going down the stream will come out about a mile below the Steading in a small pond.



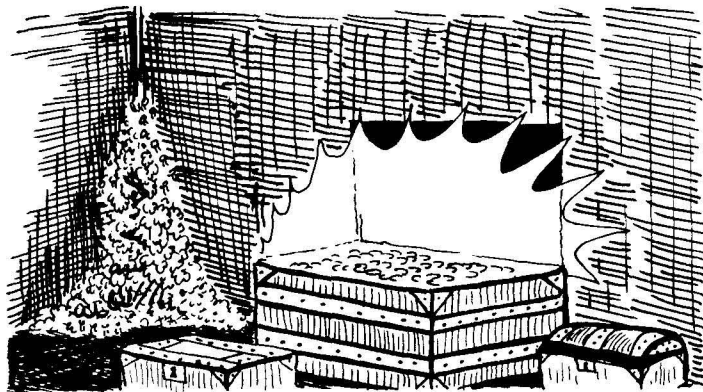
23. CAVERN OF THE CARRION CRAWLERS: All carrion crawlers in the whole complex of caves and caverns come to this area from time to time to breed. Over the years a litter of bones has built up from the prey these creatures have dragged here to devour at leisure. All sorts of bones, human and otherwise, are heaped and piled here and there. Seldom does any other sort of creature venture into the place, for any that do usually end up by adding their bones to the litter. There are 2 crawlers (H.P.: 19, 16) in the northeast finger of the cavern. Every turn there is a 30% chance that 1-3 more of these monsters will appear (dice for hit points) from the north or south along the stream or by one of the sink holes. There is treasure in the place, but it will take 3 persons to search a 10' x 10' square area in 1 turn. Each area thoroughly checked might discover some treasure, but each such area may be searched but once. Use the following table to determine what is found.

Die Roll	Result
01-25	no treasure
26-35	1-100 c.p.
36-45	1-100 s.p.
46-55	1-100 e.p.
56-65	1-100 g.p.
66-70	1-20 p.p.
71-75	1-8 gems
76-82	1 piece of jewelry
83-87	1 potion
88-91	1 scroll
92	1 ring
93	1 wand (or rod or staff)
94	1 miscellaneous magic item
95-97	1 sword or misc. weapon
98-00	1 armor and/or shield

24. **STORAGE ROOM:** (This area will house any ogres surviving from a burning of the upper level if applicable.) The chamber is filled with scattered tools for digging and stone masonry. There are shovels, pickaxes, hammers, drills, chisels, baskets, and so forth, many sized for giants, others for smaller creatures. The door to the north is locked with a huge padlock.
25. **WINE CELLAR:** The door to this room is also padlocked. In addition to several large casks, 11 big barrels, and some various kegs, there are 13 tuns (5 gallon) of exceptional wine stored here. Each has a bung seal with a blob of black wax impressed with a death's head. If the wine is tasted it is 75% probable that the taster will continue to quaff it until in a drunken stupor. (One quart will make a giant reel, while a gill will make a human tipsy. It is the property of the creatures masterminding the attacks by the giants, a gift to the chief for his good services, but the party can at best guess at this fact. The wine is black, has a slightly earthy smell, and tastes like no other such drink.) It has a market value of from 200 to 800 g.p. per quart.
26. **GALLERY UNDER CLEARANCE:** (Note that here, and at 27., will be the location of giants surviving a burning of the upper level of the Steading.) The north face of this area is being cleared, and a few tools are in that area. The place is otherwise unremarkable and empty.
27. **CHAMBER UNDER CLEARANCE:** Another unlit and unremarkable place with a few tools left laying around.
28. **QUARTERS FOR STONE GIANT MINERS:** 3 stone giants (H.P.: 47, 44, 39) who are subordinates of the leader in the Great Hall above make this their abode. There are piles of skins about, 5 cots, several stools, 2 tables, and several chests and sacks containing personal gear. These monsters are the master miners and engineers for all work in the dungeon. There are 14,230 g.p. in the third chest opened.
29. **EMPTY CHAMBER:** At first glance the whole place will appear to be unused, but there will be a faint glint of light from the far wall (western). Was that the gleam of light reflected from a gem? Entering to see what the glitter was will reveal a pile of coffers, one tipped so as to spill its contents of (phony) gems and jewelry. The dotted area to the east shows the spot where thick iron bars will drop to trap intruders. (See 30. and 32.)
30. **PRISON:** This area holds 4 insane manticores (H.P.: 51, 48, 45, 40). These monsters are caged here by Nosra to guard his treasure. They are fed kitchen garbage dumped down a chute from above, and the manticores are wild with rage at their captivity. They will insanely attack any creature if the opportunity presents itself. The dotted areas to the north show where bars are (the south line) and where others will drop (the north line) after the monsters enter chamber 29. The bars which hold them

prisoned are thick, and close set, so the manticores cannot fire their tail spikes through the gaps; but those bars which are to the north are not so closely set. (See 32.)

31. **MINOR TREASURE ROOM:** This place is the storage area for the excess coinage of the chief. There are 7 chests and some empty boxes. The chests contain:
- 13,000 c.p.
  - 27,300 s.p.—scything blade trap which inflicts 2-12 h.p. damage, chopping off a member on a score of 20.
  - 7,140 e.p. and a **poison** potion.
  - 27 copper ingots each worth 400 c.p.
  - empty.
  - 11 ivory tusks worth 1,000 g.p. each
  - 980 gems of 1 g.p. value each—poison needle trap in lock, another in (empty) false bottom.
32. **SECRET ROOM:** This hidey-hole is provided with spy holes for the chief so he can look out upon areas 1. or 29. (There are also spy holes at about 5' height which the hill giant has never noticed.) There are three levers on the west wall of the room; each raises and lowers one of the sets of bars which are described at 29. and 30.



33. **THE CHIEF'S TREASURE ROOM:** The hidden pit with a snapclosed trap door cover has 4 iron spikes set into the floor 10' below, and each is poisoned. There is a 50% chance to fall into the pit, each person passing over the area checking—a second line having but a 25% chance of falling in if persons in a leading row drop into the trap. The room has various items which will immediately be noticed:

Large Chest: 23,840 g.p.  
 Iron Box: locked, 4,139 p.p.  
 Small Coffer: 41 100 g.p. gems, 13 500 g.p. gems, and  
 8 1,000 g.p. gems.  
 Small Coffer: 17 pieces of 500 g.p. jewelry (no gems)

In addition, there are 3 empty and broken boxes, and in the southeast corner what appears to be a broken barrel. The latter is an illusion, for it is actually a well-made and water tight cask which contains a map showing the **GLACIAL RIFT OF THE FROST GIANT JARL** and an obsidian box. In the latter is a chain of weird black metal and instructions written in hill giant on a sheet of human skin. The instructions show that the chain is a magical device which is to be looped into a figure 8. Thus shaped, it will transport up to 6 persons in each circle of the figure 8 to the Glacial Rift if one of their number holds the map. It will appear that a large growth of **YELLOW MOLD** covers the southwest corner of the room, but this is another illusion hiding the following items hung upon the wall: a quiver of 11 **magic arrows +2**, a **magic spear +3**, and 2 **flaming swords** (#1: Chaotic alignment of either good or neutral, intelligence 10, ego 12, detects gems, including kind and number, communicates by empathy; #2: Neutral alignment, either good or lawful, 6 intelligence).

THIS ENDS THE EXPEDITION TO THE STEADING

**ORIGINAL TOURNAMENT CHARACTERS**

(Languages)	Align													AC	hp	Move
	RACE	CLASS	LEVEL	S	I	W	D	C	Ch	ment	Armor	None	2/2			
1. Gleep Wurp the Eyebiter (Common, NG, Elvish Gnoll, Hobgoblin, Orcish, Kobold)	Human	Magic-user	12	10	16	12	15	16	13	NG	None	2/2	55	12"		
2. Cloyer Bulse the Magsman (Common, N, Dwarvish, Orcish, Ogrish, Goblin)	Human	Thief	13	12	14	11	18	15	15	N	Leather 1	(-1)	53	12"		
3. Roaky Swerked (Common, LN, Gnoll, Kobold)	Human	Cleric	12	16	10	18	12	16	17	LN	Plate +Shield	-2/1	70	12"		
4. Frush O' Suggill (Common, LG, Elvish, Orcish)	Human	Fighter	14	17	11	10	14	17	13	LG	Plate +Shield	-5/1	104	12"		
5. Fonkin Hodypeak (Common, CG, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Fire Giant)	High Elf	F/MU	5/8	15	15	9	18	16	18	LG	Splint	-4A4	29	12"		
6. Fierd Trantle (Common, LG, Dwarvish, Kobold, Hobgoblin)	Human	Cleric	9	14	12	16	17	16	18	LG	Plate	-2/-2	56	12"		
7. Redmod Duple (Common, LN, Dwarvish Gnome, Goblin, Kobold, Orcish, Hill Giant)	Dwarf	Fighter	9	18	11	8	15	17	8	LN	Plate +Shield	-1/1	82	12"		
8. Faffle Dwe'o-mercraft (Common, N, Dwarvish, Elvish, Gnoll, Goblin, Hobgoblin, Kobold, Ogrish, Fire Giant)	Human	Magic-user	9	16	18	17	17	15	12	N	None	2/2	33	12"		
9. Beek Gwenders of Croodle (Common, CG, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Frost Giant)	Half Elf	Ranger	9	15	14	16	17	18	16	CG	Chain +Shield	-3/0	93	12"		

**Magic Items**

- wand of fire (20 charges), ring of protection +1, bracers of defense AC 4, robe of blending, scroll (confusion, mon. summoning III), potion of healing, 2 potions of extra-healing
- short sword +2, displacer cloak, dust of disappearance (12 pinches), scroll (ice storm), bag of holding (1000 lb. capacity), potion of healing, 2 potions of extra-healing
- mace +2, plate mail +2, shield +2, 2 potions of invisibility, potion of diminution, 2 potions of extra-healing
- spear +3, battle axe +1, plate mail +2, shield +5, 4 potions of invisibility, potion of healing, 2 potions of extra-healing
- sword +2, 6 javelins of lighting, splint mail +2, ring of protection +2, ring of regeneration, elven cloak and boots, scroll (cont. light, hold monster), potion of healing, 2 potions of extra-healing
- staff of striking, hammer +1, plate mail +2, potion of healing, 2 potions of extra-healing
- dwarven hammer +3, plate mail +1, shield +1, ring of invisibility, boots of striding and springing, 2 potions of extra-healing
- wand of frost (20 charges), cloak of protection +2, ring of protection +3, scroll (shield, phantasmal force, web, passwall), potion of healing, 2 potions of extra healing
- sword +1, crossbow of speed, 30 bolts +2, chainmail +2, shield +2, elven cloak and boots, sneezing dust (5 pinches), dust of appearance (5 pinches), dust of disappearance (5 pinches), potion of healing, 2 potions of extra-healing

**Equipment**

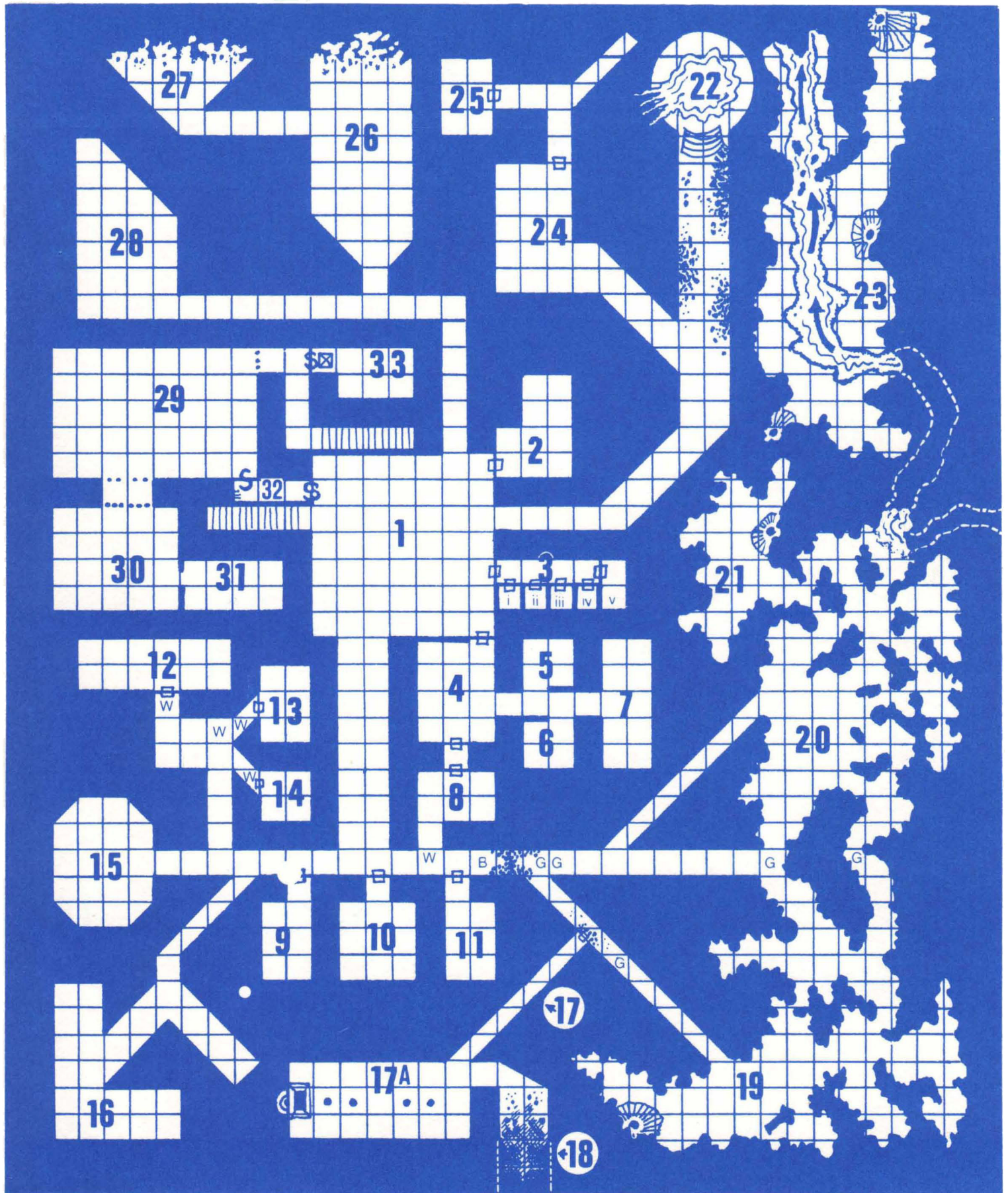
- dagger, bulls-eye lantern, 2 oil flasks, 50' rope, 6 iron spikes, silver cross, backpack, small sack, 2 wine flasks, 2 wks rations, 20gp
- dagger, short bow, quiver of 20 arrows, lantern, 4 oil flasks, 50' rope, 6 iron spikes, backpack, wine flask, 2 wks rations, 12gp
- 7 vials holy water, silver cross, 3 oil flasks, 12 iron spikes, garlic, 4 stakes and mallet, backpack, 3 large sacks, water skin, 2 wks rations, 14 gp
- 2 oil flasks, 5 torches, tinder box, 50' rope, 6 iron spikes, mallet, backpack, wine flask, 2 wks rations, 14 gp
- 3 oil flasks, backpack, 2 large sacks, 2 wine flasks, 2 wks rations, 10 gp
- 4 vials holy water, silver cross, 3 oil flasks, backpack, wine flask, 2 wks rations, 7 gp
- 5 oil flasks, 6 iron spikes, backpack, 2 wine flasks, 2 wks rations, 13 gp
- dagger, 2 oil flasks, 50' rope, backpack, 3 large sacks, 2 wks rations, 12 gp
- 4 oil flasks, tinder box, backpack, 2 wine flasks, 2 wks rations, 6 gp

# DUNGEON LEVEL

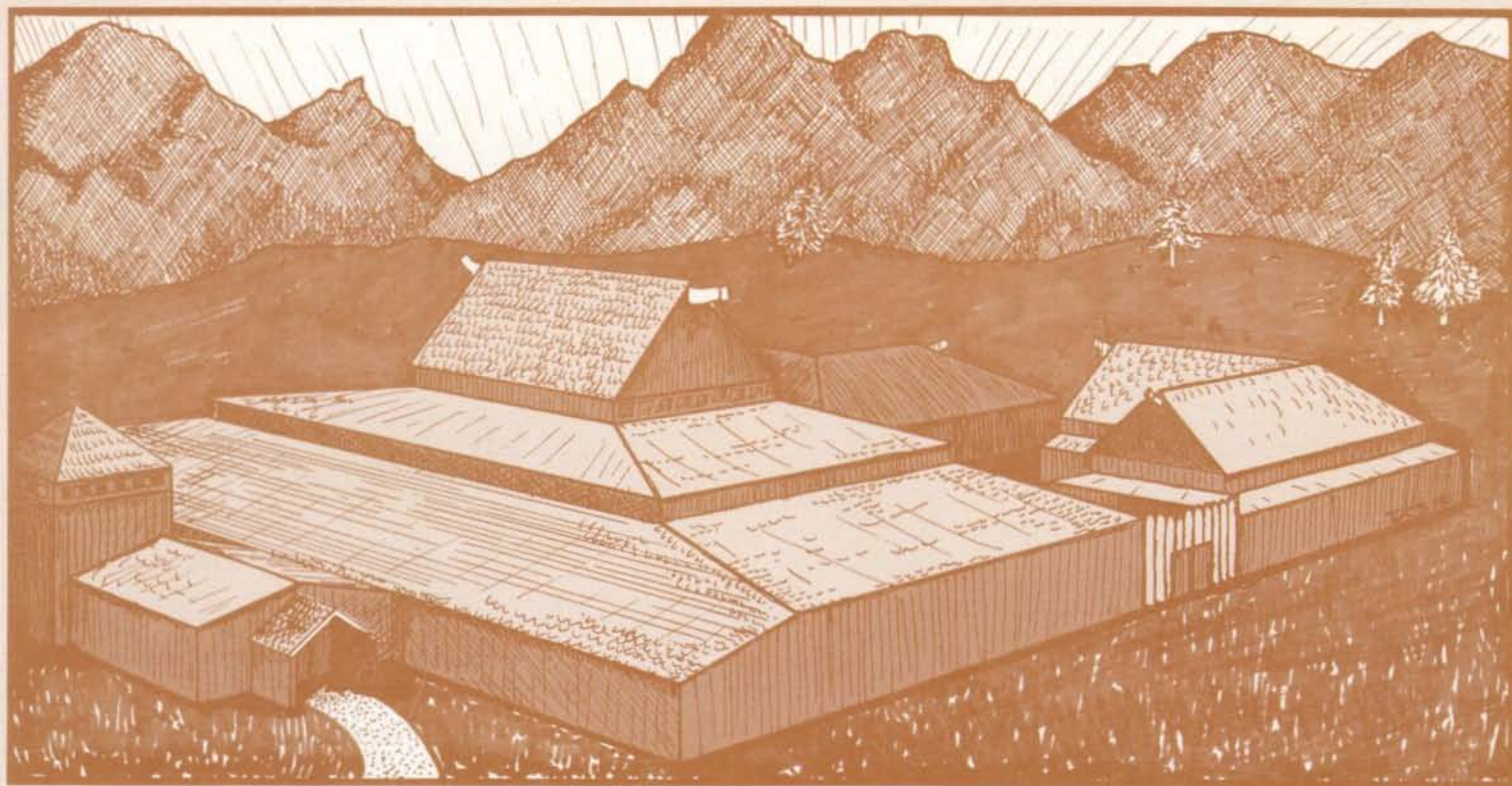
B	BOULDER WALL
☒	PIT, COVERED
••••	PORTCULLIS

W	BUGBEAR GUARDS
G	ORC GUARDS
☒	PILE OF BOULDERS

	SINK HOLE
	FLOWING WATER
	BLOCKED PASSAGE







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G2

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# ADVANCED DUNGEONS & DRAGONS®



## Dungeon Module G2 The Glacial Rift of The Frost Giant Jarl

by Gary Gygax

*This module contains background information, referee's notes, two level maps, and exploration matrix keys. It provides a complete module for play of ADVANCED DUNGEONS & DRAGONS, and it can be used alone or as the second of a three-part expedition adventure which also employs DUNGEON MODULE G1 (STEADING OF THE HILL GIANT CHIEF) and DUNGEON MODULE G3 (HALL OF THE FIRE GIANT KING).*

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ICY PATHS  
ICY LEDGES  
PATH TO BOTTOM OF RIFT



BOTTOM OF RIFT  
ELEVATION ON LEDGES

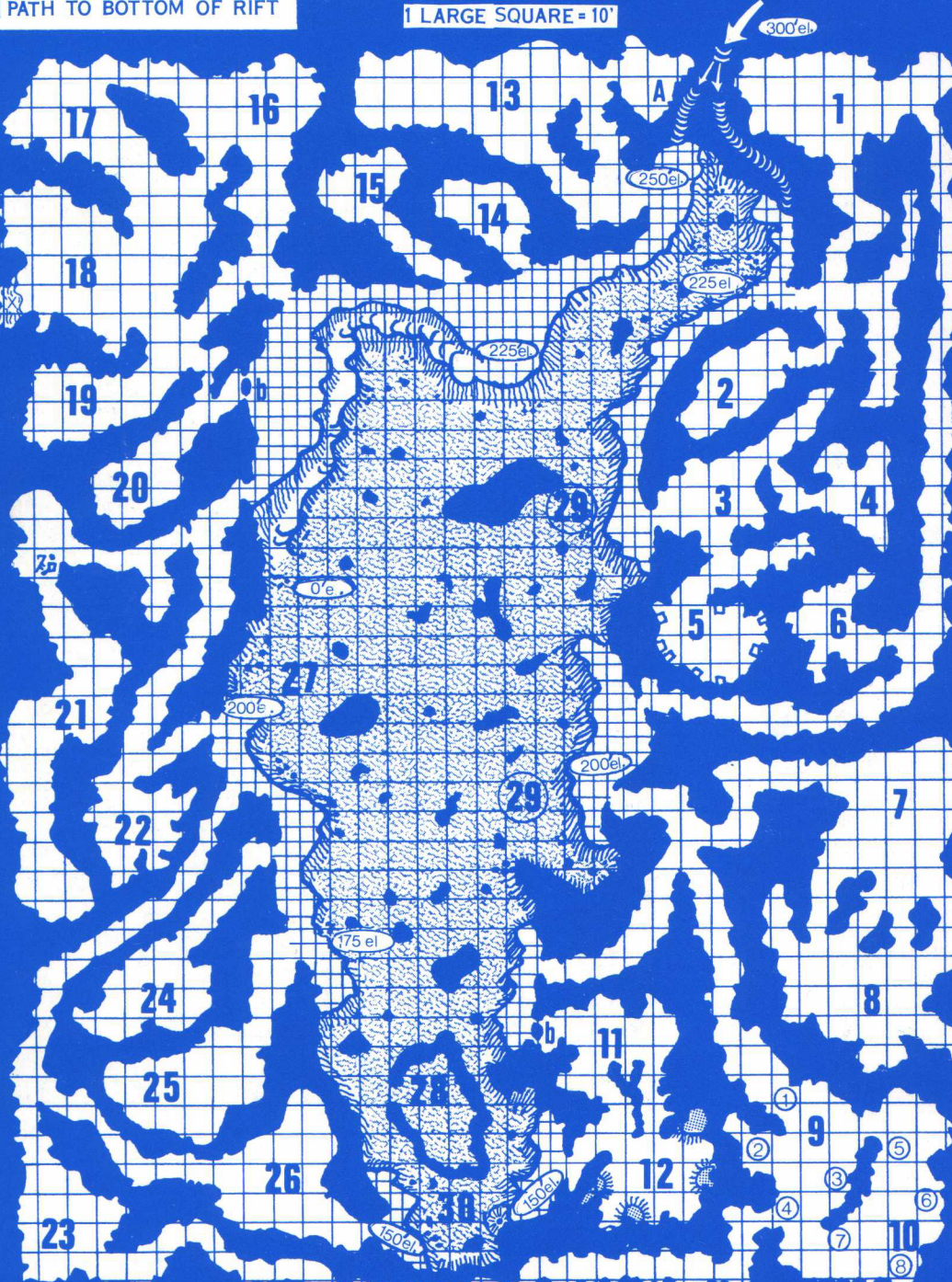


SMALL  
LEDGE  
IN CAVE



SINK HOLE  
RUNE MARK

1 LARGE SQUARE = 10'



Down to  
Level #2

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## Advanced Dungeons & Dragons

### Dungeon Module #G2

#### The Glacial Riff of the Frost Giant Jarl

**Background:** Some dozens of leagues to the north and west of the STEADING OF THE HILL GIANT CHIEF (Module G1 of this series), amidst the tallest mountain peaks, is the stronghold of Grugnur, Lord of Frost Giants. As frost giants have been amongst those who have been in the reaving bands, the party is to deal with them as the hill giants have been dealt with. Death and destruction are to be meted out to the frost giants in the same measure they gave to the peoples below. Those members of the party who have participated in the raid upon the STEADING will know that their most important mission, however, is to garner intelligence as to what or who is behind the unholy alliance of hill, stone, frost, and possibly other types of giants as well. Any such information gained is to be delivered by the fastest means to the nobles sponsoring the expedition, while the party is to follow up clues in order to prosecute offenders. Any treasure taken is to be kept by the party; this is their reward for the perils they must face—and they are bound to face many in the weird ice caves and rocky caverns of the Jarl. The evil root is deeply grown here, far worse than among the hill giants.

**CAUTION:** Only strong and experienced characters should adventure into the Rift if the party is but 3 or 4 strong; 6th or 7th level characters are suggested only if they are of dwarven race or when the party numbers 5 or more characters (and several of these are of higher level). The optimum mix for a group is 9 characters of various classes, with an average experience level of at least the 9th, and each should have 2 or 3 magic items which are useful against giants. If the party is basically the same as adventured in the Steading of the Hill Giant Chief, they should be sufficiently strong and knowledgeable to expect reasonable success.

**Start:** It is assumed that the party has either followed a map obtained at the Steading, or used the magical chain found there, to arrive in the neighborhood of the Glacial Riff. If they spend a few hours searching the area, they will discover a hidden cave in which they can safely hide themselves, their mounts, equipment, and even treasure if they take minimum precautions with respect to keeping their hiding place secret, i.e. do not lead pursuers to the spot, make undue noise there, etc. In any event, the same search will also reveal the Rift. The thick arrow indicates the beaten path which the giants follow to enter the place. There are two icy ledges along either face of the Rift. Both slope slightly downward, with occasional high steps which combine to make the paths progress from 250' above the bottom of the Rift at their beginnings to about 150' above at their far ends to the south. The two paths are indicated by slender arrows. The dark outline is the Rift, and the openings along it are the entrances to the caves and tunnels in its face. Caves and caverns will be from 25' to 45' high, tunnels and passages will be from 20' to 30' ceiling height. The party may travel on the surface of the glacier/mountain (over the caves shown) to circumvent the whole Rift if they so desire. Ropes can be lowered to gain the ledges below—from 50' to about 150' depending on position. As the rim and the ledges are covered by ice and snow, each turn that the party is moving along them a die is to be rolled; 1 in 6 indicates a member of the party has slipped and fallen, and there is then a 3 in 6 chance that the character falling will continue to slip and slide over the edge. If the party is roped together, when 1 member slips over the edge, the next must be rolled for with a 2 in 6 chance of following. If more than half of the party goes over the edge, all fall. Each member falling to the bottom of the Rift takes 1 six-sided die of damage for every 10' falling distance, 10 dice maximum due to the cushioning effects of snow drifts.

The whole place is windy and very cold. Visibility atop the Rift is about 150'. The wind at the bottom of the Rift is worse still, and visibility there is only 30'. The floor of the Rift is a maze of snow and ice hillocks and mounds, with peaks of ice and rock thrusting up



here and there like fangs. Movement through this howling maze of cold is reduced to 50% of normal. Due to wind force and eddying currents, levitation or flying there will cause movement in a random direction equal to one-half the distance flown or levitated. (Use d8 to determine direction, 1 = north, 2 = northeast, 3 = east, etc.)

The map the party has shows only the entrance to the Rift, and they have no idea as to which path they should follow or what they will encounter (other than the certainty of frost giants). Other than a few traces of giant footprints, the ice and wind-driven snow hide all traces of who or what use the ledges to gain access to the caves. The party must learn for themselves what lies in store.

#### Notes For The Dungeon Master

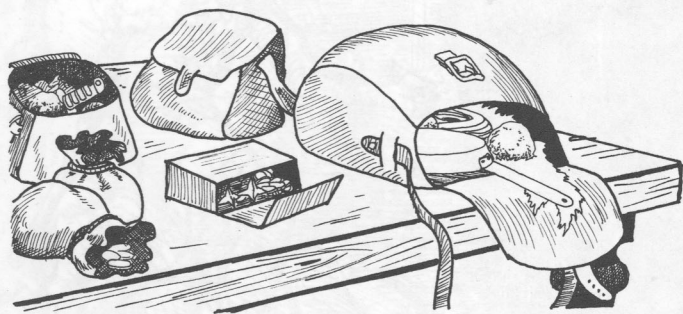
There is considerable information contained herein which is descriptive and informative with respect to what the players see and do. Note that this does not mean that you, the Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players. Morale checks for the giants should not normally be made.

If the party decides to retire between forays into the Rift, they may use their hidden cave as a base if they have seen to its provisioning. Of course, magic-users must have their spell books in order to regain spells used. When the party does retire to rest and recuperate, experience points should be awarded for treasure taken out and monsters slain.

If time permits, the giants will organize traps, ambushes, and last-ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

If you plan to continue this campaign by using the other modules in the series, be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is shown in all three MODULES, but you will have to modify or augment these groups according to the outcome of previous adventuring by your party. This principle will also hold true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.

**Upper Areas (Caves and Riff Floor):** The northern section of caves and caverns is basically formed from ice, with a few areas of rock here and there. In these areas a faint greenish light will make torches or similar lights unnecessary. Fireballs used in such areas will make the footing within the area of effect very slippery (slip and fall 2 in 6 per 10' moved). For from 2 to 5 turns after such magical fire is used, the area will also be filled with a thick fog which will reduce visibility to 5'. Boulders blocking movement require 3 persons of normal strength to move them, success being indicated by a 1 or 2, just as if a resisting door were being opened. Characters with 18 strength can move these boulders alone, but a 1 or 2 on a six-sided die is required for success. If they are co-operating with other party members to move them, then a 1 is added to the probability of success for each 18 strength character in the group attempting to move the boulder, i.e. if 2 of the 3 were 18 strength characters, the boulder is moved 4 in 6. If the party is on the floor of the Riff and fleeing from pursuing monsters, any change in direction by the party will entitle them to a die roll to determine if the monsters continue to follow, with 1 or 2 on a six-sided die indicating that pursuit continues, 3 through 6 meaning that they have successfully eluded the monsters. This is allowed due to the blizzard-like conditions in this area.



**Giant's Bag Contents:** There will be numerous occasions when bags and chests will be searched by the party. The contents of these containers may be determined randomly by using the table hereafter. The number of items in the bag or other container is simply determined by rolling five four-sided dice (5 d4) to obtain a random number of items between 5 and 20. A roll for each item is then made on the CONTENTS TABLE.

**Giant's Bag Contents Table:**

Dice Roll	Item In Bag Or Other Container
01-03	old axe blade for use as hand chopper
04-17	boulders, small (1-4)
18-19	bowl and spoon, tin or pewter, battered
20-21	brass items, various and sundry, bent
22-23	caltrops, iron, large (1-6)
24-25	cheese, hard, slightly moldy and stinky
26-30	cloak, shabby, wool or hide
31-32	comb and hairpins, bone
33-40	cooking pot, iron
41-43	horn, drinking
44-47	knife, skinning
48-53	linens, various, soiled, patched
54-60	meat, haunch of
61-64	money, copper (100-400 pieces)
65-67	money, silver (20-80 pieces)
68-69	money, gold (10-40 pieces)
70-76	pelt, fur, worthless and mangy
77-83	rope, 10'-120' coil, very strong
84-85	salt, small bag or box of
86-90	sandals, old
91-98	skin, water or wine, full
99-00	teeth or tusks, animal, no ivory value (1-8)

*It is suggested that no item be duplicated; roll again if a duplicate item is indicated by any given roll.*

## KEY TO THE UPPER AREAS

### Wandering Monsters:

Encounter occurs 1 in 12 (d 12), checking each turn.

- 2-5 yeti
- 1-3 frost giants
- 4-16 ogres
- 2-8 winter wolves

**Note:** *Wandering monsters are assumed to be creatures not shown on the matrices, and their appearance is simply chance, although they can reinforce existing monsters in an area if circumstances favor this action on their part.*

### Encounter Areas et al.:

- "b" positions are large boulders.
  - GUARDROOM ICE CAVERN:** 4 frost giants (H.P.: 49, 47, 46, 44) lair in this place at all times to prevent any unauthorized use of the south passage. If any combat is going against them, one of their number will flee down this passage to give the warning of intruders to the guards at 9. and 10. There are 4 piles of hides, 4 giant sacks, and a pile of rocks and ice chunks for hurling. The guards will certainly hurl missiles if they are not immediately meleed. Their treasure is at 6. See also 2. hereafter.
  - GUARDROOM ICE CAVE:** 3 frost giants (H.P.: 50, 42, 41) on standby guard. If they hear noise from area 1. they will rush there to help, or if they are attacked they will raise a cry to bring the guards from 1. to aid them. There are 4 piles of sleeping skins, and 2 bags in the cave. Under the third pile of skins is a silver belt worth 1,600 g.p., one giant wears a jeweled chain on his wrist (3,000 g.p. necklace), and one sack holds 4,128 g.p. There is an ample supply of boulders and ice blocks at hand for hurling at opponents.
  - EMPTY ICE CAVE:** If loud noise is made herein, the ceiling of ice and icicles will collapse, inflicting 3-30 hit points of damage on each creature in the cave.
  - SMALL ICE CAVE:** Den of 5 winter wolves—a male, female, and 3 half-grown young (H.P.: 36, 31, 19, 18, 16). If the young are molested, the parents will fight at twice normal values. They have no treasure, although there is a litter of bones and the like in the place.
  - ICE CAVERN:** The giants have frozen 8 corpses of mutilated victims, standing them upright in blocks of transparent ice. Evidently these are meant to "frighten off" any trespassers. The bodies are obviously hacked and very dead, not merely frozen whole. Each of these corpses has some valuable item with it in the ice: 1) is dwarven with a (+1) battle axe, 2) is elven with a long case at its feet (cold wand with 16 charges), 3) is human and wears a jeweled belt (worth 7,000 g.p.), 4) is human and has a tube in its hands (a scroll of **protection from elementals**), 5) is dwarven and has a spilled pouch of (37 10 g.p. base value) gems at its feet, 6) is human and wears a **fire resistance ring**, 7) is half-elven and grasps a sack with a burst seam showing silvery coins (471 s.p.), and 8) is a human in gleaming armor (magic **armor of vulnerability**, -2 but appears as +2 until actually struck in combat). If a **fireball** is used to melt the ice blocks, all magic and jewelry will be destroyed. Lesser fires or chipping will cause melting or vibrations which have a 10% per block cumulative chance of causing the ceiling of ice and icicles to collapse and inflict 6-60 hit points of damage on each creature beneath.
  - ICE PROVISIONS CAVE:** There are various pieces of frozen meat, some bales of cloth, piles of hides, and a few odd boxes and barrels of foodstuffs here. The third barrel moved will reveal a hole with 3,000 g.p., 4 1,000 g.p. base value gems, and a cleric spell scroll with 1 **cure serious wounds** on it inside a silver tube worth 300 g.p.
  - CAVERN:** This natural rock cavern is covered with ice forma-

tions, so that unless the party pays particular attention, only the lack of the light which pervades the ice caves will make this place different from earlier caves and caverns. There are 4 (or more if ogres from the Steading survived, for they will also be here) big heaps of furry hides near the southeastern end of the place. They cover 4 ogres (H.P.: 24, 22, 21, 19) who await audience with the Jarl. Any noise will awaken them, and they will give the alarm to 8. and attempt to give the party the slip and warn the giants, too. Each ogre has from 100 to 400 g.p. and 1-4 100 g.p. base value gems.

8. **SOUTH CAVERN:** Ogre mercenaries serving Jarl Grugnur dwell here. There are currently 12 ogres (H.P.: 30, 28, 27, 2x26, 24, 3x23, 2x22, 20) here. All fight fiercely. Also in the place are 5 chests, 12 sacks, and 3 barrels, as well as many piles of the usual skins and hides used for beds. Chest #2 contains an ear collection, and #4 holds 1,300 c.p., 2,111 s.p., 792 e.p., and 5,300 g.p. Sack #9 contains 6 pieces of silver jewelry (100 to 600 g.p. value each) and 8 pieces of gold jewelry (200 to 800 g.p. value each). Barrel #1 contains skulls. Hidden under the 10th pile of skins are 2 **healing** potions and a gold armband with an inset ivory and amber bear (jewelry value 2,000 g.p.—damaged value 700 g.p.). The latter is a pass to the Jarl.

9.-10. **CAVERN GUARD COMPLEX:** Giants here are always alert. The position of each guard is shown by a circled number. These guards will co-operate and attempt to set up ambushes by the movement of those in area 9. eastwards to 10. via the north passage, while those at 10. move clockwise into area 9. to come into the rear of attacking forces.

9. 4 frost giants (H.P.: 55, 52, 46, 44). Each has his regular weapon plus 1 boulder at hand. There are plenty of additional boulders piled near guard positions one and four. These giants have no treasure.

10. 4 frost giants (H.P.: 59, 50, 45, 40). Each wears an armband exactly as described in 8. above. There are 8 bags piled into the corner at guard position eight, each holding 200 to 1,200 g.p. There is also a rock ledge at about 9' height which has a stone box on it; inside this box are 6 more armbands and a pouch of 21 base 100 g.p. value gems. The stone box will not be seen unless it is actively looked for by a creature within 5' able to view something that far off the ground.

11. **CAVE OF BONES:** This place is the disposal area for unwanted bodies and similar refuse which is tossed into the place by the various giants in the upper area. Although it certainly appears that there might be some treasure scattered amongst all the bones, there are only a few coins—1-6 each c.p., s.p., and g.p.—and some broken weapons, pottery shards, and the like. It takes 1 turn to search a 10' square area, and the toads from 12. below will come into the place to look for expected food when they hear noise. Roll each turn, giving a 1/6th greater chance per turn, with a 1 in 6 probability on the first turn.

12. **LOWER BONE CAVE:** This place also has many bones and skulls littering it, and it is the lair of 5 ice toads (H.P.: 37, 31, 26, 22, 19). These creatures feed on the leavings in area 11. They have but one treasure, a naturally shaped piece of reddish-purple amethyst (base value 5,000 g.p.) which resembles a toad. They have it on a protuberance in the middle of their cave, and it is worshipped by them as a god. The toads rest on small ledges from 8' to 12' above the cave floor, and they will hop down and savagely attack anything which touches it.

13. **ICE CAVERN:** This place is the home of a band of yeti who are scouts for the frost giants. 6 yeti are here (H.P.: 26, 25, 2x24, 23, 20) but have no treasure. The leader is at location A:

A. Yeti leader (H.P.: 31) with a neutral magic sword (+3 **frost** longsword) with no special intelligence. The leader fights with this weapon. He has a hoard of 11 ivory tusks (400 g.p. weight, 800 g.p. value each) under a mound of snow.





14. MISTY ICE CAVE: Escaping hot air from somewhere beneath filters into this place, making it full of damp, cold fog. The stuff cuts visibility to 3', and the floor is very slippery (with a 2 in 6 chance of falling). Check to see if the fall causes the fumbling and dropping of whatever the party has in hand. Dropped items (which are not too large) have a 1 in 4 chance of falling into a crack in the floor and dropping somewhere into the bowels of the earth, to be forever lost.
15. ICE CAVE: This is the den of 2 snow leopards (H.P.: 24, 19) which are the "hunting dogs" and pets of the yeti in area 13. These creatures lair on a ledge above the floor of the cave, and they will always attack intruders by surprise (1-3) or complete surprise (4-6). They have no treasure.
- 16-19. BARRACKS CAVERN COMPLEX: This area houses the band of frost giants currently readying for a raid into the lands of mankind and his associates. Each of the sub-areas have piles of hides for sleeping, a table and stools, and a few extra giant-sized weapons around, but there is no treasure except as indicated. All have club, spear, and 4 boulders to hurl.
  16. 4 frost giants (H.P.: 49, 46, 43, 39).
  17. 4 frost giants (H.P.: 48, 47, 42, 40).
  18. 6 frost giants (H.P.: 55, 52, 50, 3x45). At location "X" is a clear spring of water about 2½' deep, at the bottom of which are 278 clear rock crystals with a base value of 10 g.p. each.
  19. 4 frost giants (HP.: 51, 48, 44, 41).
20. ICE STORAGE CAVE: This place is full of large and small pieces of frozen meat, some of the chunks resembling parts of human and demi-human bodies . . .
21. ICE CAVERN: A rune of warning carved into the ice floor clearly shows that this place is to be shunned. (Any party member able to speak the language of frost giants, or if a **comprehend languages** spell or the like is available to the party, will immediately understand this as a dire warning!) Only 10' beyond the west bend of the cavern, the walls appear to be covered with old, rough ivory—it is full of brown mold. Mounds down the corridor appear to be the bony remains of various creatures, but the growth covers them, so no positive observation can be made. There is no treasure here.
22. GUARD ICE CAVE: 2 frost giants (H.P.: 49, 47), 1 watching at the cave mouth, 1 sleeping on a pile of hides. Each is armed, and there are 8 throwing boulders in the cave. They each have a sack, but neither have any treasure.
23. GUARD CAVE: 4 frost giants (H.P.: 48, 46, 44, 42). 1 giant watches down each passage while the other 2 sleep on heaps of skins. Each has his weapon and 4 boulders to hurl. There are 4 sacks in the cave but no treasure.
24. VISITORS' CAVE: 5 hill giants (H.P.: 40, 38, 37, 35, 34) are camped here awaiting a summons from the Jarl. The cave has 5 heaps of hides and 5 giant-sized bags. Bag #4 has a gold-inlayed skull with a report from the hill giant leader (Chief) to the Jarl inside. It is a pass to the Hall of King Snurre, also, and the biggest hill giant knows that they are bound south to the realm of the fire giants after seeing the Jarl so as to take a message to the fire giant King. Each hill giant wears a fur cloak worth 1,000 to 6,000 g.p.
25. VISITORS' CAVE: 5 stone giants (H.P.: 55, 52, 39, 46, 42) of very large size have come here to pay their respects to the Jarl and to see how well the frost giants are doing in their war on humankind. They will report their observations to other stone giants if they get the opportunity. They will fight only if attacked. Each has a weapon and 3 rocks handy. Amongst the 5 piles of skins in the cave is a jeweled crown worth 15,000 g.p. (9 gems worth 1,000 g.p. each, 2,000 g.p. worth of platinum) which they intend to give to the Jarl as a gift if he appears to be doing well.
26. SPECIAL VISITORS' CAVE: This location is warmed somewhat by volcanic activity, and it is lit by dim reddish light. In it are 3 fire



## KEY TO THE LOWER AREAS AND JARL'S CAVERNS

**Referee's Notes:** This area is basically natural formations, with some rough-hewn connecting passages and enlargements made here and there. Passages are about 25' high, while the roofs of small caverns are 30' to 40' high, those of the large ones 45' to 60' tall. Light in this area comes from torches and cressets which are actually cages for fire beetles, the latter mostly in the part inhabited by the Jarl. Survivors of attacks on the level above will most likely make a stand in area 1, below or attempt to hide in area 3, below if weak and hotly pursued.

### Wandering Monsters:

Encounter occurs 1 in 10 (d 20), check each turn.

1. 4 frost giant guards making the rounds
2. 3-12 ogres on an errand for the Jarl
3. 3 frost giantesses and 3 ogre servants out for a walk
4. 1 frost giant and 2-5 winter wolves searching for possible intruders (ONLY IF PARTY IS KNOWN TO BE AROUND)

### Encounter Areas et al.:

b. "b" positions are large boulders.

1. **GRAND ENTRY CAVERN:** This place is obviously meant to be impressive, as its walls bear carvings of battle and hunting scenes in bas-relief. These carved scenes show giants slaying enemies, hunting dragons and other fearsome monsters, and so on. Torches burn at intervals along its length. **Note: the boulder closing the passage to the west is well concealed and looks much like the normal cavern walls, so treat it as a hidden door.**
2. **VAULTED CAVERN:** The noise of moving the boulder which closes the place off from the rest of the complex will awaken the 2 white dragons kept herein. A **large, ancient** male (56 hit points) rests atop a heap of treasure: 72,000 s.p., 17,320 e.p., 2,966 p.p., 8 silver boxes filled with ivory (weight 3,000 g.p. each, value 4,500 g.p. ivory, 1,500 g.p. each per box), 1 alabaster statue (4,000 g.p. value), 7 white marble statues of no great worth, a scattering of 1,900 1 g.p. base value gems, 11 pewter serving pieces of small worth, 24 various weapons (a +2 dagger amongst them), 9 shields, 8 suits of armor (including a silvered set of black +3 chainmail), 27 urns of small value, and 61 bottles and flasks which have no value except for 1 which holds poison, 1 which is a potion of **fire resistance**, and another 2 which hold potions of **diminution** and **polymorph (self)**. He is directly against the portion of rock which splits the entry to the lair into a north passage and an east passage, and he will surprise intruders on a 3 in 6 basis. His mate (H.P.: 42) is at A.
  - A. This location is a ledge with a cave-like recess, the whole being about 30' above the floor of the cavern. On the ledge a **medium-sized, very old** female dragon, the mate of the ancient male, hides and watches to see who enters the place. Frost giants bearing treasure to dump on the pile are the only acceptable intruders, for all feeding is done personally by the Jarl and his wife who bring tender morsels to their pets. The female dragon will fly silently to the aid of the male, surprising opponents 4 in 6. She hides 12 1,000 g.p. base value gems (8 opals and 4 diamonds).
3. **STORAGE CAVE:** The place contains some remnants of carcasses, a few broken boxes with provisions which are spoiled, some split sacks containing moldering grain, casks of wine turned to vinegar, and stove-in ale barrels.
4. **DESERTED CAVERN:** There are broken items of giant furniture here and there—tables, benches, stools, chairs. Burned out torches are in wall cressets. There are 3 skeletons of frost giants plainly visible near the center of the cavern. 4,000 g.p. are scattered around these bones, and a man-sized +1 shield also lies nearby. The monsters at B location will attack any creatures.

giant messengers (H.P.: 60, 58, 55) who have delivered their message and are about to depart for their own land. There are 3 huge piles of furs and skins in the place, a rude table, a bench, 3 stools, a large brazier, and 3 sacks, each with 3,000 g.p. plus the usual contents. The strongest fire giant carries a token of the Jarl's fealty to King Snurre, a solid silver statue of a bear, rampant, with topaz eyes (500 g.p. each) and ruby fangs (8 gems worth 500 g.p. each) worth 6,000 g.p. (silver is worth 100 g.p.). The statue is carried in a bag at his belt.

27. **WINTER WOLF PACK:** This wild pack of 7 animals (H.P.: 39, 33, 30, 29, 28, 26, 25) is encouraged to roam the place by the frost giants. They have no treasure.
28. **SNOW COVERED DOME OF ICE:** This formation has been caused by the creature which lairs inside, a remorhaz 30' long (H.P.: 58) which has recently moved into the rift. A number of skeletons are around its icy den, one of a human with a **ring of 3 wishes** on its bony finger and a bastard sword (+2 **giant slayer**, no special intelligence, align to suit the party if desired, otherwise it is Lawful Good). If the monster is destroyed by heat (**fireball**, **lightning**, **wall of fire**, fire elemental, etc., the treasures are lost—destroyed or sunk into the ice and non-recoverable).
29. **WHITE PUDDING:** Note that there are 2 of these monsters, 1 at each place 29 is shown on the map. They are simply white colored variants of the usual black pudding. 1 has 77 hit points, the other 66.
30. Ice-coated sink hole around 12' diameter and 100' deep which gives access to level #2, area 2.



- A. Frost giant skeleton half buried under stone rubble: The clear indication here is that the giant was attempting to flee north for escape from the cave-in of a passage south (behind the rubble) but he failed to make it and was killed by falling rock. One of the giant skeletal hands clutches an iron tube with a map which shows the GRAND ENTRY CAVERN, area 2. as a storage place, area 3., area 4. as the "GREAT HALL OF THE JARL", and a passage south (where the rubble is) which supposedly leads to various barracks rooms, the Jarl's private chamber, and a treasure room, the passage going 60' south and then leading to a complex of 10 caves and caverns. Of course, this is a ruse, cleverly laid by those who motivate the giants . . .
- B. 6 ice toads (H.P.: 35, 31, 25, 22, 17, 16). They are very hungry, and if any creatures come near they will seek to kill and devour them.
5. ENTRANCE CAVERN: This is the actual entrance to the Jarl's complex. It is always guarded by 2 large frost giants (H.P.: 62, 60) with weapons and boulders. 1 will fight while the other sounds a great iron horn hung on iron chains from above. The horn requires 1 full round to reach, and another round to wind. No treasure here.
6. EMISSARIES' CAVERN: 5 ogre-magi (H.P.: 34, 2x29, 27, 26) recently arrived from the Lord of their kind. They have had audience with the Jarl, and after a special wassail to be held on the morrow they will depart for home with a treaty scroll. This scroll is signed (a special mark) by the Jarl and offers the Lord of Ogre-Magi 100,000 g.p. value in gems, plus whatever loot his minions garner, if they will join the war upon mankind in this territory. Each monster bears a pouch with 10 500 g.p. gems (tokens from the Jarl). A small iron casket holds a gift to the Lord of Ogre-Magi—a trick box with 18 plates of platinum (100 g.p. value each), 18 plates of electrum (10 g.p. value each), and 18 plates of silver (2 g.p. value each). They slide in secret combination to open a small magical **box of holding**. (Although the container is but ten inches long, by six inches wide, by four inches deep, it will hold 3 cubic feet of material, or 3,000 g.p. weight, whichever is the lesser). The box opens by sliding plates on the left, then the top, then the right end in platinum, electrum, silver order on each end, the reverse on the top. If any plate which slides is moved out of order, a tiny poisoned pin will punch through the member holding the box (hits any armor class on 12 or better, -4 on poison saving throw). The box contains 2,000 g.p. and 2 potions (**frost giant control** and **cloud giant strength**). The leader of the group wears a **necklace of fireball missiles** (5 missiles of 7, 2x5, and 2x3 hit dice respectively) and he will not hesitate to use it. The positions of the ogre-magi are indicated by circled numbers.
7. GUEST CAVERN: A torchlit, tapestried place, with skins and hides covering the floor, and a bed heaped with pelts. There is a chest, a bag, a table, 2 chairs, and a small cabinet here. The cloud giant (H.P.: 70) who is the current guest has just agreed to join the Jarl as his chief henchman. The chest holds 11,000 g.p., and the giant wears a silver belt set with ivory and gems (1 1,000, 2 500, 4 100, and 12 50 g.p. base value gems).
8. PRISON CAVERN: Several torches light the place dimly. A storm giantess (H.P.: 94) who is comely to those of her ilk (and is strong and fights as if she were a male) is chained on the north wall with huge manacles at wrists and ankles. A fur rug in the middle of the place bears a table and 2 chairs. Upon the table are heaps of food on golden platters (500 p.p. each x 6), in silver bowls (100 g.p. each x3), and 2 huge flagons of ivory set with gems (6 gems each, base value 100 g.p.) set to tantalize her into submitting to the Jarl's will and becoming his leman. This durance vile makes her a friend to any who rescue her, although evil characters will cause this aid to be of brief duration.
9. SERVANTS' QUARTERS CAVERN: 16 ogres (H.P.: 30, 28, 27, 2x25, 24, 2x21, 3x19, 18, 2x17, 16, 14) dwell here at the present time. They each have their own pile of hides and rags for sleeping, a wooden box for their goods, a peg for their outer garment, and a sack. Each ogre has from 1 to 100 each s.p., e.p., and g.p. in his box or bag. They serve the Jarl willingly and fight fiercely.
10. ANTECAVERN: 4 frost giant guards (H.P.: 51, 48, 44, 43) are alert here at all times. Each has a club, spear, and throwing boulder at hand. They will shout to alert the guards to the south if intruders enter their area. They have no treasure.
11. GREAT CAVERN HALL OF THE JARL: This is where all the special functions and feasts take place. Various tables and benches now line the east and west walls—pushed out of the way until a time of need. Caged fire beetles dimly illuminate the place, and it appears completely deserted, for guard posts A. and B. are more than 30' above the floor and hidden in dark shadow.
- A. & B. Each of these ledges holds a watchful frost giant (H.P.: 53) armed with a ballista (hits as a frost giant, 3-18 h.p. damage vs. man-sized targets, 5-30 vs. larger) which he can fire once per round. Each has 4 spear-missiles for his ballista, 2 boulders, and his club. Neither has any treasure.
12. AUDIENCE ALCOVE AND THRONE DAIS: A huge ivory and bone throne, decorated with skulls, silver, and gems rests at the back of the place (6,000 s.p. weight of silver, 40 10 g.p., 20 50 g.p., 10 100 g.p., 5 500 g.p., 3 1000 g.p. and 1 5,000 g.p. gems). Behind it is a white dragon hide, and before it is the skin of a huge polar bear. An alabaster table and 3 ivory stools are to the forefront of the throne, the seats of the Jarl's lieutenants. It is unlit and empty now.
13. GUARD AREA: 2 frost giants (H.P.: 56, 52) look east and west at all times. They have clubs and 2 boulders each. If an intruder is seen, they will sound a large gong on the north wall. They have no treasure.
14. KITCHEN CAVE COMPLEX: 3 fire giantesses (H.P.: 46, 42, 40) and 4 ogres (H.P.: 25, 22, 20, 17) are in the west spur roasting a horse over the natural fire pit there and otherwise readying the Jarl's food. Various food and furniture and utensils are about the main room and the east arm. Amidst heaped foodstuffs to the north are 4 human captives in a cage, being saved for a feast. They are not fighters or otherwise useful, nor will they bring any ransom, but they can warn the party of what lies in the areas 15, 16, and 17.
15. WEAPONS CAVE: Here are stored 62 throwing rocks, 16 shields, 29 spears, 10 clubs, and 9 helmets, all of frost giant size. There are also 9 battle axes which the giants can hurl, and a chainmail shirt of giant size.
16. COMMON QUARTERS CAVERN: There are 1 male (H.P.: 49), 12 giantesses (H.P.: 40, 39, 4x38, 4x35, 34, 32) and 9 young (H.P.: 24, 21, 20, 3x19, 18, 16, 14) about the place. There are bed piles of skins and hides, a few stools, 11 large boxes, 5 chests, and many pegs with 14 capes and 9 bags hanging from them. Under the 9th box is a hole with 19,560 g.p. in it. If the male is killed, the others will not fight unless they are also attacked.
17. KENNEL CAVE: The Jarl's hunting pack of 4 huge polar bears are kept here. There are 2 males (H.P.: 41, 39) and 2 females (H.P.: 36, 33), the males with jeweled collars with 8 100 g.p. base value gems, the females' collars having 6 such gems each. Treat these huge animals as cave bears for attack purposes. They are very quiet, surprising 4 in 6, and will attack immediately.
- 18.-19. CAVERNS OF THE CARLS: These large caverns provide quarters for the frost giant gentry. There is a cot, chest, chair or stool, and several hides and skins for each inhabitant. They are lit by torches and a few fire beetles. There are many pegs holding cloaks, capes and bags along the walls. 4 huge lockers, 3 hampers, and 6 wardrobes are in various places. Each male giant in the place has 2,000 to 8,000 g.p. plus his armband (as described in 8. of the upper level). Each female has 1,000 to

4,000 g.p. The young have no treasure:

18. 9 males (H.P.: 58, 2x55, 53, 50, 2x49, 48, 46) and 11 females (H.P.: 43, 2x40, 39, 5x38, 36, 33) with 8 young (H.P.: 24, 2x21, 3x20, 18, 15).
19. 3 males (H.P.: 61, 57, 52) and 4 females (H.P.: 40, 37, 34, 32) with 5 young (H.P.: 25, 22, 18, 17, 14).



20. JARL'S ANTECAVERN AND TROPHY HALL: The western sprue of the cavern is a private audience hall, with pelts and skins on the walls and floors, a table, and 4 chairs. On the end wall hang 2 normal shields, a **heavy crossbow of speed**, 2 normal two-handed swords, and a pair of huge ivory tusks of no value. Some worthless scrolls are on the table. There are 3 chairs and 2 tables in the western area, the trophy hall, which has actual rugs upon its floor. On the south wall are a cave bear pelt, a su-monster hide, a wyvern skin, a rack from a giant stag, the teeth and claws of an umber hulk, giant scorpion claws, the horn of a woolly rhino, a pair of mammoth tusks, a pair of mastodon tusks, a normal bow and a quiver with 16 normal arrows, a giant boar head, a griffon skin, 2 shields (#2 is +2), a dwarven skull with an iron crown (no value), 2 crossed spears and a flail (all normal), a tapestry (worth 1,875 g.p.), a case of crossbow bolts (11 +2 bolts and 14 normal bolts), the wings of a giant eagle, a great axe (normal), a suit of plate mail (normal) of human size, 2 walrus tusks (1 is actually an ivory covered **iron horn of valhalla**), a normal shield, a suit of dwarven splint mail (normal), a tapestry (worthless), a shedu head, a huge iron mace (normal), a giant lynx pelt, the jaws from a subterranean lizard, a suit of elven plate mail (+2), a normal shield, a light crossbow, and a tapestry (500 g.p. value). **Note: If the magic shield is taken down it releases a spear trap which fires straight ahead, hitting on 5 or better, and causing 3-18 h.p. of damage; if the walrus tusks are touched, the shedu skull will scream "ALARUM! ROBBERS!" in frost giant until it is smashed to pieces.** Some worthless furs and tapestries hang on the short north walls. There are several unlit braziers around, and both sections of the cavern are illuminated by caged fire beetles. There are well-worn steps, each about 3' rise, at the eastern end of the place. Thick leathery hides screen the cavern from area 21.

21. JARL'S PRIVATE CAVERN: The forepart of this area is filled with a huge table, 4 chairs, 3 wardrobes, 5 chests, 5 trunks, and 7 coffers. The walls are hung with heavy tapestries and various pelts and skins, all of no particular worth. The Jarl (H.P.: 80) sits at the table in his chain jack, with a huge shield (+1, +4 vs. missiles) nearby (AC 1 with his shield, 2 without), his sword (+4 two-handed) at his hip, and a platinum drinking horn set with 8 gems (1,000 g.p. value each, jewelry value 9,000 g.p.) in his hand. Across the table is his "Lady" (H.P.: 70), with a cloak of sabretooth tiger hide about her, an iron mace at her hip, and a gold flagon set with 8 gems (500 g.p. value each, jewelry value 6,000 g.p.) in her hand. Grugnur fights as a cloud giant with respect to damage (6-36, +4 for the sword), she fights as a fire giant in all respects (5-30 hit points of damage per successful hit, AC 4). There are 2 huge winter wolves (H.P.: 40, 37) crouching under the table, and these pets will note even invisible intruders due to their keen sight, hearing, and sense of smell. All the various containers in the room contain clothing and useless items except as follows: chest #2 holds 3,800 p.p.; chest #5 has 15,570 g.p.; box #4 has a covering of old socks but underneath them are 8 potions (**speed, extra-healing, delusion, storm giant strength, poison, oil of slipperiness, healing, human control**); coffer #2 has 9 pieces of jewelry (1,000 to 10,000 g.p. value each); coffer #6 has a contact poison on it and holds 198 gems (104 50 g.p., 51 100 g.p., 36 500 g.p., 6 1,000 g.p., and 1 5,000 g.p. base value).

The eastern portion of the cavern is partially screened off by hangings. There is a huge bed, a small table, a chair, 2 stools, a chest, a trunk, and various odds and ends of clothing, armor, and weapons here and there. The walls are hung with pelts and rugs of no worth. The lid of the trunk has a secret drawer in it which contains 6 parchment scrolls in tubes: #1 is worthless, #2 is a **curse scroll**, #3 is a map to the HALL OF THE FIRE GIANT KING, #4 is a **protection from magic scroll**, #5 is a scroll of gibberish with **explosive runes** on it, and #6 is a scroll with two spells—9th level spells **crystal brittle**, which will turn any one metal item touched by the magic-user to brittle crystalline substance (even something as large as an iron golem!); and **energy drain**, a spell which enables the magic-user to touch an enemy and drain two life energy levels (just as a vampire does). These tubes will be taken by the Jarl if he is forced to flee and has time to get them.

- A. Behind the wall hangings on the eastern portion of the north wall is a hidden escape tunnel. It is a natural passage about 1 mile long which turns south and exits at the base of the mountain/glacier area, out of sight of any near the rift. The alcove to the northwest appears empty, but if it is examined with care there is a 1 in 6 chance per person examining the area that they will note a thick iron bar protruding from the wall at about 10' above the floor. The bar moves downward and transports whatever or whoever is standing on the floor of the alcove to a spot some 50' distant from the entrance to Snurre's Hall (the Hall of the Fire Giant King). An apparently empty ledge along the southwest wall is the resting place of an iron box, totally invisible, and strongly locked. Unless a special magic (**true seeing/sight spell, gem of seeing, etc.**) is available to the party, it is detectable only 1 in 6, with but 1 chance for any party, for the magic on the chest is strong and it does not radiate **any** magic or clue. The box contains poison gas which will form a cloud 30' per side, and any within it must save versus poison at -3 (the contents are to be taken to the fire giant's stronghold and given as gifts to the powers behind the uprising). In the iron box are: a **hammer of thunderbolts**, a **pearl of wisdom**, a set of 8 small jars of pigments (**Nolzur's Marvelous Pigments**), a **ring of invisibility**, and a **wand of paralysis**.

THIS ENDS THE EXPEDITION TO THE GLACIAL RIFT OF THE JARL.



BOULDERS



TAPESTRIES

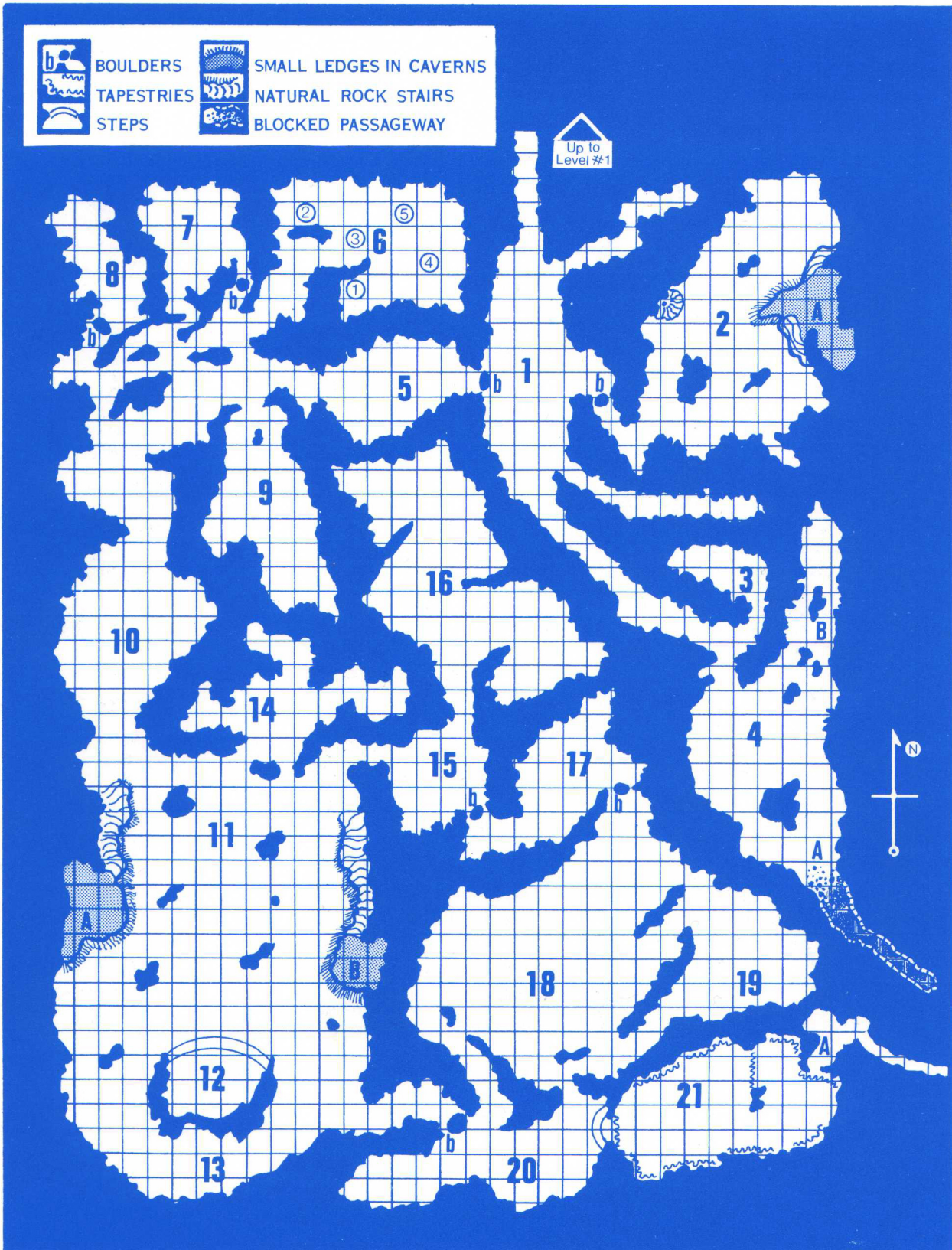
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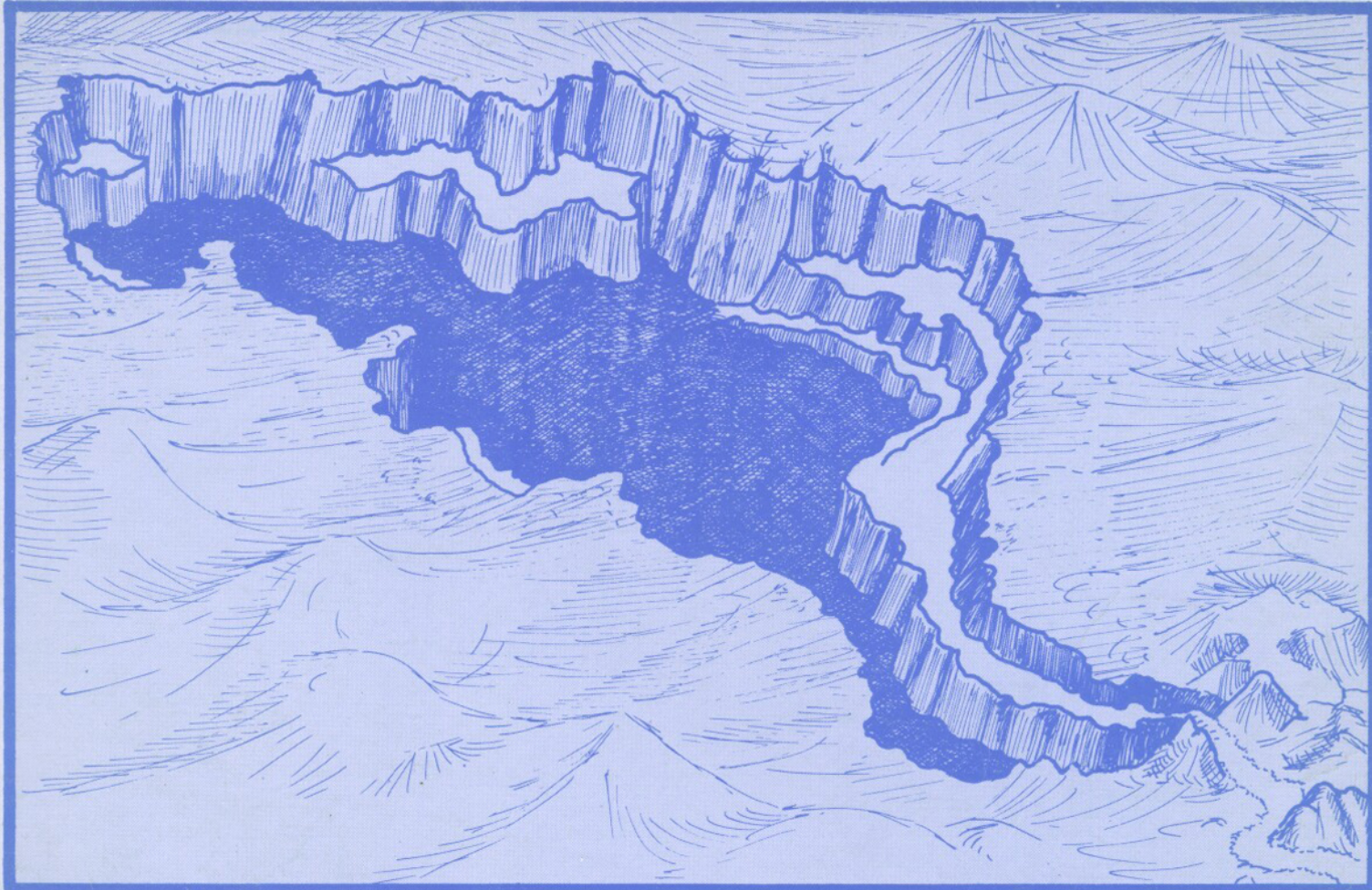


SMALL LEDGES IN CAVERNS

NATURAL ROCK STAIRS

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by Gary Gygax

*This module contains background information, referee's notes, three level maps, and exploration matrix keys. It provides a complete module for play of ADVANCED DUNGEONS & DRAGONS, and it can be played alone or as the last of a three-part expedition adventure which also employs DUNGEON MODULE G1 (STEADING OF THE HILL GIANT CHIEF) and DUNGEON MODULE G2 (GLACIAL RIFT OF THE FROST GIANT JARL).*

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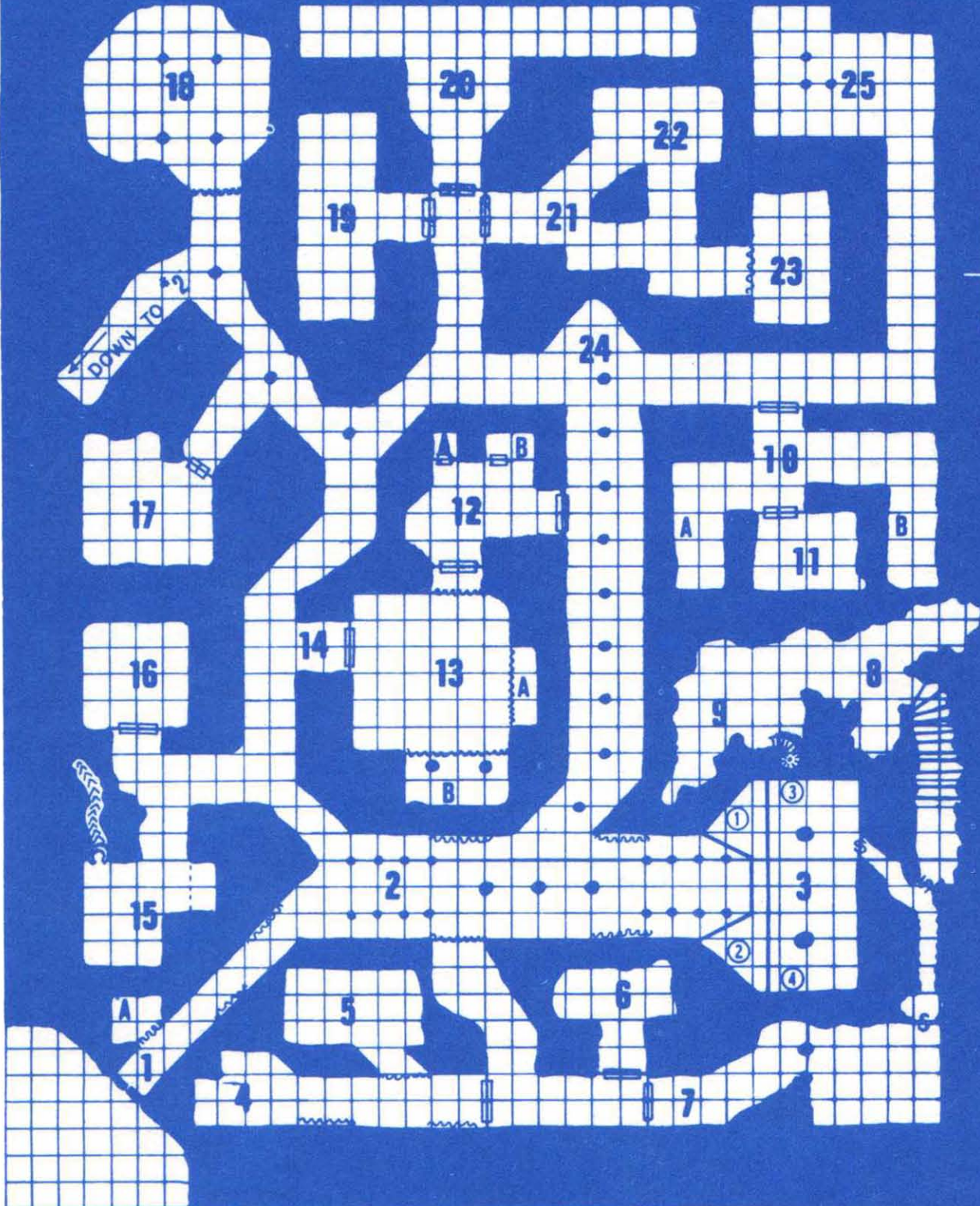
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# ENTRANCE LEVEL

	DOOR		STAIRS DOWN		CURTAINS
	DOUBLE DOOR		STAIRS UP		SLIDE DOWN
	SECRET DOOR		DAIS STEP		CHIMNEY UP

1 SQUARE = 10'



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## Advanced Dungeons & Dragons

### Dungeon Module #G3

#### Hall Of The Fire Giant King

**Background:** Just as the trail led from the STEADING OF THE HILL GIANT CHIEF to the frozen wastes where was found the GLACIAL RIFT OF THE FROST GIANT JARL, so the adventure in the latter place has led (or transported) the intrepid party to what they hope will be their last challenge. They are about to venture into the hot and smoking barrens which are in effect Muspelheim, the home of fire giants. In the vast rocky halls of the fire giants' doughty liege lord, the dread King Snurre Iron Belly, they hope to find both the answer to the riddle of what or who is behind the strange alliance of many different types of giants as well as great treasure. Surely here in the stronghold of the fire giants will be encountered the evil genius—or genii—controlling the uprising and planning the well-executed attacks, for Snurre is said to be far stronger than smart. It is a sad fact that all encounters here will be worse than those the party has faced elsewhere, for fire giants are ferocious opponents, and their associates and helpers will undoubtedly be proportionately stronger and more fearsome than those of the lesser hill and frost giants. Sobering thought indeed! However, the rewards for success cannot fail to be greater, for fire giants—and their masters perhaps?—will have more loot to take. If the party has actually been to the other two places—or if at least one or more of the characters have—they will know that there is a charge upon them to report definite information to the rulers who have sent them forth to inflict punishment on the rapacious giant raiders. They are to slay fire giants and all who associate with them. Failure means death, no longer from the nobles, but from the monsters the party must face. Success means the right to keep all loot taken, plus the possibility of reward from the rulers of the lands which the giant bands warred upon. And now the brave adventurers stand before the black and smoking slag hill which holds the Hall of the Fire Giant King. They have penetrated near the heart of the matter into a fell realm where even the strongest need beware!

**CAUTION:** As with the two previous Modules (G1 and G2), the Dungeon Master is advised that only strong and experienced characters should be included on the adventure. The caution here, though, stresses experience. A party of 3 or 4 highly experienced characters of 9th or higher level can expect a reasonable chance if they use their knowledge and cunning to best advantage. No character below 6th level should adventure in the Hall of the Fire Giant King. Characters under 9th level should be accompanied by a number of higher level characters. The optimum mix depends upon the class of the characters involved. A party of 3 might be as well off as three or four times their number under certain circumstances. This writer still believes that a mixed group with clerics, fighters, magic-users, and thieves — with a dwarf, an elf, and perhaps a halfling or gnome and a half-elf — will be the most successful overall if their average level is 9th and there are 8 to 10 in the party. Of course, this assumes that each member will be armed with several magic items useful against giants and fire.

**Start:** The party might have arrived before the huge obsidian valves which bar entrance to the Hall by means of the transporter found in the lair of the Frost Giant Jarl, and in this case they will have to search to find a place of safety to rest and recover their strength between forays into the Hall. If the group journeyed hence by some other form—horseback, mounted on hippogriffs, etc.—they will have noted such a place about 2 miles distant from Snurre's sooty palace. This hidden refuge will prove to be safe from detection as long as the party leaves no plain trail to it, and as long as they are not followed to it. (If they thence venture forth from the cave to raid the Fire Giant Hall there will be a 10% cumulative chance per additional raid that the hideyhole will be found by the giants, i.e. a 10% chance the fourth raid, 20% the fifth, etc.). The ravine which is near the safe cave leads directly to the spiney, broken heap of slag which is indicated as the site of the Hall by their map—or obvious to them otherwise, for it has a wide, well-trod path leading up to two great slabs of black stone, obsidian

portals which give access to Snurre's Hall. But these gates will open to the party if one of their members has fire giant strength (or greater) and mass, or a **chime of opening** to employ, or one of them can cast a **knock** spell. Each valve is 29' tall, 10' wide, and no less than 3' thick.

The plain about is most evil and drab appearing. The sky is gray and filled with sooty clouds. A distant volcano can be seen, and far to the south a glowing river of molten lava moves sluggishly down a slope and out of sight. It is hot, and the air smells of heated rock and metal. The ground is full of cinders and sharp rocks. The place is lit by night with dim red light from flaming gases shooting forth from the earth and from molten rock. On the second and any successive raids upon the place, there is a 50% likelihood that the gates will be ajar, and some guard will be watching for the attackers in order to alert the Hall.

#### Notes For The Dungeon Master

The pile of lava, slag, and jutting black rock which houses the Hall of Snurre is a steeply rising hill about 300' high at its summit. It is difficult to scale, but the party may do so if they desire. Everywhere are vents which smoke, and some of these holes spurt out jets of flame from time to time. The party will never locate any other entrance into the place, and there is a 2 in 6 chance that any member investigating a vent hole will be struck by flaming gases for 2 hit dice of damage (2d6).

The upper two levels of Snurre's Hall are lit by torches, braziers, natural gas jets, and even molten lava. Most of these lights will be extinguished if the place is heavily attacked. The lower level is unlighted except where the matrix indicates otherwise. Passageways in the Hall are vaulted and some 30' high. Halls, chambers and rooms are 40' to 60' high. The floors, walls, and ceilings in the place are of black, reddish-black, dark gray, and dull brown rock. In some places it has been hewn, but in others it appears to have been fused by heat. All doors are made of iron plates. Opening them requires giant strength, so normal probabilities of opening resisting doors are cut in half. Pillars in passageways and other places are of black stone.

The lower level is mostly natural, and the details of the place will be given hereafter. When the party gains this level, do not be too precise in calling direction or distance. As with any such map, the twists, turns, and irregularities are very difficult to map anyway, and general directions and descriptions will suffice for the mapper and make the whole more realistic in any case, for such an area would be nearly impossible to accurately map under existing conditions.

As has been said in the previous modules in this series, while considerable detail has been given, it is up to you to fill in any needed information and to color the whole and bring it to life. You, as Dungeon Master, must continue to improvise and create, for your players will certainly desire more descriptions, seek to do things not provided for here, and generally do things which are not anticipated. The script is here, but you will direct the whole, rewrite parts, and sit in final judgement on character's actions. If you have already taken your players through the first two modules, you will wish to be particularly mindful of how their behavior there will have altered what is shown here on each level matrix. Use the parameters given to design your own epic. Be disinterested, and be just. This is a very difficult scenario, and the players might rue thoughtless actions, but do not allow this to temper what you have before you. Likewise, do not set about to entrap the party in a hopeless situation—allow their actions to dictate their fate. In any event, never reveal too much information to players. For example, if they learn about the Drow, give only scraps of details from your information sheet; determine a percentage probability of the particular bit of knowledge being known by whatever means is being employed (sage, **commune**, **legend lore**, **contact other plane**, or whatever), and roll the percentile dice for each scrap. Base your communication to the party upon this, but always judge for yourself if the information thus imparted is too much or too little.

## KEY TO LEVEL #1

Remember also that these giants are both the toughest so far encountered and that they have the best advice immediately available to them. As soon as the party strikes and then retreats, the attack will be assessed and counter-measures taken. Some notes to this effect will be found in the matrices for each level, but you will have to design some reactions personally. Even when the party first enters the Hall you will have to gauge the reaction of the giants if and when they learn that intruders are within. How will they react? From whence will they call in guards? Where will Snurre go? Most assuredly, he will not remain seated upon his throne when an attack is in progress! You have not ceased being a Dungeon Master by using this prepared scenario, you have simply had some details handled for you so that you can better script the more important material.

When the party retreats from the Hall, the fire giants will lay whatever traps and ambushes they are able to under the circumstances. Lights will be put out, sentries will be posted, and so forth. In the play-test version, I had the giants who survived the first foray by the (exceptionally strong and well-played) party set several ambushes, each surprise being set to allow them to retreat quickly behind a turn in a passage or through doors, gradually falling back on the corridor to the 2nd level. However, even the females and young fought, as the King had so ordered, and I assumed that their fear of him (and the Drow) was greater than their fear of the party—or at least equal. As the characters offered no quarter and slew every giant or other creature encountered with absolute ruthlessness, their opponents fought with hopeless abandon and sacrifice. How you will manage must be based upon knowledge only you, as judge and referee, can have. Regardless of what your players do, morale checks for the giants and their associates should seldom, if ever, be made. What hope have they? The rationale of this whole series of modules is a fight to the finish. Only the leaders and those they take with them will normally seek to move to a place of safety, the rest will stand fast and battle to the end.

Finally, note that Drow weapons and armor do not radiate magic.

**Giant's Bag Contents:** There will be numerous occasions when bags and chests will be searched by the party. The contents of these containers may be determined randomly by using the table hereafter. The number of items in the bag or other container is simply determined by rolling five four-sided dice (5d4) to obtain a random number of items between 5 and 20. A roll for each item is then made on the CONTENTS TABLE.

**GIANT'S BAG CONTENTS TABLE:**

Dice Roll	Item In Bag or Other Container
01-03	old axe blade for use as hand chopper
04-17	boulders, small (1-4)
18-19	bowl and spoon, tin or pewter, battered
20-21	brass items, various and sundry, bent
22-23	caltrops, iron, large (1-6)
24-25	cheese, hard, slightly moldy and stinky
26-30	cloak, shabby, wool or hide
31-32	comb and hairpins, bone
33-40	cooking pot, iron
41-43	horn, drinking
44-47	knife, skinning
48-53	linens, various, soiled, patched
54-60	meat, haunch of
61-64	money, copper (100-400 pieces)
65-67	money, silver (20-80 pieces)
68-69	money, gold (10-40 pieces)
70-76	pelt, fur, worthless and mangy
77-83	rope, 10'-120' coil, very strong
84-85	salt, small bag or box of
86-90	sandals, old
91-98	skin, water or wine, full
99-00	teeth or tusks, animal, no ivory value (1-8)

*It is suggested that no item be duplicated; roll again if a duplicate item is indicated by any given roll.*

### Wandering Monsters:

Encounter occurs 1 in 12 (d12), check each turn.

- 2 fire giant guards
- 2 fire giantesses with 12 gnoll workers
- 4 young fire giants with 1-4 young hell hounds
- 1 cloud, 1 frost, and 1 stone giant visitor looking around

Note: All wandering monsters are assumed to be creatures not accounted for on the matrices. Their appearance is mere chance, although they can actually reinforce existing monsters in the area if circumstances favor this action on their part.

### Encounter Areas:

- ENTRY PASSAGE:** The floor here is polished obsidian, and great wall hangings can be seen by the party as soon as they enter. The tapestries between the torches are done in bloody colors and show victorious fire giants. The door guard is in alcove A:

A. The tapestry hanging before this post is loosely woven so as to allow the fire giant (H.P.: 56) in the dark recess to clearly see whoever enters. If intruders are spotted, he will wind his great bronze horn to warn the Hall. (See 2. hereafter.) The fire giant guard has a club as well as 4 boulders.

If the party severely defeats the giants in the Hall, a ballista (from 10A.) will be set up at the far end of the hallway in anticipation of a second raid. This weapon will have a trip at 30' into the passage, and the trip will be nearly invisible (notice only 1 in 6, if the party is using lights, and check only once for all). The ballista will fire 6 spear missiles, with a 2 required to hit AC 10, and no adjustments for dexterity are to be given. Each missile causes 2 to 16 (2d8) hit points of damage when it hits.

- GRAND HALL:** 2 ettins (H.P.: 49, 44) are always here, using their four heads to watch all directions. Each is armed with a huge morning star of black metal (treat as +1 for both hit probability and damage) and a spear. If they throw the latter weapon, they will then arm their right hand with the morning star and the left with a mace. If the guard at the gate sounds the alarm, these monsters will move to hold the mouth of the entryway until help arrives from 3., 18., and/or 21.-25. The floor of the Grand Hall is of reddish black, highly polished stone, the pillars are carved into the shapes of dwarves straining to hold up the figure atop them, and the light flickers weirdly from burning gases spurting from the walls. The tapestry on the south wall screens the entrance to the Royal Apartment.

- THRONE ROOM AND AUDIENCE CHAMBER:** 2 steps of white veined black marble lead up to this area. The floor is a deep red polished stone, the huge stone pillars of polished obsidian, between them a massive throne of jet and black and white banded onyx, the whole inlaid with sard (12 pieces of 1,000 g.p. value each) and set with 12 fire opals (1,000 g.p. each) and 12 rubies (5,000 g.p. each). The walls are inlaid with colored stone to show various scenes of victory by King Snurre over opponents. Behind the throne the wall shows the flaming skull which is Snurre's own device, flanked by fire giants with clubs over their shoulders. Huge torches burn in bronze cressets. (The secret door is actually one of the flanking giants inlaid on the wall. A cresset to the left of it is pulled down to cause it to swing inward). 4 fire giants (H.P.: 63, 61, 59, 58) in chain shirts (AC 2) guard the King at all times, and their positions are shown by the circled numbers. Each has a huge throwing hammer (5-20 hit points damage) and an axe. Crouching beside either arm of the throne are 2 large hell hounds (7 dice, H.P.: 49, 46) which are the King's constant companions. King Snurre (H.P.: 92) himself is seated upon the black seat of the throne. He is over 13' tall. Snurre is clad in his black iron armor (AC 0), and holds a

huge two-handed sword which has flames along its blade when it is swung (+4 to hit, +6 damage). The King fights as a storm giant (hit probability and 7-42 h.p. damage) when he is armed with his sword, otherwise he fights as a cloud giant. Snurre wears a necklace of coral skulls (15,000 g.p. value as jewelry) and has a broad girdle set with 66 (100 g.p.) garnets. He is hugely muscled and extraordinarily ugly, very broad, with bandy legs. His teeth are tusk-like and protruding, almost orange in color. Snurre's head beneath his iron helm is bald, but his side whiskers and beard are bright orange and full. Note that he is clad in a cloak of white dragon hide which gives him +3 on saving throws against cold-based attacks and reduces cold damage sustained by 50%. He wears his crown of iron, set with 6 base 1,000 g.p. rubies, 6 base 1,000 g.p. diamonds, and a huge jacinth (base 10,000 g.p.) only when he is on his throne. Otherwise it is in his bag.

4. **CHAMBER OF THE QUEEN'S SERVING MAIDS:** The length of the hall and chamber proper are covered with hide rugs and wall hangings. Note the one which screens the entrance to the Queen's private chamber. There are torches on the walls, and 6 chairs and 3 small tables along the hallway. At the end there are 4 beds, 8 chests, 2 wardrobes, and 4 stools. There are always 4 fire giantesses (H.P.: 44, 42, 40, 39) waiting in the hallway outside the Queen's chamber, and 4 giantesses (H.P.: 45, 40, 38, 35) in the end chamber. Each fights fiercely to protect the Queen, and those at the end chamber will rush to aid the others. They have swords and fight as frost giants with respect to hit probability and damage. Each wears 2 to 5 pieces of jewelry worth 500 to 2,000 g.p. each. Amidst the 81 hides, pelts, skins, and furs in the end chamber are several of value—numbers 17, 24, 40, 59 and 77 are worth 1,000 to 4,000 g.p. each. There is no other treasure.

5. **QUEEN FRUPY'S CHAMBER:** The floors and walls here are covered with rich rugs and tapestries (of no great value). The place is well lit by torches and a large brazier, and this makes it very hot indeed. The Queen (H.P.: 74) is a veritable haradin, a sly and cunning horror. She is, if anything, uglier than Snurre. Topped by a huge mass of yellow orange hair which looks like a fright wig, Queen Frupy's face is a mass of jowls and wrinkles, set in the middle of a very large head which sits squarely upon her shoulders. Her body is lumpy and gross, and her skin is covered with bristles the color of her hair. Her little pig eyes, however, are bright with intelligence unusual in a giant. She wears garments of black dragon hide, set with iron studs, and this gives her an effective armor class of 2. She fights as a normal fire giant male, but she has a bonus of +2 to score a hit and +4 on points of damage she scores. She wears 8 pieces of gem set jewelry (2,000 to 5,000 g.p. value each). She wields an iron sceptre as a weapon. Out of sight are her two pets, a pair of giant weasels (H.P.: 24, 19) which she dotes upon and which obey her every command.

Any intruders entering the place will be commanded by Queen Frupy to kneel in her August Presence and state their business, so that she may fairly dispose of their humble requests. Any so foolish as to do so will be sorry, as Frupy will call forth her pets and herself strike at the most powerful-appearing of the intruders. She will strike at +4 due to the position, do +8 h.p. of damage (5-30 +4 +8, or 17-42!), and a score of a natural 20 on the die indicates she has decapitated the victim of her attack. She will then bellow for her serving maids to come to her aid.

Her chamber contains a huge bed covered with furs (of only 100 to 600 g.p. value each, 12 total), a small table and 2 chairs, a stool and dressing table with a huge silver mirror (value 1,000 g.p., and it shows invisible or magically changed creatures in their real form), an ebony and mother of pearl wardrobe (filled with her clothing), an iron chest, 2 bronze caskets, a huge chest of 12 drawers, and 2 small coffers of copper on each table. Each bronze casket has an asp inside; #1 holds 4,000 c.p., and #2 has a like number of

platinum pieces covered by a spell so that they will appear as coppers until they are taken out of her chamber. The iron chest has a trick opening to the side which allows the person to get its contents (a jade box worth 5,000 g.p. with a hidden compartment which can only be detected by means of X-ray vision or **true seeing/sight** spell—the compartment having a scroll with 2 random 7th level spells: cleric, druid, or magic-user according to which character first examines it). If the lid of the chest is opened, a cloud of fire will englobe all within 10' of the chest, doing 6 dice of damage, with no saving throw. All but one of the copper coffers contain unguents and the like: coffer #3 contains 6 pieces of very fine, gem set gold jewelry worth 7,000 to 10,000 g.p. each, and a jeweled pendant with a stone which has flashes of color appearing from its inky depths (it is a **wizard eye** device fashioned by the Drow, and allows them to see through it). The drawers in the chest contain worthless personal articles, except the fifth drawer from the bottom; there under some underthings Queen Frupy has concealed 3 potions—**fire giant control** (to be used by her on the King, of course), a **delusion** potion, and a **mammal control** potion.

6. **CHAMBER OF THE KING'S GUARDS:** 4 fire giants (H.P.: 63, 61, 59, 58) resting before assuming active duty with Snurre—but all sleep lightly. They wear chain shirts (AC 2). There are 4 cots and four stools in the chamber. Under each cot are 2 lockers, each containing clothing and 1,000 to 3,000 g.p. Each guard carries 12 base 100 g.p. gems in a belt pouch, and each is armed with throwing hammer (cf. 3.) and sword. A table in the center of the room has several platters and flagons on it—all worthless—along with a small tun of wine and a cheese covered with mold (inside the cheese there are 48 100 g.p. gems, for it is the repository for the wealth of "on duty" guards). There are 12 boulders in the entry hall, 6 along either wall.

7. **KING SNURRE'S PRIVATE QUARTERS:** The great iron doors to this place bear the blazon of the flaming skull. 6 hell hounds (2 of 6 hit dice, 2 of 5, and 2 of 4; H.P.: 33, 30, 25, 22, 18, 17) roam the outer hall. The walls here are set with torched cressets and draped with crude tapestries. There are 6 chairs and 2 benches along the walls, and 3 tables are interspersed, each with a keg of ale, beer, or mead and leather or horn drinking vessels at hand. 8 normal shields and 8 normal swords decorate bare patches on the walls. There is a step up just at the pillar of reddish stone which ends the forehall and marks the entry to the chamber proper.

The bedchamber of the King contains a huge bed, a table, a small throne of ebony and 3 lesser chairs, a tall cabinet, 4 trunks, an iron chest at the foot of the bed, and a bench near the entry. The floor is covered with pelts, and the walls are hung with tapestries (worthless) and trophies: 2 shields, an axe, 4 swords, a flail (used to subdue the pyrohydra at 8.) and a hammer—all sized for giants and otherwise normal. A ledge on the south wall at 9' above the floor holds 39 skulls (human, dwarven, elven, giant, and other various and sundry monsters and creatures), 8 helmets and helms, and 5 sets of armor (2 human, 1 dwarven, 2 elven, of chain, splint, or plate as desired) of no particular worth. The 8 fur pelts on the bed are worth from 1,000 to 4,000 g.p. each. The containers in the room hold nothing but the personal gear (clothing, footwear, and bits of armor) of King Snurre. On the table are bits of carved ivory, some teeth of animals, bits of wood, and some stones (1 is 1,000 g.p. base value block of carnelian). Together these items serve the king as a divination device—quite worthlessly, of course. Flaming jets of gas and a huge iron brazier full of glowing coals light the whole place in an eerie manner. The secret door to the north is very well concealed, and it can be located only 1 in 10 by magical means, never by such normal means as possessed by an elf, for example. (The same is true of the door to 8.; but magical means locates it 1 in 4, as it is not as well concealed and is only 1' thick.) A projecting stone to the left of the secret door,

12' above the floor, is pushed in to cause the 4' thick portal to pivot to form an opening 4' wide on either side, and 10' high.

8. CAVE: A 10-headed pyrohydra lurks to either the north (1-3) or south (4-6) if it hears any creature coming up the steps to its lair. It attacks by surprise 3 in 6 normally. It is very vicious, as the King beats it and torments it for fun, and it hopes to take revenge on virtually any other living thing. It attacks by biting (1-10 h.p./head) on the first attack. It breathes fire for 1 to 10 hit points of damage/head also.
9. KING SNURRE'S TREASURE CAVE: (Note that there is a chimney up in the southeastern wall.) The cave is filled with stuff—a pile of 28,000 c.p., 3 mounds of 4-16 worthless tapestries and furs, several dozen bales of valueless cloth, scores of various vessels and containers, and urns and vases of pewter and brass and bronze (plus 12 of silver and 6 of gold worth 200 to 1,200 g.p. each). There are 8 iron trunks, 6 chests, and 5 large coffer also:

**Trunks** are about 7' x 5' x 4'.

**Chests** are about 5' x 3' x 2'.

**Coffers** are about 2' x 1' x 1'.

Container	Trap Device	Contents
Trunk #1	None, but locked	72,000 s.p.
Trunk #2	None, but locked	Empty
Trunk #3	None	60,000 c.p. hiding a sack at the bottom with 11 pieces of jewelry (1,000 to 10,000 g.p. value each).
Trunk #4	Blade in lid chops down as fire giant for 3-24 h.p. of damage—it will ruin 2 cubic feet if it misses the players.	3 cubic feet of silk worth 3,000 g.p. per cubic foot.
Trunk #5	None, but locked	8 pieces of rare wood inlaid with mother of pearl worth 1,000 g.p. each (each is mace-sized).
Trunk #6	None	13,000 e.p.
Trunk #7	None, but locked	12 fine ivory tusks each weighing 2,000 g.p. and worth 1,500 g.p.
Trunk #8	Holds 9 large asps of 6 h.p. each with +2 poison; <b>invisibility</b> hides all contents, including asps.	6 pieces of 1,000 to 4,000 g.p. value jewelry
Chest #1	Contains <b>weakness</b> gas which will form a 10' radius cloud.	Empty
Chest #2	None, but locked	Rocks
Chest #3	Squirts acid when it is opened (any before it take 3-12 h.p. damage), armor or other wear must be diced for to save or is destroyed; acid jet is 3' wide by 12' long.	12 potions and 8 scrolls, determined at random (no poison, <b>delusion</b> , or <b>cursed</b> items).
Chest #4	4 spikes fire forward, 4 backwards, 4 sides (each), as fire giant to hit, causing 2-12 h.p. of damage each, 15' range.	17,300 g.p.

Chest #5	None, but locked	Empty.
Chest #6	Lock and handles have contact poison +6 on them, all who touch thus save at -6.	1 black cloak, 1 pair of black boots, man-sized, give 75% chance to be invisible/move silently in dungeons.
Coffer #1	4 poisoned needles shoot inwards from sides when treasure is lifted and have a 25% chance of hitting any member thrust inside.	72 gold rings worth 20 g.p. each, but #4 is a <b>ring of protection</b> +3, #8 is a <b>ring of contrariness</b> , #21 a <b>ring elemental of command of water</b> , #26 a <b>ring of delusion</b> with contact poison inside (no saving throw), and #56 is a <b>ring of 3 wishes</b> .
Coffer #2	None, but locked	1,325 p.p. under a layer of coppers.
Coffer #3	None, but locked	Packets of leaves and seeds and husks—hot spices worth 9,000 g.p. for the lot.
Coffer #4	See the treasure	7 highly crafted, carved statues, of unknown mineral and workmanship; each strange idol brings a (cumulative) -1/+1 curse to its possessor when it is carried, the curse affecting all hits, damage, saves, etc. in the worst application of the -/+ on the dice—all radiate a dim evil force.
Coffer #5	None, but locked	39 base 1,000 g.p. gems underneath a layer of 266 base 10 g.p. gems, topped by 500 1 g.p. gems of good size and fine appearance.

These locks cannot be picked by thieves and must be opened by "bending bars" or **knock** or **magic missile** spell.



10. **ARSENAL COMPLEX:** 2 fire giant guards (H.P.: 60, 57) are always at the ready here. If summoned or attacked, they bring the chimera at 11., if they can. Each has a spear, sword, and 3 throwing rocks at hand. There are torches to provide light and a bench in the place.
- A. This wing contains 30 huge swords, 2 ballistae, 44 spears, 18 throwing hammers, 6 maces, 9 great axes, and a quantity of giant-sized throwing boulders. Hidden in the far southwestern corner under the spears is a +1 **longbow** and a quiver of 20 +1 **arrows**.
- B. This wing contains another supply of stones for use as missiles, 11 massive clubs, 17 fire giant helmets, 3 chain shirts, and 17 studded leather jacks—all armor for giants, of course. There are also 17 giant-sized shields here; one is a -2 **shield of missile attraction**. 8 big barrels of oil are stored at the southern end of the place.
11. **CHIMERA PEN:** The fire giants keep a large (H.P.: 55) chimera here. this creature will attack on sight, as it hates everyone except fire giants. It has no treasure.
12. **ADVISORS' CHAMBER:** 8 gnoll servants/bodyguards (H.P.: 15, 14, 13, 2x12, 2x11, 10) are lounging here, for they obey only the commands of the Advisor or the King or Queen. The chamber contains a mixture of small, medium, and large furniture. There is a small table, a plush chair with a footstool, and a couch in small size. There is a long table, 2 benches, 2 chairs, and 12 chests sized for man-like creatures. There are 4 huge chairs, a table, and a footstool sized for giants. There are rugs on the floor, tapestries on the walls, and bronze cressets with flaming torches. The chests contain the bed-rolls, personal gear, and 200 to 800 g.p. treasure of each gnoll—chests #3, #8, #10, and #12 contain bottles of wine and spirits and are locked. The Advisor is a grossly fat but very strong and quite fast renegade mountain dwarf, one Obmi. He is in his spartan study, room A:
- A: Obmi (H.P.: 79; Strength 18/94, Intelligence 18, Wisdom 18, Dexterity 16, Constitution 17, Charisma 16 (18); fighter/thief of level 9/11) is herein at work on the problems besetting his King. He has been Snurre's advisor for 25 years, spending 5 years as a slave before that. He is armed only with a dagger hidden in his boot, hard at several scrolls on the plain wooden desk in the room. There is a case against the north wall which contains various maps, scrolls, etc., all written in fire giant or dwarvish. He uses a plain wooden box as a footstool, and it seemingly holds old clothes of his, but in a false bottom are hidden gems whose base values are: 2 5,000 g.p., 8 1,000 g.p. 23 500 g.p., 41 100 g.p., and 18 50 g.p. Also in the cell is a rude wooden pallet he uses to rest on. Note: The door to this study appears to be locked from the outside. (Obmi is very clever . . .) He has a peep hole, and if he sees intruders who are winning he will yell for them to help him. The dwarf will claim that the giants have held him—a prince—captive for 10 years, trying to trick information out of him, or to subvert his loyalty to dwarfdom, when torture failed. He will further claim that several humans in black robes aid the giants in their questioning. Finally, he will ask to be allowed his armor and weapons in order to gain sweet revenge upon Snurre, for he knows exactly where the King will be! If worst comes to worst, Obmi will bolt for room B. and bar the door.
- B: Obmi's Chamber: Here he has a soft bed, a small stand, a table and chair, a cabinet, 2 iron chests, an arming rack, and stores of food and ale. His +2 **armor** and +2 **shield** are laid out on a rack near the door, and his +1 **axe** and +3 **hammer** are on the wall above. Underneath the armor are his **gauntlets of ogre power** (+6 on h.p. of damage he inflicts, +2 on his striking ability). His **ring of invisibility** is on the small stand near his bed. Chest #1 contains 8,493 g.p. Chest #2 holds 904 p.p. and a silver ewer and silver bowl, each set with 9 base 100 g.p. and 3 base 500 g.p. gems (value 3,000 g.p. each as jewelry). Upon entering the room he will palm the ring, don the armor, put on the gauntlets, thong the axe to his belt, heft the hammer, and hold the shield. At first opportunity he will attack the party and raise a hue and cry for help, but he will do so only when he knows help will be able to come. He knows a bit about the Drow, and he will bargain that, or anything else, to save his life. If faced with no quarter to be given, he will fight to the very end.
13. **COUNCIL ROOM:** The King and his council meet here, but the place is now empty. There is a long table and 5 great chairs around it. Against one wall is a stepped platform with a small chair beside it. There are hides covering parts of the polished black floor, and rude tapestries adorn the walls. There are several torches in the room, but none are lit.
- A. Alcove: Within is a table with a flat chest upon it. If the chest is lifted or moved, 6 poisoned arrows shoot from the north wall, striking at the same hit probability as fire giants have, and inflicting 2-8 h.p. of damage. The arrows strike the south wall and shatter if they miss interposing creatures. The chest is locked and full of stones. There is a map of the area hanging on the wall. There are large chests against both the north and south walls, the northern one filled with 8,438 s.p., the southern one with 4,188 g.p. and 6 bone batons with runes of fire giant upon them. Each is a pass saying: "OFFICIAL BUSINESS ON BEHALF OF KING SNURRE THE FEARSOME". Both chests are locked, of course.
- B. Alcove: 4 extra chairs are stored here, and a huge cabinet holds 83 scrolls and 367 pieces of paper or parchment. Most are worthless, but the 68th scroll tube contains a set of instructions for the King, telling him to gather forces of hill, stone, frost, and fire giants, along with whatever strength he can raise in ogres, ogre-magi, cloud giants, and any other creatures for an all-out attack on the provinces to the east and northeast. The scroll promises powerful help from "Drow". It is signed "Eclavdra". The papers are message copies to and replies from various types of giants and others already mentioned above. One says: "The fire giant of stone left and left elbow," in dwarvish.
14. **DOOR GUARD:** 2 fire giants with swords stand guard here at all times. Each has 58 hit points.
15. **KITCHEN:** The place is typically filled with busy workers: 1 fire giant matron (H.P.: 60, fights as a male) who is huge and fat, 4 fire giantess servants (H.P.: 44, 40, 39, 37), and 12 gnoll thralls (H.P.: 14, 12, 3x11, 2x10, 4x9, 8). There are benches, counters, a table, several stools, 3 cupboards, various bins and barrels, and miscellaneous kitchen gear around the place. The area to the east is a natural fire pit, where flaming gases are used to roast whole creatures. The circle to the northwest indicates where a 6' diameter chute goes down to the lava pool on level #2. It is slippery and greasy from garbage, and it empties 2' above the lava. The servants and gnolls will fight only under the direction of the matron.
16. **STORAGE CHAMBER:** This place is jammed full of barrels of ale and mead, boxes, sacks, hampers, smoked sides of meat, smoked fish, cheeses, sausages, etc. There are smaller boxes of salt, and spices (worthless hot peppers) in a copper container. There are tuns of wine and casks of beer near the door. Heaps of hard bread are everywhere.
17. **GUEST CHAMBER:** The doors to this room are closed on the outside by a great bar, as King Snurre does not fully trust the 3 rakshasas (H.P.: 40, 39, 36) who are the "guests" therein. Naturally, the party entering will see the three creatures as trusted friends and associates. There are 4 beds, 2 tables, 2 chairs, 2 stools, 2 wardrobes, 3 chests, and 1 **foot stool** (in reality a chest with an **illusion** cast upon it), rugs, tapestries, and flaming torches in the place. There is no apparent treasure in the place, but each rakshasa carries 100 to 400 g.p. and 2 to 12 100 g.p. base value gems. The disguised



chest holds a jeweled sceptre worth 10,000 g.p., 4 potions (**extra-healing, undead control, ESP, and invulnerability**), and a scroll of 5 cleric spells (**detect lie, true seeing, continual darkness, cure critical wounds, and symbol of persuasion**).

18. **BARRACKS:** Currently only 6 fire giants (H.P.: 62, 59, 57, 54, 53, 50) are housed here. They typically lounge around sharpening weapons and telling lies about their amatory prowess. There are 8 cots, 8 stools, and 8 hampers in the place. Each cot is heaped with skins. The hampers contain the giants' personal gear. Pegs on the walls hold their bags and cloaks. There are 5 clubs, 3 axes, 6 spears, and 8 shields scattered about. The place is lit by flaming gas jets. There is no treasure around, but one of the clubs is hollowed out to hold the "boys'" party fund: 149 p.p., 271 g.p., 160 e.p., 233 s.p., 184 c.p., and 31 100 g.p. gems.
19. **GIANTESS' QUARTERS:** 8 fire giantesses (H.P.: 45, 43, 3x41, 2x40, 38). This torchlit chamber has 12 cots, 8 stools, 8 boxes, a table, a bench, and pegs with various garments and the like. Each giantess wears 1 to 3 pieces of silver jewelry worth 100 to 400 g.p. each, but worth only 1/10th value if harmed.
20. **COMMUNAL QUARTERS:** 5 giantesses (H.P.: 50, 47, 43, 41, 39) care for 15 young giants and giantesses (H.P.: 33, 31, 2x30, 28, 27, 2x26, 2x25, 22, 21, 19, 17, 16). All have weapons (kids' toys for the youngsters) and will fight. There are 6 cots and 12 bunks along the walls. In each wing is a bench, 3 chairs, 6 stools, 1 long table, and various boxes, hampers, and cupboards. The only treasure in the place is the giantesses' gold jewelry: each wears 1-3 pieces worth 200 - 800 g.p. each, 1/10th value if harmed.
21. **ENTRY HALL TO THE KENNELS:** 6 young hell hounds (5 dice; H.P.: 30, 27, 26, 24, 22, 21) scuffle and play hereabouts. They are part of the pack at 22. and will flee to there by the safest route if threatened.
22. **KENNEL CHAMBER:** 4 large (7 dice; H.P.: 47, 45, 42, 40), and 2 medium (6 dice; H.P.: 37, 34) hell hounds are here. If the young at 21. are attacked and yelp, the six beasts will split into two groups, half circling southwest, the other half circling

south and then west. They love their handler at 23. No treasure.

23. **KENNEL KEEPER'S QUARTERS:** Here dwell the Keeper and his wife (H.P.: 68, 59). These fire giants will rush to the aid of their charges if they hear a commotion outside. Each has a sword and club. (The Keeper's wife fights as a male due to her size and strength, the Keeper fights at +1 to hit and +3 damage). Their chamber contains a large bed, a table, 2 chairs, a bench, a chest, a cabinet, 3 barrels (beer and ale), 2 buckets, and a crate (dried meat for the hounds). There are torches burning. Pegs hold wearing apparel and 2 bags. The second bucket has a false bottom which holds 199 p.p. and 68 50 g.p. base value gems. There is a shield, axe, and 4 **javelins of lightning** on the wall to the north. There are hides and pelts on the floor and walls. A number of skins and furs are heaped on the bed and bench. One of the 6 on the bench is a hell hound hide which allows the wearer to appear to all observers as a hell hound, and if it is worn for 3 full turns the wearer gains the abilities of a 7 dice hell hound. If it is worn for 8 consecutive hours, the wearer becomes a true hell hound, and remains such forever. This magical pelt is used to wrap a -2 **curled sword**. There are 3 other hell hound hides in the chamber, all quite normal.
24. **GUARD POST:** 2 fire giants are on duty here at all times. Each has 59 hit points, is armed with sword and spear, and has 4 boulders nearby. An iron cylinder near the north wall is struck to sound the alarm if intruders are seen.
25. **BARRACKS:** 8 fire giants (H.P.: 73, 65, 58, 56, 2x55, 54, 51) loafing and gaming. There are 10 cots, 10 chests, a table, 2 benches, 4 stools, and a large wardrobe about the place. There are several pegs here and there, and they hold cloaks, capes, shields, and 5 bags. There are only worthless giant items in the chests and other containers. The guards here have swords and spears. The largest fights with a +3 **battle axe** (man-sized) after throwing his spear. There are also 21 boulders in the place. The easternmost of the three pillars has a secret door and contains 7,842 g.p. and 3 pieces of gem-studded jewelry worth 1,000 to 8,000 g.p. each.

## KEY TO LEVEL #2

### Wandering Monsters:

Encounter occurs 1 in 10 (d10), check each turn.

1. 2 fire giants and 2 fire giantesses
2. 2 trolls escorting 3 hill, 2 stone, or 2 frost giants
3. 4 trolls with 4-16 gnolls (armed)
4. Drow fighter/magic-user (7/7) with 2-8 wererats

### Encounter Areas:

1. HALL OF DEAD KINGS: This dark hall contains 20 huge sarcophagi (lettered A-T) standing upright along the walls, and 4 even larger ones (lettered U-X) lay upon the floor. Those upon the floor are of stone, and U and V have stone likenesses of fire giants carved upon their lids, while W and X are blank. Those that line the walls are stone (A, B, C, F, G, H, J, O, P, Q), iron (D, E), bronze (I, K, L, M, N, R), and brass (S, T). All of them bear likenesses of fire giant kings and queens (13 and 11 respectively). Examination will reveal that these burial vaults contain only the remains of the king or queen, moldering garments, a few corroded weapons, and similar things. (Wererat grave robbers have taken anything of value long ago.) The secret tunnel in the southeast corner is about 2' diameter. It twists and turns so that any person using it will lose all sense of direction. It exists on level #3 at area 2.
2. ETTIN GUARDS' CHAMBER: 4 ettins (H.P.: 53, 49, 48, 46), who are not on duty but generally serve as guards at level #1, location 2. 2 are asleep and the other 2 are quite alert. Each is armed with **morning star** (+1) and spear, although those sleeping have their weapons to the side. The chamber has a rude table, a bench, 2 stools and 4 cots. Torches light up the place. There are 9 pegs holding clothing and 6 bags. In the far corner is a hamper with 6 sacks of coppers, each sack holding 5,100 to 5,800. This is the ettins' accumulated pay. . .
3. VISITORS' CHAMBER: This room houses 4 stone giants (H.P.: 47, 45, 44, 40) who have been working for the King as engineers. Each has a club, and there are also 11 boulders in the place. The room is torchlit and contains 4 cots, 4 stools, 4 lockers, a table, a big barrel of beer, and pegs holding clothing and 4 sacks. A haunch of meat is on the table along with various mugs and platters of tin. Each giant has 1,000 to 4,000 g.p. and 3-12 base 100 g.p. gems.
4. STORAGE ROOM: This area has been cleaned out to serve as quarters for either 5 hill giants (H.P.: 46, 40, 38, 37, 36) club armed, or the hill giant Chief (H.P.: 64, AC 2; fights as a frost giant), his wife (H.P.: 41; fights as a male hill giant), and 1 or 2 cave bears (H.P.: 42 for the Chief's bear, 35 for his wife's) if they survived **Module G 1**. In the former case the room will have 5 heaps of skins for bedding, a table, 2 benches, and 2 chests. In the latter case the place will have 2 cots, 2 trunks, a chain, 2 stools, a table, and a coffer. Usual hill giants will have only 200 to 1,200 g.p. each. The Chief will have brought along whatever he could salvage and carry here. In any case, the room is illuminated by 4 torches set in wall cressets.
5. COMMUNITY QUARTERS CHAMBER: In this large area are housed the following fire giants—1 "sergeant" (H.P.: 66), 3 other males (H.P.: 60, 58, 55), 6 females (H.P.: 53, 50, 47, 44, 41, 40), and 8 young (H.P.: 37, 36, 33, 28, 25, 23, 20, 17). There are 2 large beds, 5 cots, 7 bunks, 2 large cabinets, 2 tables, 4 chairs, 4 stools, 3 buckets, 4 chests, 6 hampers, a crate, and 3 small boxes here and there. There are torches on the walls as well as pegs holding clothing and 7 bags. Miscellaneous gear, eating utensils, and odds and ends are scattered about the place, too. Each male has 200 to 400 g.p. in his bag, and the females have 100 to 300 g.p. each hidden in their personal areas. All are armed with various weapons, even the young, and there are 20 throwing rocks in the chamber.
6. SMITHY: You might wish to announce that a hammering,

obviously of metal on metal, occasionally is heard in this area. In any event, the hall outside this place is tinged a bloody red with the light from the lava bed and gas jets in the smithy. A knotty-limbed, burly fire giant (H.P.: 70) is working here. He is the weapon and iron smith. His exceptional strength gives him +2 to hit and +4 h.p. damage. The molten lava is used to heat the items he works. With him are 2 trolls (H.P.: 40, 38) who serve as his assistants. About him are 3 giant swords, some various pieces of armor, and several axe and spear heads. He is fashioning a special **mace** (1 to 12/1 to 8 versus man-sized/larger opponents), one of black metal which is a +4 magical weapon he is merely doing a bit of repair work on. If he is attacked, there is a 2 in 6 chance per melee round that he will toss the mace into the lava bed and destroy it if the encounter is going against him.

7. TORTURE CHAMBER: The steps lead down to this cluttered room with a 50' ceiling (which enables even very tall victims to be hung in chains well above the floor). Vision range is 15'. The King's Torturer (H.P.: 59) and the Royal Headsman (H.P.: 63) are playing knucklebones with stakes of 7 pieces of jewelry (1,000 to 4,000 g.p. value each), and 2 piles of gems (totalling 68 base 10 g.p. and 39 base 50 g.p.). The Headsman has his gigantic **axe** at hand—a +2 weapon only when a creature at least as strong and massive as he is employs it. If he hits with a natural 20, he severs an arm (1 or 2), a leg (3), or a head (4, 5, or 6). Damage from the weapon is 12 to 42 (10d4 +2) hit points. The Torturer has a sword nearby. If both are meleed, they will react as follows: The Torturer will grab his opponent and attempt to throw him or her into the *iron maiden* (position shown by a circled A) and slam it shut (causing 10 to 100 hit points of damage to the victim and trapping him or her therein until released). This requires a "to hit" score success (which indicates that the grab and hurl score were successful) plus another successful "to hit" score, this time at +4, to slam the device shut. If the Headsman is closely pressed he will grab and toss his opponent down the well (position shown by a circled letter B), thus inflicting 9d6 of damage (but modified by discarding all 6s rolled, as the water 90' below breaks the fall, so actual damage will range from 0 to 45) and trapping the victim, possibly to drown. The Headsman requires only a "to hit" success to do this. The Torturer will likewise follow this course of attacking, tossing as many victims as possible down the well until the room is cleared of opponents. The Headsman will generally use his axe. The stairway and the torture chamber are lit by torches. The chamber contains a large rack, a smaller one, and 5 other pieces of appropriate equipment, in addition to the iron maiden and well. Various chains, bars, irons, whips, ropes, wires, and the like are festooned about it. A table, 2 chairs, a stool, and a large barrel of ale complete the picture.

CELLS: All cells are indicated by a "C" preceded by the cell number. "G" is the guardroom for the cell complex. Cells have rings set in the walls, chains, buckets, and straw heaps.

- 1c. Elven female for sacrifice in the Temple. She is of highly noble birth and will send her rescuers 10,000 g.p., 20 +1 **arrows**, an **arrow of giant slaying**, and a set of **cloak and boots of elvenkind** if she escapes. The reward will come from 1 to 2 months after she leaves to return home.
- 2c. 8 male elves meant for sacrifice in the Temple. They are normal elves only.
- 3c. Merchant being held for ransom. He is a normal human, and he cannot pay.
- 4c. Empty cell. There is a one-way invisible door at the back of this cell which opens only with a key held by the Drow at 12.
- 5c. 2 noble centaurs (H.P.: 30, 27) imprisoned and bound for torture and execution. They will offer at least minimal help to any who free them.
- 6c. Empty cell.

- 7c. 3 gnolls being punished for insubordination. 1 is dead.
- 8c. Empty cell.
- 9c. Troll (H.P.: 36) being used for torture practice, as it was disliked and caused trouble. It is mindless and enraged, so it will attack instantly if given a chance, but it otherwise sits motionless. It hits with a +1 bonus for both attack probability and damage.
- 10c. 7 gnolls (H.P.: 14, 2x13, 12, 2x11, 9) caught stealing gold. They will not help any creature, and if freed they will simply run away as fast as possible.
- 11c. 2 human skeletons.
- 12c. Human female (11th level thief: H.P.: 61; Strength 15, Intelligence 15, Wisdom 8, Dexterity 18, Constitution 16, Charisma 17) chained to the wall. She will gladly admit to being a thief caught trying to find the King's treasure room, and volunteer to aid the party faithfully for a chance to escape. If opportunity presents itself, she will heist as much in gems and magic as she can and then slip away, but until then she will actually help the party. Of course, during this time she will be casing each character to learn what he or she carries . . .



- 13c. Fire giant (H.P.: 82) hanging in chains as punishment for failing to be properly deferential to Snurre. He is Boldo, the King's chief lieutenant, and he will do anything to get back into Snurre's favor. So he will happily lie to the party and tell them he is here because he tried to prevent Snurre from taking his current hostile course, and if he is freed he can get several other fire giants to aid them in overthrowing and slaying the King. Boldo will betray them at his earliest opportunity. He is quite bright, and he will not be rash.
- 14c. Titan: This unfortunate is chained and drugged. He has 20 hit dice (126 hit points), is AC -1, and strikes for 7-42 hit points of damage per attack. He is able to employ spells up to 6th level clerical. If he were aware, he would help any party to destroy the inhabitants of this place, although he would certainly not mind seeing evil characters in any party die also. Only a **neutralize poison** spell will remove the drug from his system before 12 hours time (when it will be naturally eliminated).

- G. GUARD ROOM: 1 fire giant (H.P.: 58) and 3 wererats (H.P.: 22, 19, 18) in man-form are conversing here. The giant has his sword, a spear, and 2 boulders nearby. Each wererat has a +1 short sword (no alignment, abilities, etc.; these are black metal Drow-made weapons which are simply very hard and very sharp) and dagger. The room is torchlit, and in it are a table, chair, stool, bench, and several kegs. On the walls are pegs holding a bag, a cape, a shield, keys to the cells, and a shirt. Keg #1 holds small beer, #2 holds water, and #3 holds mead. A smaller keg on the table holds excellent wine (and also the drug which stupefies the titan with a mere quart or so . . .). There is a loose stone in the floor to the east of the door. It hides a cache of 321 e.p., 608 g.p., and 212 p.p. The guard wears a broach on his cloak which is set with 6 50 g.p. base value gems around 1 of 500 g.p. base value. (He knows nothing of the secret tunnel to area 8.) If the encounter seems to be unfavorable, the wererats will turn into rats and escape down the drain at X in the room, thus alerting the Drow of the party. If this happens, the Drow will never be surprised by the party. The secret door to the east opens into a passage about 1' wide and 1½' high. It is rough, and a man in armor could not hope to pass along its length. Even a halfling would have to worm down it.

8. SECRET ROOM: This place is pitch dark and is the lair of 7 wererats (H.P.: 24, 21, 19, 18, 16, 15, 14) armed in the same manner as those in the guardroom above. The strongest has poison on his dagger, and #3 and #7 use it on their swords. They will always attack by either *surprise* (1-3) or *complete surprise* (4-6). If the encounter is going badly, survivors will flee down the stairway to level #3, area 15, and warn the Drow (cf. the wererat action in the guardroom). In the secret room are 3 very heavy iron chests, all locked, and each has a poisoned needle in the latch which hits on a 12 or better. Chest #1 holds 7 pieces of 1,000 to 4,000 g.p. jewelry, 9 pieces of 1,000 to 10,000 g.p. jewelry, and 3,200 g.p. Chest #2 contains a **poison** potion, 9,000 g.p., and a scroll of **protection from lycanthropes**. Chest #3 fires 2 poisoned darts upwards when the lid is opened, the darts hitting AC 10 on a 6 or better, and the poison being such that saves are made at -1. The chest is empty, but an inscription covered by **invisibility** is written inside the lid, and it shows where a stone in the stairs down can be removed to reveal a **ring of shooting stars**, a **rod of cancellation**, a scroll of 7 cleric spells (determine at random), and 6 potions (**healing**, **diminution**, plus randomly determined). A very well-hidden secret compartment in the lid of the box holding the potions holds **pipes of the sewers**.
- 9.-11. TEMPLE OF THE EYE: Note the **illusion walls** which screen this area. This place is illuminated by a strange swirling light which seems to be part of the very air of the place. Eddies of luminosity drift and swirl here and there, causing the whole scene to be strange and uncertain. Distances and dimensions are tricky to determine in the shifting light of rusty purple motes and lavender rays. Globes of mauve and violet seem to seep and slide around. The ceiling of the Temple is out of visual range, 50' at the lowest, and well over 65' where it vaults upwards.
9. Giants' Worship Area: Each pillar radiates a sense of **unease and insecurity** (simulate this by making players uneasy in whatever way you find best) in a 5' radius. The wall to the west is a mural showing giants bowing to a cairn of black, offering sacrifices, giving gifts, etc. The floor on this side of the column in the center is of porphyry, the pillars of serpentine, and their well-polished surfaces clash with each other and the strange light as well. The scenes on the west wall grow more horrific, showing human and giant sacrifice near the altar (north) end.
10. Servants' & Thralls' Worship Area: The polished floor of red and black hornblende seems to flow between the obsidian pillars which close off this area. Each of these



pillars radiates mild **fear** in a 2' radius, and if one is touched, the creature contacting it must actually save versus **fear** or run away in absolute panic. Passing between 2 pillars causes the creature to receive 2-8 h.p. electrical damage, or double that if wearing metal armor. The wall to the east shows a scene of various creatures crawling, then creeping, up to huge, vaguely squid-like creatures with 10 hairy tentacles. In the forefront of this mass self-sacrifice are elves and men, but there are also dwarves, gnolls, orcs, trolls, halflings, ogres, goblins, etc. amongst the crowd. Those near the monsters are being torn apart and the bloody gobbets eaten as dainty morsels. There are 3 of these ghastly things, mottled in various shades and tints of purple and violet.

11. **Priests' Area:** The north wall of cloudy purple stone shows an amber-like inlay of a huge inverted triangle with a Y enclosed in it and touching the sides of the triangle. Beneath this, hanging on chains from the ceiling, is a black metal triangle and cylinder. The first tier of the area is of black stone shot through with veins of violet. The second tier is of dark gray stone, with specks of lilac and orange and purple. The third tier is dull black stone with whorls of plum and lavender and splotches of red. There is a great drum of blackened skin and chitinous material on the western third of the first tier. On the eastern third of this tier stands a rack from which depend 9 silver cylinders. (These chime tubes are hollow and are worth 1,000 g.p. each.)

On the second tier is a huge stone altar block of dull, porous-looking, somewhat rusty black mineral. To either side of it are ranked large bronze braziers whose corroded green coloration is particularly nauseating in this setting. To the left and right of these braziers, set in triangular form with the point to the south, are 2 sets of 3 candelabra, each candelabrum having 3 branches. These are made of bronze green with age, and each branch holds a fat black candle which burns with a flame of leaping lavender and deep glowing purple but never grows smaller.

Nothing save the metal triangle stands upon the third tier.

If the altar stone is touched by living flesh or hit, it will begin to fade in color, and in 3 rounds it will become a translucent amethyst color with a black, amorphous center. Any further touch when the altar is thus transformed will paralyze a creature touching it for 5 to 20 turns. If the drum is beaten, the chimes rung, and the triangle struck while the altar is changed, a glowing golden eye will swim into view from the stone's writhing center. All creatures seeing the eye must roll on the table below (d 12) to learn their fate:

1. death
2. insanity\*
3. rage (attack own party)\*
4. fright and weakness (50% strength loss)\*
5. age 1 to 20 years

6-12. no effect (looked away in time)

\*cured by a **remove curse** spell

If the 3 tentacle rods (see area 12. hereafter) are present when the eye appears, however, and the braziers are lit, the altar becomes transparent heliotrope in color, the black mass at the center grows larger and shows swollen veins of purple, and the eye is a fiery red-orange. A tentacle will come OUT of the altar and grab the nearest living creature, draw it INTO the stone, and whatever it was will be totally gone, destroyed. The altar will return to its dead state, and atop of it will be the thing most wished for by the party — or something which will enable them to

attain the end or state they most desire. If a second summoning of this Elder Elemental God is made within the same day, it will act as follows (d 12):

1. SIEGE and devour 1-4 more creatures and then not grant any desires
2. Strike everyone present totally blind and then not grant any desires
3. Raise the ability score of each character present by 1 in each category and take no sacrifice

4.-12. Ignore the whole thing

The large pillar to the east on the first tier is of malachite and is covered with graven signs and sigils. If the correct pair are touched, the creature touching them will be transported to level #3, area 18. (You should devise the 24 glyphs upon this pillar and select which 2 are the trigger mechanism.)

12. **DROW CLERICS' AREA:** The entrance is protected by a powerful magic spell, a **Wall of Tentacles**. It appears as rough brown-purple stone. This **Wall** will require 200 hit points of damage to destroy, it is AC -2, and can only be harmed by magic weapons or the following spells: **dispel magic** (removes 50 of its h.p. strength), **disintegrate** (destroys 100 h.p. of its strength), or clerical **symbol** (of **persuasion**) which allows all those of the same alignment as the cleric who cast it, and the spell caster as well, to pass unharmed through the **Wall of Tentacles**. The **Wall** has 20 tentacles, each of 20' length which strike as 10 hit dice monsters and inflict 1 to 20 points of abrasion and constriction damage. Up to 4 can strike one creature at the same time. The wall also has 2 beaks which attack as 10 hit dice creatures and do 1 to 10 hit points of damage and are poisonous. Drow can freely pass through it. If any other creature touches the **Wall**, it will grasp it and set off a hissing and champing noise to alert the occupants of the chamber beyond it. If the thing is forceably attacked and damaged, it will then flail out with its tentacles and inflict damage. If it is damaged so as to be less than 100 hit points strength, or if it is attacked by any type of spell or spell-like magic (such as a wand attack) it will generate **darkness, 20' radius**, and begin biting with its beaks if any creature comes or is brought close enough. (Note that the dark is only on the outside of the **Wall**.)

The inner chamber is lit by sconces with the same non-self-consuming black candles as are in the Temple, so the illumination is dim and eerie. The walls are hung with purple cloth, and the floor is thickly carpeted in black. The inner room is screened off from the other by a brocaded hanging of black with orange, gold, lilac, and mauve. There are 3 Drow herein, each of whom will be detailed hereafter. The antechamber is the quarters of 2 lesser priests. In it are 2 low black couches, each inlaid with silver. To one side is a round table and 2 arm chairs. At the foot of each couch is a low table with a basin and ewer of jasper (3,000 g.p. value per set). There are small stools and enameled coffer also. 2 chests hold personal effects. A huge wardrobe of ebony contains the clerics' vestments — 2 black underrobes, 2 mauve cassocks, and caps and sashes of black with mauve embroidering. **Coffer #1** holds a scroll with a cleric spell (**word of recall**) and 3 bars of black metal (adamantite worth 3,500 gold pieces each) which weigh 100 g.p. apiece. **Coffer #2** contains 100 of each type of coin, each type in its own black leather pouch, and a pouch of 100 base 50 g.p. gems. A copper brazier near the door gives off an incense smoke which is sweet, cloying, decayed-smelling, disgusting, and euphoric all at once.

The inner room is the sanctuary of the priestess. It is candle-illuminated, although two small braziers of black and silver are burning also. The walls here have certain tapestries of suggestive (or lewd) nature. The furnishings include a large bed, 2 small tables, 3 coffers, a buffet, a cabinet, a large

wardrobe, 2 divans with a low chest between them, a dressing table and chair, a large silver mirror (worth 500 g.p.), 2 hampers and 2 chests. All furnishings are of ebony or black stone. Silver inlay is usual. The wardrobe holds various garments and the priestess' vestments of mauve, black, and plum, stitched with gold. This garment is set with 10 violet garnets (500 g.p. each), 10 topazes (500 g.p. each), 10 black opals (1,000 g.p. each), and 10 oriental amethysts (1,000 g.p. each). (All stones are shown at base value). Note that it is covered with a plain black wrapper to protect it. On the dressing table are 2 combs, a brush, 4 pins, and 10 unguent and cosmetic jars. These items are of onyx and silver, set with tiny gems. Each is worth 200 to 800 g.p. The chests and hampers hold her personal effects. The buffet and cabinet hold eating utensils, jars of spiritous liquors, tableware, etc. A coffer on the low chest between the divans has a poison gas trap (fills the whole area) and contains a scroll of 3 spells (**gate, unholy word, restoration**). A coffer near her bed contains 6 potions (**poison, fire giant control, human control, philter of love, polymorph (self), philter of persuasiveness**). Beside her bed on a small table is an ewer, basin, and goblet made from lapis-lazuli (each is worth 5,000 g.p.). A small screen of ebony, inlaid with amber (worth 1,500 g.p.) sets off a dressing area in the southeast corner near the wardrobe, where a low-backed chair stands with a gown thrown over it. (This effectively hides the use of the secret door.)

The Drow clerics in this chamber are:

**CURATE #1:** (4th level; H.P.: 24; Strength 9, Intelligence 17, Wisdom 16, Dexterity 16, Constitution 15, Charisma 15; AC 0 = +1 shield, +1 chainmail, and +2 dexterity bonus.) This male Drow is clad in black with violet trim. He is armed with a **lesser tentacle rod**, 4' long, with 3 tentacles of rubbery purple substance. When the cleric strikes at an opponent with this rod, each of the arms attacks as a 3 hit dice monster, +3 bonus, and causes 3 hit points of damage. If all 3 strike successfully, the victim suffers double damage (18 h.p.) and is slowed for 9 rounds. It is activated by the ring worn by the cleric. (The ring is of hematite with a rune carved on it and is worth 500 g.p.) He has the following spells:

**First Level: cause light wounds, darkness, fear, fear, cold**

**Second Level: chant, hold person, silence (15' r), snake charm**

**CURATE #2:** (4th level; H.P.: 24; Strength 10, Intelligence 12, Wisdom 16, Dexterity 17, Constitution 10, Charisma 15; AC -1 = +1 shield, +1 chainmail, and +3 dexterity bonus.) This male Drow also has a ring and **lesser tentacle rod**, but this rod has arms of more reddish color and 3 simultaneous hits causes total weakness in either the right or left arm, making that member useless for 9 rounds. It is otherwise like the other of its kind. His robe of black has pale green trim. The spells he has prepared are:

**First Level: cause light wounds, cause light wounds, fear, curse, cold**

**Second Level: chant, hold person, hold person, silence (15' r.)**

**EHP'SS:** This strangely attractive female is dressed in silver-embroidered black garments, with a small black metal cap which allows her silver hair to float free. She is Eclavdra (10th level cleric/fighter; H.P.: 60; Strength 14, Intelligence 18, Wisdom 17, Dexterity 18, Constitution 10, Charisma 18; Armor Class -8 = +3 shield, +5 chainmail, and +4 dexterity bonus), the one who fomented all of the trouble. She has a +4 mace on her belt.



She wears a ring of amber set with an amethyst (2,500 g.p.) to control her **great tentacle rod** of 6 violet arms which strike as 6 hit dice monsters, +6 bonus "to hit", and inflict 6 h.p. of damage per hit. If 3 hit simultaneously, the victim is **numbed** and strikes at -4 on attacks for 3 rounds, and if all 6 hit simultaneously the victim loses 1 point of dexterity, permanently, in addition to being **numbed** for 6 rounds. She has these spells:

**First Level: cause light wounds, curse, darkness, fear, cold, cold**

**Second Level: hold person, hold person, know alignment, silence (15' r.), silence (15' r.), silence (15' r.)**

**Third Level: blindness, dispel magic, prayer, disease**

**Fourth Level: cause serious wounds, cure serious wounds, poison**

**Fifth Level: flame strike, true seeing**

In addition, all of the Drow can employ the following spells once per day:

**dancing lights, faerie fire, darkness, detect magic, know alignment, levitate**

The EHP'SS is also able to use these spells once per day:

**clairvoyance, detect lie, suggestion, dispel magic**

These Drow clerics speak all of the giant tongues, and troll and gnomish as well.

13. **GUEST CHAMBER:** 6 frost giants (H.P.: 61, 59, 58, 55, 52, 49) who are messengers from the Jarl will be here unless the Jarl and his wife survived the adventure in their area (**Module G 2**). If the Jarl and his wife (H.P.: 80, 70; AC 1, AC 4) are here, he fights as a cloud giant +4, she as a fire giant, and there will be but 2 of the others in the chamber to serve as guards near the door. The place is only dimly lit by a few torches. There are 8 cots, a long table, 2 benches, 2 chairs, 3 stools, 2 buckets, 6 chests, a large box, and a cabinet in the room. There are hides on the floors and pelts on the cots. Pegs hold clothing and several bags (2-5). Each giant has 100 to 400 g.p. The Jarl will have whatever loot he managed to salvage from his stronghold.
14. **GUEST CHAMBER:** 2 cloud giants (H.P.: 78, 64), a noble and his lady (?) from the Ulsprue Mountains, have come to hear King Snurre tell why his warfare will profit them, and make them more powerful. The giants have 2 spotted lions (H.P.: 34, 30) as watch-animals at the door. The male has a ring coat (AC 1) and both have great morning stars and throwing boulders nearby. The female wears a thick fur garment which makes her AC 2. The chamber contains 2 very large beds, 2 wardrobes, 2 small tables, a large table, 2 chairs, 2 stools, 2 buckets, a cabinet, a bench, and 4 chests. There are tapestries on the walls, rugs and hides on the floor, and furs on the beds. The place is torchlit. On the small table near the bed to the south is a platinum box set with moonstones and sunstones (value 5,000 g.p.). It holds 78 100 g.p. base value gems, a present to them from the King.



15. **TROLLS' CHAMBER:** 18 troll guards (H.P.: 41, 37, 3x36, 35 2x34, 33, 31, 3x30, 29, 28, 26, 24, 22) nest here. 4 of their number stay in the north passage, and 4 stay in the passage south. Each of their positions is shown by an X. The other 10 monsters remain in the large room. Each has a heap of sticks, bones, hide and skin scraps, and other nauseous material. Each has 10 to 100 g.p. hidden in their nest. There are dozens of various pole arms, morning stars, and swords heaped in the middle of the room. These are to arm the gnolls.
16. **THRALL PEN:** 42 unarmed gnolls (assume each will take 10 hit points) dwell here. Each has a heap of straw and a hide cover. Although not free, they will never help humans for any reason. They will gladly arm to fight intruders if given the chance.
17. **THRALL PEN:** 28 unarmed gnolls (assume 12 hit points each) dwell here. See 16. for details.

## KEY TO LEVEL #3

**Referee's Notes:** Level #3 is all natural, the tunnels and caverns showing no marks of being hollowed out except for the entranceway to the level from above and where the exit from the level is (beyond the River of Lava in the northwest corner). The areas of the level are dark and still. Only a few are lit — such as the lava cavern and where the fire giants have gathered at area 5. All passages are at least 15' high, small caves are 20' or so from floor to ceiling vault, and large caverns are anywhere from 25' to 75' high (areas 7. and 19. - 20. should be treated as among the highest). A few patches of phosphorescent growth can be added — the light making it possible to see movement across it but not sufficient to illuminate an area. If the party were to remain still, they might hear water dripping and perhaps a far distant echoing of stone striking stone — but only a singular occurrence. As is usual with natural areas, do not worry overmuch about describing direction of passages and walls of caves and caverns, let alone size and shape. Primitive mapping techniques under stress conditions would develop just about the same sort of chart as your players will when they explore this level . . . wretched, but sufficient to get from place to place. If they have made it this far, they do not need any help from the DM!

### Wandering Monsters:

Encounters occur 1 in 12 (d 12), check each turn.

- 3-12 wandering trolls
- 2 fire giants and 2 hell hounds patrolling
- 4 Drow watchers, 3 in 4 to pass the party unseen (1 fighter/magic-user of 7th/6th level and 3 2nd level fighters, all armed and equipped as is usual for Drow here)

### Encounter Areas:

- CAVERN:** 3 ropers (H.P.: 60, 48, 39) of 12, 11, and 10 hit dice respectively dwell here and conceal themselves amongst the natural stalagmite formations. They will be 75% likely to wait until prey is towards the center of the area before attacking. Each has 1 base value 100 g.p. gem per hit die in its internal digestive organ. Note that the cavern is fairly colorful, having many reddish, pale yellow, and shining blue-gray rock formations which glisten in the light of torches or lanterns.
- GLOWING CAVE:** This small offshoot of the cavern which runs north and south is filled with luminous plant growth and contains 12 hungry fire beetles (H.P.: 2x10, 9, 8, 3x7, 2x6, 2x5, 4). 1 to 4 of their number will be on the ceiling and drop upon any creatures entering their lair, always surprising them unless 1 or more of the party is looking upwards. These creatures served as a source of gifts for the frost giants in the past. They have no treasure.
- CAVERN:** As the long cavern hooks eastward and terminates, it provides a lair for 2 large fire lizards (H.P.: 66, 54), a mated pair of *false dragons* with a clutch of 3 eggs. Both are quite old and their skins are reddish gray with large mottlings of red orange, so at first glance they are 80% likely to be mistaken for red dragons. Their nest has several dozen shiny rocks, but none are gems.
- CAVE:** 4 hell hounds (H.P.: 41, 38, 35, 30) of 7 hit dice are on guard here. They will give voice if they detect any intruder. No treasure is here.
- CAVERN:** 8 fire giants (H.P.: 63, 62, 59, 57, 56, 55, 53, 49) are stationed here as a guard and reserve by Snurre's order (and he got his instructions from the Drow, of course). At either end of the place one of their number watches; these positions are indicated by a "G". Each giant is armed with a sword, spear, and has several boulders nearby for throwing. They have no treasure, although there will be piles of hides thrown for bedding, a hamper or two, some personal wear, and 8 bags in the place. In crisis situations, this is where King Snurre, Queen Frupy, and/or other important fire giants and guests will retreat to. In the event they do, there will be whatever goods they salvage in the cavern as treasure.

6. **GREAT VAULTED CAVERN.** In the middle of this place is a permanent **illusion** of a huge sleeping red dragon atop a mound of treasure (cf. 7. below). What is actually there is a gorgon (H.P.: 43) which has been **charmed** and instructed to ignore such creatures as hell hounds and fire giants and trolls. It obeys Drow, of course. If any creature speaks to it in the common tongue or in the language of red dragons it has been instructed to stand quietly but to breathe upon the creatures as soon as they are seen and within range. There is no treasure in the cavern.

7. **TREASURE TROVE CAVE:** Here sleeps a real red dragon, an ancient male, very large, with 88 hit points and an armor class of -1. Brazzemaal is his name, and he speaks and uses spells:

**First Level: detect magic, erase**

**Second Level: ESP, mirror image**

**Third Level: invisibility (10' r.), protection from normal missiles**

**Fourth Level: confusion, polymorph (other)**

If the boulder is moved he will certainly awaken and use his **ESP** spell to find out who intrudes upon his privacy. If cornered and in desperate straits, the dragon will swear to anything in order to save its life. Brazzemaal is persuasive and deceitful, of course, and his real desire will be to slay and devour the party. He has:

Treasure Item	Kept
19,830 c.p.	Loose (in pile)
46,010 s.p.	Loose, 25,000 in 5 chests
8,700 e.p.	Loose
22,475 g.p.	Loose, 2 chests of 7,000 each
800 p.p.	In malachite box worth 1,000 g.p.
222 base 10 g.p. gems	Loose
51 base 100 g.p. gems	In silver egg worth 500 g.p.
31 pieces of jewelry worth 200-800 g.p. each	Loose
11 jeweled weapons, assorted man-sized, worth 300-1800 g.p. each	Loose
1 jeweled necklace worth 2,000 g.p.	In ivory case worth 400 g.p.
2 silver mirrors worth 300 g.p. each	Loose
11 gold service pieces worth 500 to 3,000 g.p. each	Loose
17 silver or electrum service items worth 100 to 1,000 g.p. each	Loose
12 ivory statues with inlays of gems and/or precious metals worth 200 to 2,400 g.p. each	Loose
4 jade carvings/figurines worth 1,000 to 8,000 g.p. each	Chest
1 idol of bloodstone worth 1,900 g.p.	Loose
1 scroll of 7 magic-user spells (determine randomly)	In crystal casket worth 3,400 g.p.
1 (red) <b>dragon slaying sword</b> in jeweled scabbard worth 6,000 g.p. (all abilities to be determined randomly)	Loose
1 <b>fire elemental gem</b>	Loose
4 <b>fire resistance potions</b>	Coffer
8 jars of rare unguents and perfumes worth 200 to 2,000 g.p. each	Loose
1 suit of +4 <b>magic armor</b> sized for a human	Loose

All worthwhile treasures are covered by heaped coins. (To search through this pile will take a VERY long time!) Note that Brazzemaal has another quantity of gems pressed into his stomach to protect it. There are 666 base 1 g.p. gems there.

If struck by cold or electricity or similar magical attacks, from 60% to 90% will be destroyed when he is killed.

8. **CAVE:** This is a Drow guardroom, with 1 6th level (H.P.: 35), 2 4th level (H.P.: 24, 24) and 6 2nd level (H.P.: 14, 3x12, 2x11) fighters. The 3 leaders are equipped with +2 chain and +2 shield, which with dexterity bonus of +2 gives each AC -2. The others are in +1 chain and normal shield, AC 1 with dexterity bonus. Each is armed with +1 dagger, +1 short sword, and hand crossbow with a belt case holding 9 poisoned darts. (See the treatise on the Dark Elves herewith for details of this poison.) Two sentries are on duty at all times in the entry passage. The Drow are clothed in black capes, soft boots of black hide, and wear hoods over their helmets. The room has only their bedrolls and some miscellaneous gear. Each of the Dark Elves carries 1 to 10 p.p. per level. Remember the spell ability of these creatures!

9. **WIDE PASSAGE:** 12 piercers make this their home, and they await the unwary prey patiently. The floor of the place is strewn with shattered skulls and bones. Amidst these gleaming white remains glints a gold necklace set with 5 gems (1 500, 2 100, 2 50 g.p.) worth 1,100 g.p. The piercers are:

2 of 1 hit die each; H.P.: 5, 3

4 of 2 hit dice each; H.P.: 12, 11, 2x10

4 of 3 hit dice each; H.P.: 16, 13, 2x12

2 of 4 hit dice each; H.P.: 22, 19

10. **SINGING CHAMBER:** This small place has excellent acoustics, and the drops of water falling into the pool along the southwestern portion of the wall make a pleasant musical sound which can be heard for 60' in the quiet, and at 30' distance in normal conditions. The pool edge is lined by a huge gray ooze blob (H.P.: 24) and another (H.P.: 17) lays along a ledge 11' high in the southeast of the place.

11-13. **STINKING CAVERNS:** All of these spaces are inhabited by troll servants of King Snurre, and the stink which comes from these creatures, their nests, and what they leave about is noticeable in the corridor which leads southwest from area 9. Their chieftain is in area 13. Note how they will support each other.

11. 13 trolls (H.P.: 37, 35, 2x33, 3x30, 2x26, 24, 22, 20, 19), each with the typical messy mound of sticks and bones and other noisome things. In each nest are 5 to 50 of each type of coin. If they hear a disturbance at 12., they split into two groups and move there to attack.

12. 16 trolls (H.P.: 36, 2x34, 33, 32, 31, 30, 3x29, 2x28, 25, 22, 17, 14) as above. They move in 2 groups to area 11. if they hear combat.

13. 27 trolls (H.P.: 41, 39, 38, 36, 2x33, 4x32, 2x31, 29, 2x28, 27, 2x24, 23, 20, 18, 3x17, 16, 15, 12). The chieftain is the strongest (41 hit points), and the other 2 strong trolls are his lieutenants. If they hear suspicious noises, or if they are assaulted, the trolls will use the multiple passages to surprise and surround their attackers, leaping upon them to tear them to shreds. The 3 leader-types nest in the southeastern sprue of the cavern, and each nest will contain 100 to 400 of each coin type. The chieftain will have 5 to 30 gems of base 100 g.p. value and a jeweled mace worth 6,500 g.p.

14. **NARROW CAVERN:** This place is striated with layers of blue and green and greenish-blue deposits and streaks. There is green slime growing on the passage roof and in the pool of water at its end. The slime on the ceiling covers about 40' of space just south of the pool, and it will drop 1 in 6 per creature per round, i.e. check for each member of the party under its growth area, a 1 on a six-sided die indicating that the slime has dropped upon them. There are 36 agates (base value 10 g.p.) in the pool of water, and any creature reaching in to get these stones is 50% likely to have the slime attack. The slime in the pool blends with the greenish rock of the pool.

15. **GRAY CAVERN:** This dark-colored place is the Drow strong-point, and 2 guards watch each of the 6 ways which meet at this cavern. There are 6 other guards. These 18 Drow are all 3rd level fighters, each with 18 hit points. Each is equipped with +1 shield, +1 chainmail, and has a +2 dexterity bonus, so armor class is 0. All 18 are armed with +1 dagger, +1 short sword, hand crossbow, and 10 poisoned darts (1 in the crossbow, 9 in a belt case). To the east are several higher level Dark Elves:

- 5th level fighter (H.P.: 30) with +2 shield and +2 chainmail and a dexterity bonus of +4 = AC -4, armed as above, but her sword is +3.
- 9th level fighter (H.P.: 54) with +3 shield and +3 chainmail and a dexterity bonus of 3 for AC -5; she is armed with +3 short sword, a +3 mace, and an atlatl with a poisoned javelin.
- fighter/magic-user of 4th/6th level (H.P.: 30) with +2 chainmail and a +3 **ring of protection** with a +3 dexterity bonus for an armor class of -3. He is a minor noble with 8 strength, 17 intelligence, 12 wisdom, 17 dexterity, 9 constitution, and 12 charisma. He is armed with a +2 short sword, a +3 dagger which is poisoned in the usual manner, and a **wand of viscid globs**. The latter weapon is a metallic baton which has 79 charges; each blob covers an area of 4 square feet with a gummy substance which adheres various things together — hands to items held, arms to shields, members to bodies. That is, whatever is covered by it will stick permanently to any other such object. It is cut by alcohol, however. The wand has a range of 6". The bond of the blob is stronger than the substances bonded, and very strong creatures will tear themselves apart trying to get free if enough effort is exerted. A saving throw applies (but blobs that miss must hit somewhere!). He has the following magic spells:

**First Level: charm person, charm person, shield, ventriloquism**

**Second Level: ray of enfeeblement, mirror image**

**Third Level: lightning bolt, slow**

Each Drow has 1 to 10 p.p. per level of his or her experience. Each above 4th level has 1 base 100 g.p. gem per level, double if multi-classes. Remember that the Dark Elves have innate spell abilities. All have:

**dancing lights, faerie fire, darkness**

Those above 4th level also have:

**detect magic, know alignment, levitate**

All females (2 only here) have:

**clairvoyance, detect lie, suggestion, dispel magic**

16. **SMALL CAVERN:** Note that where the arrows are shown to the north of the entry passage there is a metal sphere trap. A fine trip wire is set so that as an intruder enters the cavern it triggers a torrent of small iron spheres which pour into the last 20' of the passageway and first 10' of the cavern. These ¼ inch diameter balls make a loud noise, and any creature in the area has a 5 in 6 chance of falling down for the first 3 rounds after they are released, and a 2 in 6 chance for the next 3 rounds thereafter, unless it instantly stands still and does not move its feet. Naturally, still targets are easier to hit, and dexterity bonuses are cancelled. Creatures which fall are not able to attack, and they lose both shield and dexterity benefits.

There are 9 female Drow in the place. 8 are 4th level fighters, special guards (H.P.: 28, 26, 25, 3x24, 22, 21). Each is equipped with +2 shield, +2 chainmail, and has +3 dexterity bonus, so armor class is -3. Each is armed with +2 dagger, +2 short sword, hand crossbow (on belt), case and 9 darts, and an atlatl and 3 javelins. All of these missiles are poisoned in the usual manner with a paralyzing agent which makes victims lose their senses for 2 to 8 turns. These 8 guards protect Nedylene, a cleric/fighter noble generally opposed to

anything Eclavdra attempts. She is here to check up on her rival, and she will be suspicious of **any** creature entering her current abode. On the other hand, she will not be adverse to seeing her rival's plans go wrong. Nedylene is an 8th level cleric/7th level fighter (H.P.: 48; Strength 13, Intelligence 15, Wisdom 17, Dexterity 16, Constitution 11, Charisma 17) clad in +5 chainmail, with a +3 buckler (AC -6). She is armed with a +3 mace and a **demon staff**. (The magical **demon staff** allows the wielder to cause **fear** in whomever it touches—no saving throw, inflict 4-24 hit points of damage which can only be healed by the passage of 1 full day of time per hit point upon any creature it touches, call forth a Type I demon, or turn the holder into a Type III demon for 5 rounds. Each of these functions operates but once per day, and if the demon summoned is slain, the creator of the staff will exact a high price.) The latter weapon is a black leather-like staff, very strong, and carved with disgusting scenes and vile runes. Nedylene has the following spells in addition to those which all Drow of her level and sex have in common:

**First Level: curse, cure light wounds, cure light wounds, cure light wounds, protection from good**

**Second Level: detect charm, find traps, hold person, hold person, silence (15' r.)**

**Third Level: blindness, dispel magic, prayer, remove curse**

**Fourth Level: cure serious wounds, neutralize poison**

17. **JEWELED CAVERN:** If light strikes these formations, the mineral deposits here make the place glitter and sparkle as if it were sown with jewels. It is breathtakingly beautiful, and is the current lair of 3 mind flayers (H.P.: 44, 41, 38) who have decided to see what is going on with their friendly enemies, the Drow. They plan to observe events, and the Dark Elves ignore them. Each mind flayer carries 2 to 12 base 100 g.p. gems (bribe money) and they have an **amulet of the planes** and a **tope of clear thought** in a small black metal box which can only be opened by persons of 18 or greater intelligence.

18. **SMALL CAVERN:** This is a guardroom which is exactly the same as area 8. above. Refer there for details.

19-20. **RED CAVERN OF INFERNALNESS:** This huge space is lit up in reddish light by the bubbling, steaming river of molten lava which flows through the place. The cavern stinks of sulphur and heated rock, and the temperature there is very hot, although a strong draft cools it somewhat. The roof is no less than 60' high.

19. Venting gases of flame and smoke. Amidst this vaporous inferno are 2 salamanders (H.P.: 45, 38) who are enjoying a change of climate. The flames and smoke make them impossible to see beyond 30'. They are totally neutral with respect to whom they attack, although they know and respect the Drow. They have no treasure. Note that a rope bridge is suspended from this area to 20., about 15' above the lava river.

20. Secluded section of the cavern which serves as the meeting place and council chamber for Eclavdra and her minions. Currently at this place are 6 2nd level male fighters (H.P.: 14, 12 3x11, 10), 3 4th level female fighters (H.P.: 30, 27, 23), and an 8th level female fighter (H.P.: 60) particularly favored by Eclavdra. The lesser fighters are AC 1 (+1 buckler, +1 chainmail, +1 dexterity bonus) and armed with a +1 short sword, +1 dagger, and hand crossbow with 10 darts. The commander has +3 shield, +5 chainmail, and a dexterity bonus of +1 (AC -5). She is armed with a +2 dagger, a +4 short sword, and a hand crossbow with 6 poisoned and 3 magical darts (**stunning**—causes creature hit and all within 10' radius to be stunned for 1-4 melee rounds, double that for target creature, due to concussion and noise; **blinding**—effects are the same as the **stunning** dart due to the flash of the dart when it explodes; and **vapors**—which

generates a cloud of **stinking fog**-like vapors 30' x 30' x 20' in proportion when it impacts). Note that Eclavdra will be here with as many of her followers as survive if things go badly on level #2. In addition to bedding and a small amount of personal gear, there is a chest holding 2,000 p.p. and 200 gems of 100 g.p. base value hidden under an **illusion** to look like a rock formation in the far northeastern corner of the place. The commander has a small coffer which contains 2 **speed** potions and 2 **extra-healing** potions. These will be used by the Drow if necessary. A constant watch is kept on the east entry to the cavern, and if intruders come, the Dark Elvenfolk will know of it. If threatened by powerful characters, the Drow will flee to safety back down the passage from whence they came here, i.e. the one to the north-northwest. This way is protected by A:

- A. This is the location of a huge, charmed lurker above (H.P.: 63) which causes 2-8 hit points of damage when it constricts its victim(s), and it will smother such in but 2 to 4 rounds. It will fall upon any creatures which pass under it after a command is given to it by Eclavdra.

Equipment for a pair of hoists, derrick-like machines with straps for cargo of any sort—even large animals, will be found in nooks on either side of the river of lava. It will take several hours to set these hoists into working position, but once done they will not be disturbed. Your players will be able to move supplies and pack animals across the river of lava when they are ready for the next adventure!

**(Special Note to the Dungeon Master:** If your players have enjoyed these scenarios—or simply this single scenario—and you intend to continue it with the balance of the modules which follow #G 3, their party will find an adamantite tube when they search area 20., a scroll, and a map accidentally (?) dropped by one of the fleeing noble Drow. The scroll contains a **wish** spell. The map is a continuation of the Drow escape route, showing a vast maze of passages on a large scale. There are three cryptic areas on it, which could indicate the whereabouts of vast subterranean cities or other strange places which are far deeper than any dungeon known. This map will be included for your players in the next module, DESCENT INTO THE DEPTHS OF THE EARTH, ADVANCED DUNGEONS & DRAGONS DUNGEON MODULE D 1, and a copy with full annotation will be included for the DM.)

THIS ENDS THE EXPEDITION TO SNURRE'S HALL



**DROW** (Dark Elf)

FREQUENCY: Very Rare (at best)

NO. APPEARING: 5-50

ARMOR CLASS: 4 (and better)

MOVE: 12" (females 15")

HIT DICE: 2 (and better)

% IN LAIR: 0

TREASURE TYPE: Individuals: N(x5), Q(x2)

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: By weapon type

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 50% (and better)

INTELLIGENCE: Mean: Highly intelligent

ALIGNMENT: Chaotic Evil

SIZE: M

PSIONIC ABILITY: Unknown

Attack/Defense Modes: Unknown

Ages past, when the elvenfolk were but new to the face of the earth, their number was torn by discord, and those of better disposition drove from them those of the elves who were selfish and cruel. However, constant warfare between the two divisions of elvenkind continued, with the goodly ones ever victorious, until those of dark nature were forced to withdraw from the lands under the skies and seek safety in the realm of the underworld. Here, in lightless caverns and endless warrens of twisting passages and caves hung with icicles of stone, the Dark Elvenfolk, the Drow, found both refuge and comfort. Over the centuries they grew strong once again and schooled themselves in arcane arts. And if they were strong enough to face and defeat their former brethren in battle, the Drow no longer desired to walk upon the green lands under the sun and stars. They no longer desired a life in the upper world, being content with the gloomy fairyland beneath the earth that they had made their own. Yet they neither forgive nor forget, and above all else they bear enmity for all of their distant kin—elves and faeries—who drove them down and now dwell in the meadows and dells of the bright world. Though they are seldom if ever seen by any human or demi-human, the Drow still persist, and occasionally they enter lower dungeon levels and consort with other creatures in order to work out their schemes and inflict revenge upon those who inhabit the world above.

**Description:** Drow are black skinned and pale haired. They are slight of build and have delicate fingers and toes. Their features are somewhat sharp and ears are pointed and large, but this does not make them unhandsome. Their eyes are very large, being all iris and pupil. Male drow are of thin build, about 5' tall, have dead black skin and dead white hair, and the irises of their eyes are orange to orange-yellow. Females are slender and shapely, about 5½' tall, and have glossy black skin and shining silvery hair. The eyes of female Drow are amber, though a few are said to possess irises of lambent violet.

The usual Drow fighting/traveling garb includes a pair of black boots and a hooded black cloak which comes to the ankles of the wearer. The boots are simply black **boots of elvenkind** manufactured of a different sort of material. The cloaks are woven of spider silk and some unknown fiber which combined with the silk makes them very strong, slippery, supple, and nearly impossible to detect in dungeon-like surroundings. Thus, in boots and cloaks the Drow are 75% undetectable unless they are moving/attacking within 20', the former in direct view of an observer. **Drow cloaks** are usually not harmed by blows from weapons, as they slide aside and do not tear easily, nor are they easily burned (+6 on saving throws versus all fire attacks). However, these garments are very difficult to tailor, and to be effective, the cloaks must neither be above the ankles nor dragging on the ground. Any alteration of a Drow cloak requires a saving throw of 76% or better. Less than this score indicates the material frays and will ravel away when worn, so the cloak is useless.

Drow wear a fine mesh armor of exquisite workmanship. It is an

alloy of steel containing adamantite, and even the lowliest fighters have in effect +1 chainmail, with higher level Drow having +2, +3, +4, or even +5 chainmail. Small bucklers are also used, shields of unusual shape, those of greater experience level and importance in the society having bucklers fashioned of adamantite so as to be +1, +2, or +3 value.

The extraordinary nature of the Dark Elves' armor and weaponry, their magic-like but non-magical plusses, is due only in part to the adamantite alloy from which they are fashioned. The value of this alloy is that when it is exposed to the strange radiation in the Drow homeland (see MODULE D3, VAULT OF THE DROW) for a period of a month, its magical bonuses come to the fore. If the item is kept from this radiation for more than a month, it loses the bonus and becomes merely a finely made item of normal sort.

Regardless of the number of Drow appearing, there will always be one higher level. Drow males are all 2nd level fighters. Some are as high as 7th level in fighting ability. Males are also magic-users, some as high as 12th level. The female Drow are also 2nd level fighters, some being as high as 9th level. Most Drow clerics are female, and no upper limit to their level of ability is known. No male Drow cleric is able to go beyond 4th level.

If more than 10 Drow are encountered there will be in addition a male who is a fighter/magic-user of at least 3rd level. If more than 20 are encountered, there will be a female fighter/cleric of at least 6th level clerical ability in addition to the male fighter/magic-user. If more than 30 Drow are encountered, 11 to 16 will be females, the leader will be a cleric/fighter of at least 8th/7th ability level, the male fighter/magic-user will be at least of 5th/4th ability level, and each will have an assistant of levels as previously shown for the type in smaller party sizes.

Somewhere deep beneath the earth there are rumored to be vast caverns which house whole cities of these creatures, cities of natural and carved stone and minerals, places of weird and fantastic beauty, metropolises of the Dark Elves which are filled with the precious metals and jewels delved from the very core of the earth. But these delicate crystalline cities are also said to be the haunt of such monsters as the dreaded mind flayer and other subterranean horrors. It is told that demons walk freely amongst the Drow, for the Dark Elves regard them as benefactors and friends and so actually consort with them gladly.

As described, all Drow move silently and with graceful quickness, even wearing their black mesh of armor. Each Drow carries a small amount of personal wealth in a soft leather bag worn around the neck beneath his or her mail. In addition, they arm themselves with long dagger and short sword of adamantite alloy (+1 to as high as +3 or +4 borne by noblefolk), 50% or more carry small crossbows which are held in one hand (6" range light crossbow) and shoot darts coated with a poison which makes the victim unconscious. Save is at -4. They inflict 1 to 3 hit points of damage in addition. Some few Drow also carry adamantite maces (+1 to +5) and/or small javelins (also poisoned) with atlatts (9" range, +3/+2/+1 to hit at short/medium/long range).

Drow have superior infravision of the 12" range variety, move with silence and blend into shadows with 75% likelihood of success. Thus, they are 75% likely to surprise opponents. The Drow are only 12½% (1 in 8) likely to be surprised by opponents. They are also both intelligent and highly coordinated, being able to use either or both hands/arms for attack and defense. They make saving throws versus all forms of magic (clerical included) spells, whether from the caster or from some device, at +2. Drow magic resistance increases by 2% for each level of experience they have, with multi-classed individuals gaining this bonus for but one of their classes (the highest). Thus, a 7th level Drow is 65% resistant to any magic, and he or she will save at +2 against any magic which does affect him or her.

Because the Drow have dwelled so long in the dark labyrinthine places under the sunace of the earth, they dislike bright light. They will not venture forth into daylight except on the cloudiest,

gloomiest days. If within the radius of a **light** or **continual light** spell the Dark Elves are 90% likely to be seen, they lose 2 from their dexterity, and all attacks made are at -2 on "to hit" dice rolls — +2 on saving throws against such attacks as applicable. If they are attacking targets inside the radius of **light** or **continual light** spells, the bright illumination causes them to suffer a "to hit" dice penalty of -1, and the converse +1 on saving throws against such attacks is awarded to the target creatures. If bright light exists, it is 75% likely that the Drow will retire from the situation because of the illumination, unless such retreat imperils one of their number or would otherwise be harmful to their desired ends or expose some important feature to the light-bringing intruders. In any event, such light sources as torches, lanterns, magic weapons, fire beetle essence, or **faerie fire** do not adversely affect the Dark Elves' performance.

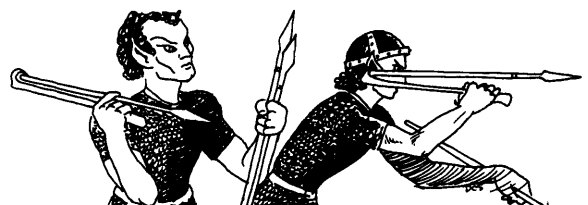
Drow are able to speak common tongue, gnome, elven, and their own language in addition to the other tongues which their level of intelligence allows. Many know the languages of the various races of creatures which speak and dwell underground. All of the Dark Elves also have a **silent language** composed of hand movements, and this means of communication is capable of conveying virtually any information. When Drow are within 30' or less of each other, they also use facial and body expression, movement, and posture. These latter alone are capable of conveying considerable information, and when coupled with hand/finger movements the whole is as erudite as any spoken speech.

All the Dark Elves can use the following spells once per day: **dancing lights, faerie fire, darkness**. Those above 4th level are able to **detect magic, know alignment, and levitate** once per day. Drow females can use the following spells once per day: **clairvoyance, detect lie, suggestion, dispel magic**. Drow have powers which are the same as dwarves with respect to stone and things underground. They also detect hidden or secret doors as elves do.

Drow abilities are determined as follows: Strength: 8 + 1-6 (6 + 1-4 for males), Intelligence 12 + 1-8 (10 + 1-8 for males), Wisdom 8 + 1-10 (8 + 1-4 for males), Dexterity 12 + 2-8, Constitution 4-16; Charisma 10 + 1-8 (8 + 1-8 for males).

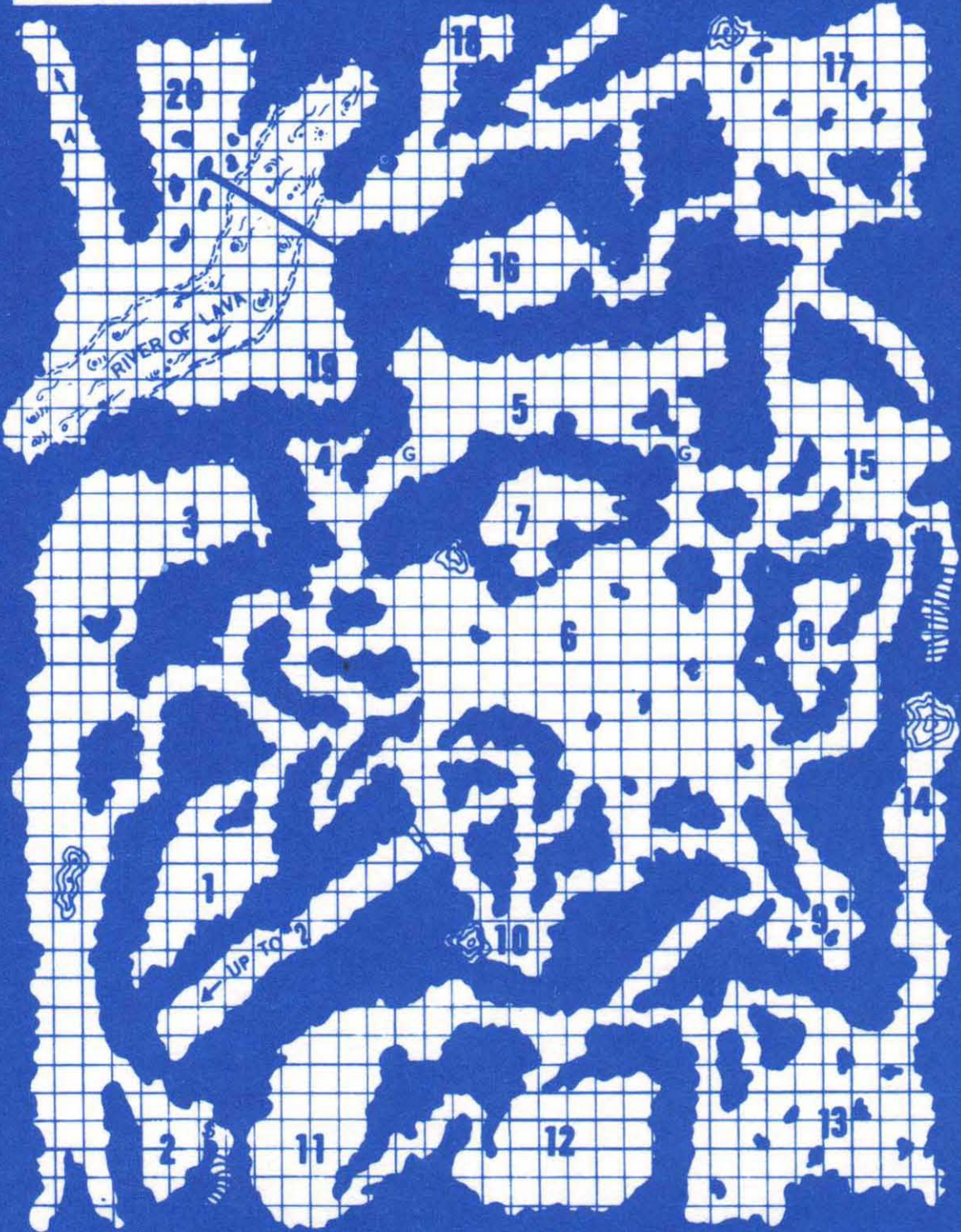
**Special Note Regarding Drow Cloaks, Armor, and Weapons:** All of these items have special properties, although none of them radiate any magic. The items are made under the conditions particular to the strange homeland of the Drow, for this place has unknown radiations which impart special properties to these cloaks, armor and weapons. When such items are exposed to direct sunlight a rotting process sets in. The process is absolutely irreversible, and within 2 weeks cloaks will fall to shreds, while armor and weapons become pitted and unusable. If items are not exposed to sunlight, they will retain their magical properties for 31-50 days before losing them, and if they are exposed to the radiation of the Drow homeland 30 or so days, they will remain potent. Items not spoiled by sunlight will eventually lose their special properties if not exposed to the special radiation, but they will remain serviceable as normal cloaks, armor, shields, swords, maces, etc.

Drow sleep poison decays instantly in sunlight. Its power is lost after about 60 days in any event, and the coating on the small bolts and javelins must be periodically renewed with fresh applications of the fungoid substance. The Dark Elves will often have small barrels filled with several packets of this poison, each sealed to insure the poisonous substance remains fresh for about 1 year.



# THIRD LEVEL

	NATURAL ROCK PILLARS		FIRE GIANT GUARD
	POOL OF WATER		LURKER ABOVE
	ROPE BRIDGE		



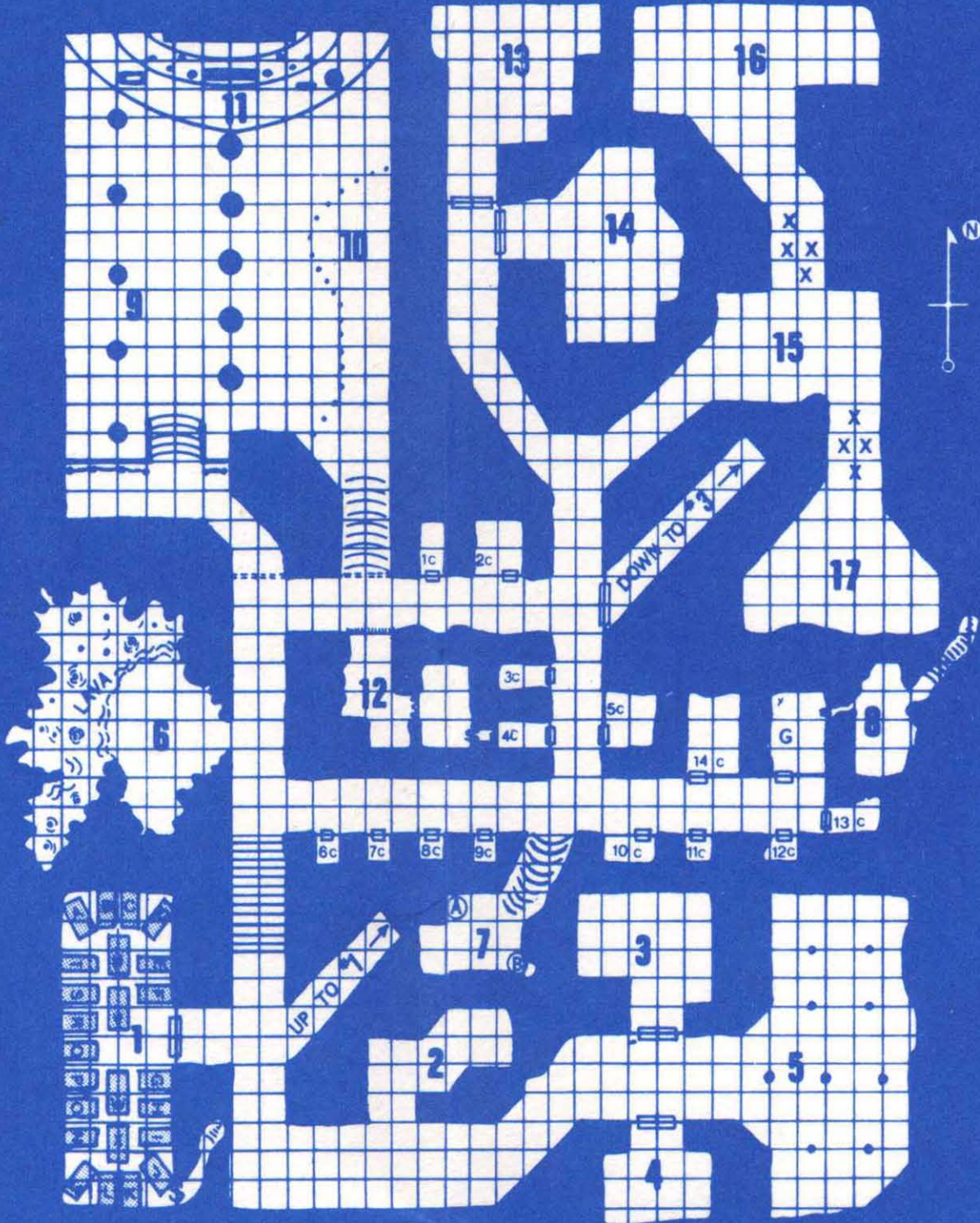


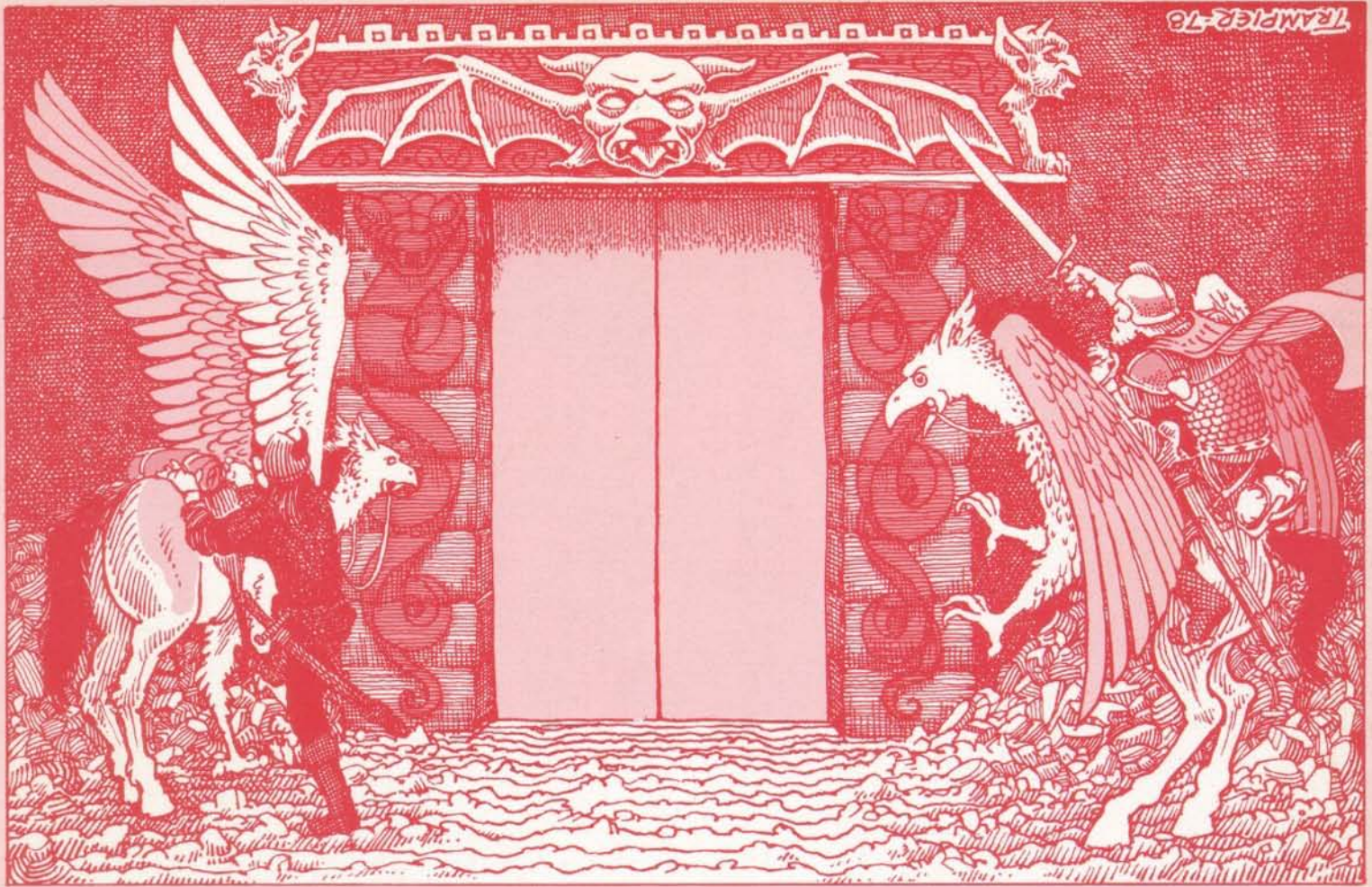


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# SECOND LEVEL

	ILLUSION WALL		ONE-WAY DOOR
	TENTACLE WALL		PILLARS
	TROLL GUARDS		





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# ADVANCED DUNGEONS & DRAGONS™



## Dungeon Module S2 White Plume Mountain

by Lawrence Schick

*This module contains background information, referee's notes, player aids, a complete map level, and a cutaway view of the mountain complex. WHITE PLUME MOUNTAIN is from the Special ("S") series; like others in this series, it is meant to stand on its own and is a complete ADVANCED DUNGEONS & DRAGONS adventure. The recommended number of players is four to ten, with levels ranging from fifth to tenth.*

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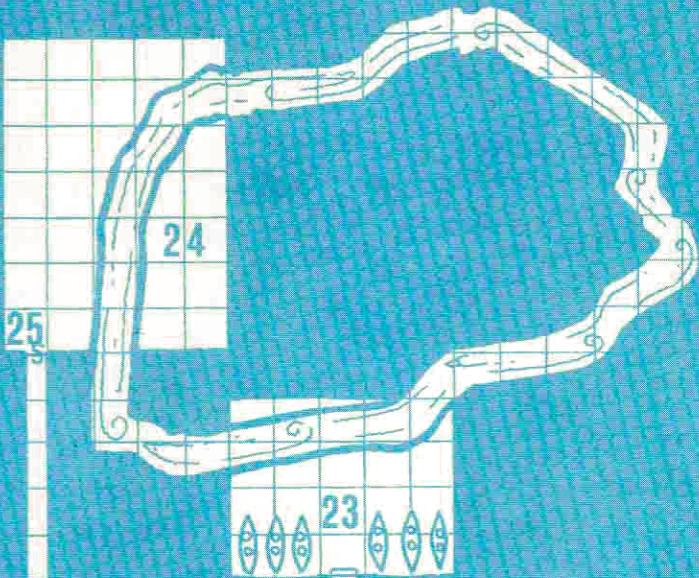


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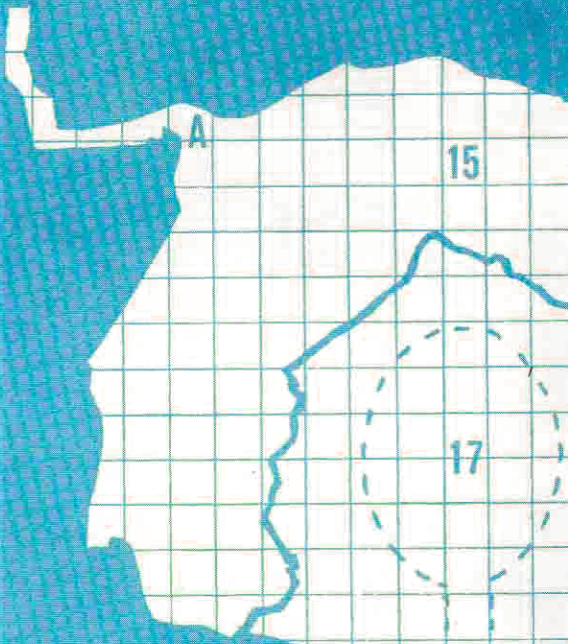
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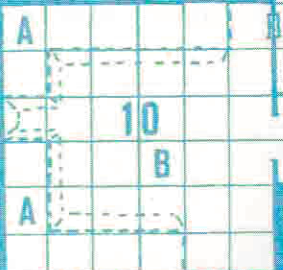
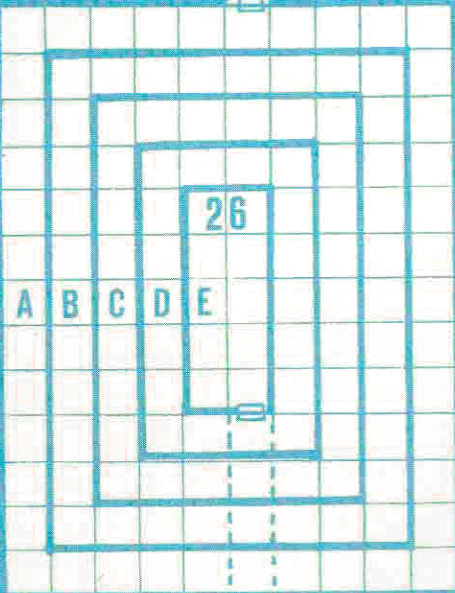


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# WHITE PLUME MOUNTAIN

## INTRODUCTION

White Plume Mountain has always been a subject of superstitious awe to the neighboring villagers. People still travel many miles to gaze upon this natural wonder, though few will approach it closely, as it is reputed to be the haunt of various demons and devils. The occasional disappearance of those who stray too close to the Plume reinforces this belief.

Thirteen hundred years ago, the wizard Keraptis was searching for a suitable haven where he could indulge his eccentricities without fear of interference. He visited White Plume Mountain, going closer than most dared to, and discovered the system of old lava-tubes that riddle the cone and the underlying strata. With a little alteration, he thought, these would be perfect for his purposes. The area already had a bad reputation, and he could think of a few ways to make it worse. So, taking with him his fanatically loyal company of renegade gnomes, he disappeared below White Plume Mountain and vanished from the knowledge of men. . . .

Today, the once-feared name of Keraptis is little known even to learned scholars. Little-known, that is, until several weeks ago, when three highly-valued magical weapons with the cryptic names of **Wave**, **Whelm** and **Blackrazor** disappeared from the vaults of their owners in the midst of the city of Greyhawk. Rewards were posted, servants hanged, even the sanctuary of the Thieves' Guild was violated in the frantic search for the priceless arms, but not even a single clue was turned up until the weapons' former owners (all wealthy collectors) each received a copy of the following note:

Search ye far or search ye near  
You'll find no trace of the three  
Unless you follow instructions clear  
For the weapons abide with me.

North past forest, farm and furrow  
You must go to the feathered mound  
Then down away from the sun you'll burrow  
Forget life, forget light, forget sound.

To rescue Wave, you must do battle  
With the Beast in the Boiling Bubble  
Crost cavern vast, where chain-links rattle  
Lies Whelm, past water-spouts double.

Blackrazor yet remains to be won  
Underneath inverted ziggurat.  
That garnered, think not that you're done  
For now you'll find you are caught

I care not, former owners brave  
What heroes you seek to hire.  
Though mighty, I'll make each one my slave  
Or send him to the fire.

It was signed with the symbol of Keraptis.

White Plume Mountain has tentatively been identified as the "feathered mound" of the poem. The former owners of Wave, Whelm and Blackrazor are outfitting a group of intrepid heroes to take up the challenge. If the adventurers can rescue the weapons from this false Keraptis (for who can believe it is really the magician of legend, after 1300 years?), the wealthy collectors have promised to grant them whatever they desire, if it is within their power to do so.

### Notes for the Dungeon Master

This module was designed for characters of fifth through tenth level. Characters below fifth will have too little experience to be of much help to the party, and they are likely to be killed too easily. Conversely, high-level characters have too many abilities and resources to find a proper challenge in this dungeon. It is

suggested that the players' party number at the very least four and at the most ten characters, with a combined total of 40 to 60 levels between them. A good party balance would be something like 40% fighters, 30% magic-users, 20% clerics and 10% thieves. Your players will need both brains and brawn to successfully complete their mission, as there are situations here which cannot be resolved by frontal assault. If your players are unused to hack-proof dilemmas, they may find this module frustrating or even boring. However, if your players are used to using their wits, they should find this an intriguing balance of problems and action. Unless you are used to mastering lengthy adventures, it will probably take more than one session for a party to investigate all three branches of the dungeon. If this is the case, it would be best if the party were required to leave the dungeon and re-enter upon resumption of the game. If they stay in the nearest village (several miles away) they will be relatively safe, but if they camp near White Plume Mountain it would be a good idea to roll for wandering monsters. It is important to record the condition of characters who will be resuming an adventure and keep track of their damage and possessions in order to avoid argument later.

Please read the entire module through and thoroughly familiarize yourself with complex areas before beginning play. Try to remain objective, and let the players determine their own course of action. It is easy to fall into the trap of referee vs. players — try to avoid it. When describing things to your group, be careful not to give them information or insights which they would not normally have. Though you are always obliged to describe what they can easily see of their surroundings, try not to give away useful information that they haven't asked for. The party will want a copy of Keraptis' message to refer to. Neither deny nor confirm guesses from players who think they have it figured out.

The Dungeon Master is encouraged to add his own ideas and to flesh out the details of the dungeon where things are only hinted at or incompletely described. There is room for changes and improvements if you feel you can make the module better. The end of the module makes it clear that there must be more of this dungeon hidden somewhere under White Plume Mountain. Perhaps a secret stairway or passage not marked on the map leads to another complete level where Keraptis yet reigns. If your group enjoys this adventure, you may wish to continue it with additions of your own.

White Plume Mountain is located in the northeastern part of the Shield Lands, near the Bandit Kingdoms and the Great Rift (see WORLD OF GREYHAWK, available from TSR). However, those who wish to integrate this module with their own campaign can place White Plume Mountain wherever they like, and the party may be required to journey to the vicinity through the wilderness. How they get there is up to you.

**Start:** The party has arrived at White Plume Mountain, which stands alone in a vast area of dismal moors and tangled thickets. They will probably arrange to leave their horses and possessions either at the nearest village (about five miles from the Mountain) or hidden in the Dead Gnoll's Eyesocket, a small natural cave in the side of a hill about two miles from the Plume. There is really no other shelter available. The villagers know about the cave and may have mentioned it. If the party leaves no guard, they will just have to trust the villagers not to steal their belongings. (Dishonest villagers will have to weigh their fear of White Plume Mountain against their certain belief that the party will never be seen again.) The cave is easily barricaded to keep out unintelligent wandering monsters.

White Plume Mountain is an almost perfectly conical volcanic hill formed from an ancient slow lava leakage. It is about 1000 yards in diameter at the base, and rises about 800 feet above the surrounding land. The white plume which gives the mountain its name and fame is a continuous geyser that spouts from the very summit of the mountain another 300 feet into the air, trailing off to the east under the prevailing winds like a great white feather. The spray collects in depressions downslope and merges into a

sizeable stream. There are steam vents in various spots on the slopes of the mountain, but none of them are large enough to allow entry. The only possible entrance into the cone is a cave on the south slope known as the Wizard's Mouth. This cave actually seems to breathe, exhaling a large cloud of steam and then slowly inhaling, like a man breathing on a cold day. Each cycle takes about thirty seconds. Approaching the cave, the party will hear a whistling noise coinciding with the wind cycle. If it were not for the continuous roaring of the Plume, this whistling could be heard for a great distance.

The cave is about eight feet in diameter and forty feet long. At the end of the cave, near the roof, is a long horizontal crevice which is about a foot wide. The air is sucked into this crack at great speed, creating the loud whistling and snuffing out torches. Shortly the rush of air slows down, stops for about two seconds, and then comes back out in a great blast of steam. This steam is not hot enough to scald anyone who keeps low and avoids the crevice, but it does make the cave very uncomfortable, like a very hot sauna bath interrupted by blasts of cold air.

The ceiling and walls of the cave are slick with the condensed steam which runs down them. The floor is covered with several inches of fine muck. Only careful probing of the muck near the back of the cave will reveal a small square trap door with a rusted iron ring set in it. Once the muck has been cleared away it will require at least three characters of strength 16 or better to pull up the encrusted door (or two strong characters and a **knock** spell, or **passwall**, etc.).

Directly beneath is a twenty-foot square vertical shaft and the beginning of a spiral staircase leading down.

### Standard Dungeon Features

All corridors in this dungeon are ten feet in height, and have been carved and, in some places, seemingly melted through solid rock. Unless stated otherwise, all doors are 8' by 8', made of oak and bound in iron. Though the doors are swollen by the dampness, and thus difficult to open, the wood is not by any means rotten.

## KEY TO THE DUNGEON LEVEL

### WANDERING MONSTERS

An encounter occurs on a 1 in 12. Check each turn. These are monsters Keraptis has released into the dungeon specifically for the purpose of giving the intruders a hard time. All will attack immediately. Ogres and bugbears are **charmed**, and cannot be persuaded to betray Keraptis.

1. Black pudding. AC: 6; HD: 10; HP: 45; #AT: 1; D: 3-24; SA: dissolves wood and metal; SD: blows, cold and lightning do not harm.
2. 2-5 bugbears. AC: 5; HD: 3+1; HP: 19, 15, 13, 12, 10; #AT: 1; D: 2-8; SA: surprise on 1-3 (d6).
3. 2 gargoyles. AC: 5; HD: 4; HP: 21, 19; #AT: 4; D: 1-3/1-3/1-6/1-4; SD: +1 or better weapon to hit.
4. Invisible stalker. AC: 3; HD: 8; HP: 33; #AT: 1; D: 4-16; SA: surprise on 1-5 (d6); SD: invisibility.
5. 1-3 ogres. AC: 5; HD: 4+1; HP: 21, 18, 17; #AT: 1; D: 1-10.
6. 1-2 wights (70% chance of 1, 30% chance of 2). AC: 5; HD: 4+3; HP: 22, 20; #AT: 1; D: 1-4 plus energy level drain; SD: silver or magic weapons to hit, cannot be affected by **sleep**, **charm**, **hold**, **cold**, **paralyzation**.

AC = armor class; HD = hit dice; HP = hit points; #AT = number of attacks; D = damage per attack; SA = special attacks; SD = special defenses. Information provided above (and in similar descriptions of monsters throughout the module) is for quick reference. Don't hesitate to consult the MONSTER MANUAL for complete descriptions if you feel it's necessary.

## ENCOUNTER AREAS

- 1: The spiral staircase descends about 100 feet before ending in area 1. The staircase is badly rusted, and sensitive characters will feel it thrumming to a continuous low vibration (This vibration from the Plume geyser will be noticeable everywhere in the dungeon). The air is warm, humid, and rather foul. Lamps and torches will burn fitfully and give off a lot of smoke. The floor of the room is covered with water, and floating on the water are patches of green and white subterranean algae. In the damp humidity of the dungeon, this algae or algae-like fungus clings in patches to the walls and even the ceiling. It is harmless, and can be found almost everywhere in the dungeon where there is water.

The water on the floor is about a foot deep, and the floor itself is covered with slippery mud. Except where flights of steps lead up out of it, this scummy water covers the floors of all rooms and corridors. The water and mud will cut average movement down by one-third, and will necessitate continuous probing of the floor by the party as they advance. It will be very difficult to keep silent, run (without falling), or depend on **invisibility** spells (waves and foot-shaped holes in the water give one away).

The floor of the passage leading away from the first room is covered by the warm, scummy water mentioned above.

- 2: A rather mangy, bedraggled gynosphinx squats in the water in the middle of the intersection. The dotted line marks where a **wall of force** blocks off the corridor. This **wall of force** is weaker than most, and can be brought down by **disintegrate**, **dispel magic** (always 100% effective) or **passwall**. The sphinx will let the party pass (by removing the **wall of force**) if they can answer the following riddle:

Round she is, yet flat as a board  
 Altar of the Lupine Lords  
 Jewel on black velvet, pearl in the sea  
 Unchanged but e'erchanging, eternally

The answer is "the Moon". If the **wall of force** is knocked down or circumvented, the sphinx (AC: -1; HD: 8; HP: 38; #AT: 2; D: 2-8; SA: **dispel magic**, **symbol**) will attack.

- 3: A large patch of green slime (AC: 9; HD: 8; HP: 35; attacks by dissolving into green slime all flesh it comes into contact with, within 1-4 rounds; can be killed by fire, cold, **cure disease**) covers the floor in the indicated area. As it is totally covered by water, it is not easily detectable, and characters may walk through it and not even notice they have done so until it has eaten through their boots and started on their feet. The usual flask-of-oil method won't work here, as the flaming oil will just float on the water. A **fireball** will probably wipe the slime out.
- 4: The door to this room appears normal: that is, a large iron-bound oak door, swollen by the dampness and difficult to open. However, when the party has entered the room (or as much of the party as is going in), it will slam shut behind them. No spike, **hold portal**, **knock** or **passwall** will open the door or keep it open. Only the proper key turned in the keyhole on the inside of the door will unlock its magic.

In the room, suspended from the ceiling by unbreakable wires at the points indicated, are nine silvered glass globes. The globes are each about two feet in diameter, and inspection with **X-ray vision** or **clairvoyance** will show that each contains some apparent treasure and a key (aha!). A good hard crack with a weapon will shatter any of them, dropping the contents (if not caught) into the muck below.

Starting in the northwest corner of the room, number the globes for your own reference 1 through 9. This way you will know which globes on the following list the players are smashing, if any.

In #1: 3 folded-up shadows (AC: 7; HD: 3+3; HP: 19, 17, 14; #AT: 1; D: 2-5 plus 1 point strength drain; undetectable by



**clairvoyance** or **X-ray vision**), 300 worthless lead pieces, and a false key.

**In #2:** A **potion of silver dragon control** and a false key.

**In #3:** Jewelry worth 12,000 g.p., a false key, and an angry air elemental (AC: 2; HD: 8; HP: 33; #AT: 1; D: 2-20; SA: whirlwind; SD: +2 or better weapon to hit; transparent to **clairvoyance** or **X-ray vision**).

**In #4:** A **ring of flying** (4 charges) and a false key.

**In #5:** Eleven worthless glass gems and a false key.

**In #6:** Phony glass jewelry, a false stone key, and a gray ooze (AC: 8; HD: 3+3; HP: 16; #AT: 1; D: 2-16; can be killed only by lightning or physical blows; fills entire globe, and thus is indistinguishable by **clairvoyance** or **X-ray vision**).

**In #7:** A **wand of paralyzation** (1 charge) and a false key.

**In #8:** The real key and a **ring**. Upon release, the ring speaks to the entire party telepathically: "Stop before you pick me up. I confer the following powers upon my wearer: **invisibility**, **haste** (8 charges), I act as a +1 **ring of protection**, confer 100% protection from **charm**, **flying** once per day, **spell turning** (10 charges), **treasure finding** (6 charges), and one **wish**. The only drawback is that I eat one hit point per year permanently. But I must be put on before leaving this room, as I must be worn for me to leave. However, once I am removed from the finger, all my powers are lost. So you must decided right now who will wear me permanently."

This is a basic loyalty and intelligence test. Will the party members cut each others' throats over the ring? Of course, if they take time to think about it, they'll realize that the ring must actually be a diversion. It will seem to have all of the powers mentioned above as long as it remains in the room. Once outside, it has no power and can't even talk.

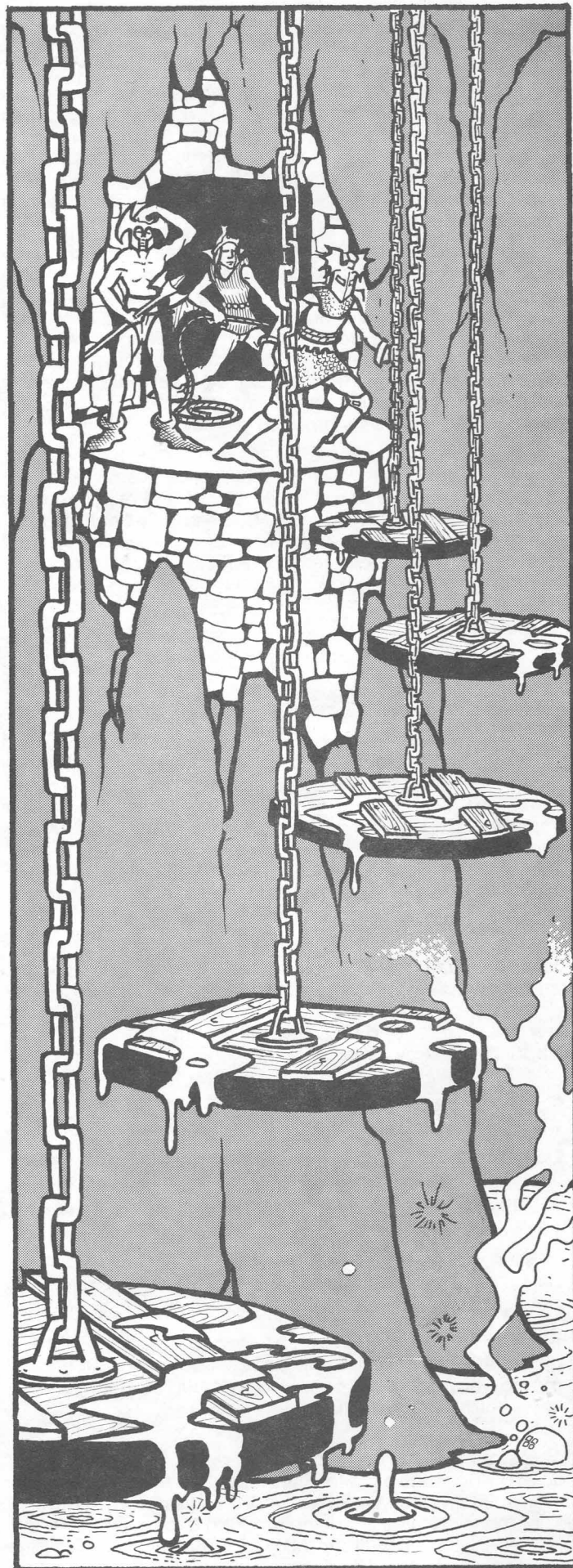
**In #9:** Gems worth 600 g.p. and a false key.

- 5:** In this room are five flesh golems lined up against the north wall. Each has a number on its chest: 5, 7, 9, 11, and 13. Number Five says, "One of us does not belong with the others. If you can pick it out, it will serve you and the others will allow you passage. If you pick the wrong one, we will kill you. You have 60 seconds." The Answer: **9** is not a prime number. Give your players an actual sixty seconds to figure it out. Golems: AC: 9; HP: 30; #AT: 2; D: 2-16; SD: can only be hit by magic weapons. Unlike typical flesh golems, these will take full damage from magical fire or cold attacks (saving throws are applicable). Electrical attacks restore one hit point of damage to the golems for each die of the attack, i.e., a six-die **lightning bolt** would cure a golem of 6 points of damage.

- 6:** Here, a short flight of stairs leads up to a dry corridor. Just around the corner is a turnstile that allows passage only one way: forward (turns counter-clockwise only — see sketch). It will probably have to be destroyed on the way back. A golem could rip it out, or strong characters could try with a chance equal to their percentage for bending gates and lifting gates.



- 7:** The door opens onto a stone platform in a large natural cave. The ceiling averages 50 feet above the level of the platform, while the floor of the cave, 50 feet below, is a deep pool of boiling mud. Points A and B mark the locations of geysers. Geyser A spouts once every five minutes. Geyser B spouts



once every three minutes. Opposite the entrance platform is another stone platform, approximately 90 feet away. Between them a series of wooden disks is suspended from the ceiling by massive steel chains. The disks are about four feet in diameter, and three feet apart. Each disk is attached to its chain by a giant staple fixed in its center. The disks swing freely and will tilt when weight is placed upon them. The disks and chains, as well as the walls of the cavern, are covered with a wet, slippery algal scum that lives on the water and nutrients spewed up from the geysers. This coating gives off a feeble phosphorescent glow.

When the geysers erupt, they reach nearly to the roof of the cavern, and creatures holding onto the disks or chains may be washed off to fall into the mud below (an almost instant death). Characters with 18 strength, or better, have a 65% chance of holding onto the disk that is adjacent to an erupting geyser. For each strength point less than 18 there is a 10% lesser chance of hanging onto the disks (i.e., 16 strength equals 45% chance.) However, for each disk the character is located farther from the geyser, there is a cumulative chance 5% greater of holding on, i.e., one farther away (from the adjacent disk) equals +5%, two away equals +10%, etc. Damage varies as the distance from the geyser. Adjacent disk: 5-50 points; one away: 4-40, and so on: 3-30, 2-20, 1-10, 1-6, and 1-4 for anyone in the cavern. Characters who make their saving throw as vs. dragon breath will take only one-half damage.

- 8: The lair of the vampire Ctenmiir (AC: 1; HP: 40; see MONSTER MANUAL). He is compelled by a curse to remain here in a trance except when defending the treasure which lies in a niche in the floor under his coffin. He automatically awakes at the approach of intruders. The door to the room is permeated with tiny holes through which he can pass in gaseous form. The room itself has a **permanent darkness** spell on it which the vampire is unaffected by (i.e., he can see perfectly well). Destroying his coffin won't bother him, as Keraptis has spares hidden away.

The treasure: **Whelm**, a lawful neutral +3 hammer (+5 for dwarves), intelligence 15, ego 18. Purpose: kill all trolls, giants and goblin-types (including bugbears and hobgoblins). It can be thrown and will return from up to 150' thrice per day (dwarves only). It also acts as a **hammer of stunning**: once per day, when struck upon the ground, it will send forth a shock wave stunning up to 45 hit points of enemies up to a distance of 60' for 1-4 rounds if they fail to save vs. spells. **Whelm** also detects gold, gems, and the presence of goblins. A drawback is that the bearer of this weapon will come under the influence of a severe case of agoraphobia (fear of wide, open places), and will fight at -2 when not inside a building, at night, or (best of all) underground. **Whelm** is obviously a dwarven weapon.

The treasure also includes 10,000 s.p. and 9000 g.p. in six leather sacks, a **potion of ESP**, a **potion of black dragon control**, and a **scroll of 3 spells: magic mouth, dispel magic and monster summoning III**.

- 9: A ten-foot-deep pool. At the bottom is a very stiff valve wheel. When turned by two 18-strength characters (or the equivalent) a tube will open which will drain out all of the water in the wet corridors in 10 turns. Also at the bottom of the pit is a secret door (which can be found only by **detect magic**) that leads to Keraptis' Indoctrination Center (see End Note).

- 10: This appears to be another normal, water-covered room, with steps rising out of the muck on the far side, but actually most of it is a fifteen-foot-deep pool. The areas within the dotted lines labeled "A" are the only shallow one-foot-deep parts. The deep area marked "B" is inhabited by two kelpies (HP: 26; 27; see information at end of module). As the party rounds the room, the kelpies will rise to the surface, and each will attempt to **charm** a male character as explained in the section

describing these monsters. Area "C" is the kelpies' underwater lair, accessible only from beneath the surface of the pool. Scattered about the lair are 600 g.p., a piece of jewelry worth 2000 g.p., and a suit of +3 chain mail. "D" is an empty room, a decoy, which is level with the areas marked "A".

- 11: This is a thirty-foot-long spinning cylinder, apparently made of some light metal. It is ten feet in diameter, and spins counterclockwise at about eight miles an hour. The entire inner surface is covered with slippery oil and painted with a dizzying black-and-white spiral pattern. It is possible to slide through the cylinder, but no one could walk through it and keep his or her feet.
- 12: Watching through the loophole at the end of the passage is an alert guard, Burket, (AC: 4; 4th level fighter; HP: 18; +1 to hit, +3 damage). If he sees intruders approaching, he will wait until they are halfway through the spinning cylinder and then ignite the slippery oil with a flaming arrow (damage 2-16 the first round to any caught within, 1-4 on subsequent rounds until it burns out in 2-8 rounds). He will then warn his lover, the sorceress Snarla, close and lock the shutter over the loophole, and move to defend the door with sword and shield.

The room contains only a couple of benches and a table upon which are Snarla's spell book and a large candlestick. The book contains only those spells which she has memorized (mentioned hereafter), but it is protected by an **explosive runes** spell. Snarla (AC: 10; 7th level magic user; HP: 17) is a lycanthrope. Her memorized spells are: **fear, haste, dispel magic, web, stinking cloud, scare, magic missile, push, shield**. If Burket is killed or she is caught in a very bad situation, she will change into werewolf form and attack with desperate savagery at +2 (AC: 5, HD: 4+3; HP: 26; #AT: 1; D: 2-8; SD: silver or +1 or better to hit; damage suffered previous to metamorphosis should be subtracted from her new hit point total). If captured alive and made to talk, she will tell the party only that she is charged with keeping the kelpies and certain other denizens of the dungeon fed. There are strange gaps in her memory in the areas dealing with her employer or any section of the dungeon other than her own. She has never been past the doors at 14. Burket knows even less than she does.

- 13: Snarla's inner sanctum is a beautifully ornate room: the floor is covered by fine oriental rugs, the walls by erotic tapestries and shimmering curtains, the ceiling by an intricate mosaic depicting a summer sky dotted with fleecy clouds. In the northeast corner is a large and lavishly-covered bed, strewn with cushions. Next to it on a low table is a buffet of sweetmeats, cakes, and other delicious-looking comestibles. In the northwest corner of the room is a brass-bound oak chest.

Anyone who investigates the bed will find that it actually feels quite uncomfortable, and anybody tasting the food will be disappointed in the extreme, finding it tough and not very tasty. **True seeing** or **detect illusion** will reveal that the opulent bed is actually only an old straw tick, and the delicious treats are something very much like iron rations. In reality, the walls, floor and ceiling of the room are quite bare. Only the brass-bound chest appears as it actually is. **Dispel illusion** or **dispel magic** will remove the illusion.

The chest must be opened while uttering a command word known only to Snarla, or it will dissolve into a **stinking cloud**, leaving 400 e.p., 300 g.p., and 7 gems worth 1300 g.p. total.

- 14: This is a succession of thick metal doors, flanged so that they overlap the doorjamb on the north side and thus can only be opened by swinging them to the north. There are handles on the north sides of the doors so that they can be pulled open in that direction. These are actually emergency doors whose purpose is to prevent the dungeon from being flooded by the boiling lake at 15, should there happen to be an "accident"

- 15:** The boiling lake is several hundred feet deep, extending down to the red-hot rock below, and reaching nearly to the ceiling of the cavern it occupies, 50 feet above the level of the sunken ledge described in No. 17. It is fed by an underground stream which enters at point A, at a depth 100' below that of the ledge. Its run-off is at point B, above the ledge, near the ceiling of the cavern.
- 16:** The run-off from the boiling lake cascades down through a series of near-vertical lava-tubes to the base of the blowhole, 800 feet below the level of the dungeon. There the water strikes molten rock and is instantly converted to steam. It is ejected up the blowhole and out the top of the volcanic cone, forming the continuous geyser of White Plume Mountain.
- 17:** A sunken stone ledge projects out into the boiling lake. The corridor from the dungeon continues out into the lake under a rubbery magical forcefield that keeps out the waters by forming a sort of elastic skin of super surface-tension. The shape of the corridor is not square in cross-section, but rather semi-circular, as if a series of hoops were supporting the ceiling. The skin is soft, resilient and uncomfortably warm to the touch. Under any pressure it immediately becomes taut, and any character unwise enough to puncture it with something sharp will leave a permanent hole. A stream of scalding water will rush into the corridor, hopefully burning the idiot who made the hole (1-4 points damage). The skin will not "heal" once punctured. Major damage to the waterskin, as from a slash with a sword or axe, will collapse the field like a balloon in 1-6 rounds.

After thirty feet the corridor widens out into a low, dome-shaped area. Here lives the guardian of the treasure, just about the biggest giant crab (AC: 0, HD: 15, HP: 60; #AT: 2; D: 3-18) anyone's ever seen. On one of its "forearms" it wears a rune-covered copper band that protects it from all psionic-related spells (such as **charm**, **fear**, **confusion**, **paralysis**, **magic jar**, etc.) It also protects against all psionics. Unfortunately, it is worthless as a treasure, as the magic is keyed specifically to this particular monster.

The crab will intelligently attack any and all intruders, being careful not to bump the waterskin walls. The crab is experienced in fighting in this manner, as is evidenced by the bones scattered about, but your players' characters are not. The DM will have to watch for characters whose actions may rip the waterskin, especially any foolish enough to use two-handed weapons or violent spells like **fireball** or **lightning bolt**. Such people are likely to get the whole party boiled.

At the north end of the dome room is a heavy chest which is firmly attached to the floor. In it is the treasure:

**Wave**, a neutral +3 trident which does 1-10 hit points of damage. 14 intelligence, 20 ego. Purpose: death or disfigurement to all who won't convert to the worship of Poseidon (or any similar sea-god you choose). Powers:

Functions as a **trident of fish commanding** (as the miscellaneous magic item in DUNGEON MASTERS GUIDE)

Functions as a **trident of warning** (as the miscellaneous magic item in DUNGEON MASTERS GUIDE)

Finds water

Confers **water-breathing** and **underwater action** abilities upon bearer

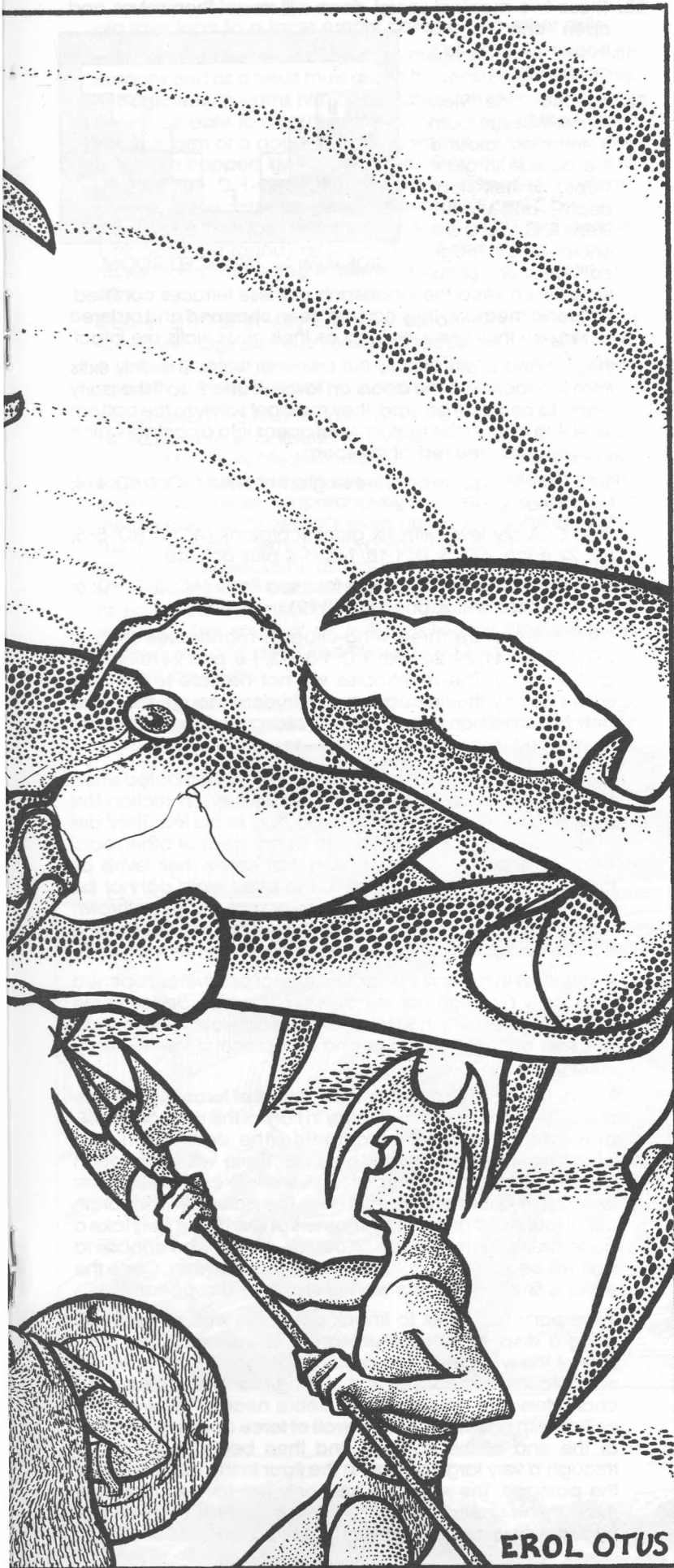
Confers **cube of force** ability (as the miscellaneous magic item in DUNGEON MASTERS GUIDE)

Possesses speech and **telepathy** (in the common tongue as well as the languages of all sea creatures).

Dehydrates: On a natural roll of 20, in addition to its normal damage, **Wave** dehydrates its opponent, draining one-half of his or her remaining hit points (compute normal damage first).

Also in the chest are 1000 g.p. in small sacks, 20 gems (3 big ones worth 1000, 1000 & 5000 g.p., and 17 others worth 3,935





g.p. total), a **ring of infravision** (60'), a **luckstone**, and a **wand of frost** (17 charges).

The DM will note that a character grabbing **Wave** while the waterskin is collapsing should be able to save his own and others' lives by invoking the **cube of force** ability (**Wave** will instantly make the holder aware of the ability, if the holder is neutral or willing to convert on the spot). Characters inside the **cube of force** will probably end up being blown out the geyser at the top of the mountain. The air-filled **cube** will float, drain down the cascade, and be ejected from the Plume — a rocky ride.

Characters could also survive the boiling lake with a combination of **fire resistance** and **water breathing**.

**18:** A ten-foot-long, ten-foot deep open pit, filled with and hidden by water.

**19:** A series of copper-colored metal plates lines the walls of this corridor. The plates are six feet high and six feet wide, and cannot be damaged or removed. They set up an induction field which causes metal objects passing between them to become heated. The field extends from floor to ceiling, and cannot be "ducked under". Metal will become uncomfortably warm after moving twenty feet into the field, painfully hot after thirty and hot enough to damage at forty feet and beyond. This includes armor, weapons, treasure, gold teeth, even magic-users' daggers. A man in metal armor passing through this corridor would take damage as follows: 1-8 points at 40', 2-16 at 50', 3-30 at 60' and 4-40 at 70'. Characters not carrying metal will feel only slight discomfort when passing between the plates. Metal carried in wrappings of cloth will burn through by the 50' mark, and it will similarly burn through leather by 60'. Those protected by **fire resistance** will take no damage if they save vs. spells, or half damage if they fail. Fighters and clerics may have no other recourse than to take a full turn to remove their armor, drag, push or use a **Tenser's floating disk** to get their armor and weapons through the corridor, and then take another full turn to suit up. Armor pulled through the corridor by ropes will probably heat up enough to burn through them at about 60'; leaving a pile of hot metal laying in the water. The only sovereign remedies for this dilemma are the **cone of cold** or **ice storm** spells, which will nullify the effect long enough for a party to dash through.

**20:** Behind the secret door, 8 ghouls wait in ambush for an unarmored company to come through the heat-induction corridor. AC: 6; HD: 2; HP: 10 (each); #AT: 3; D: 1-3/1-3/1-6 plus paralysis. These ghouls wear amulets that protect them from being ordered away by clerics or paladins.

**21:** Stairs leading up to dry corridors.

**22:** The Frictionless Room. The strips labeled "A" are five-foot-wide open pits. They are ten feet deep and the bottoms are lined with rusty razor-like blades. Anyone falling in will take 1-12 hit points of damage and will contract instant super-tetanus and die in 2-5 rounds unless they save vs. poison (**cure disease** will destroy the infection).

The walls, ceiling and floor of area "B" are covered with a substance that is totally 100% frictionless. This substance extends to cover the ceiling and walls around the razor-pits. Anything that alights on this silvery surface will move in the direction of its last horizontal impetus, bouncing off the walls (if it strikes them) like a billiard ball, until it slides into a razor-pit. It is impossible to stand on the surface, for even a heartbeat would unbalance the stander enough to send his feet out from under him. The slipstuff will be totally unaffected by any force, magical or otherwise. It is completely inert.

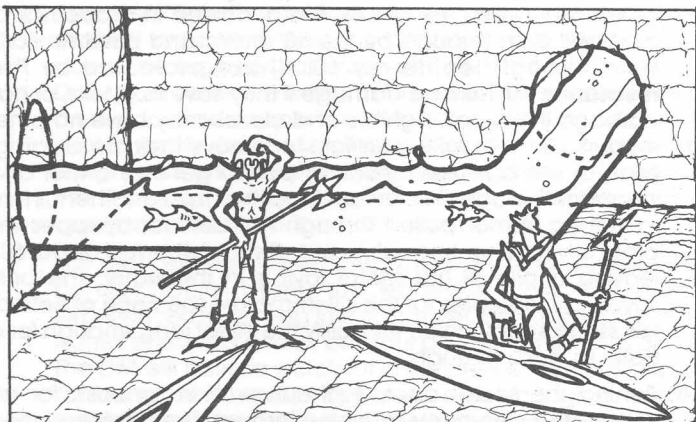
Magic-users will find that **fly**, **levitate**, **jump**, **dimension door**, **blink** and **teleport** spells will not work in this room. The dotted line at "C" is the illusion of a west wall: the actual west wall is ten feet farther. Objects hitting the false wall will pass through

and apparently disappear. This tends to foil schemes for attaching ropes to the west wall from afar.

The trick here is to get a rope strung through this room and fastened securely at both ends. Once this is done, a party can pull themselves across, regardless of the surface. A clever party may even be able to come up with other methods. Ingenuity is required.

- 23:** There is a stream running through this room that is suspended in mid-air. It enters and leaves through two tunnels, each of which is about six feet in diameter. The lowest points of the tunnels where they come through the walls are about two feet from the floor. The stream only half-fills the tunnels; consequently, when it flows through the room it is hemispherical in cross-section (see accompanying illustration for clarification). Objects can be thrust through the sides of the stream, but no water other than a few drops will escape. It would even be possible to walk right through the stream, but only a very strong person could do so without being swept off his feet. The stream flows quite quickly, from the west to the east, and within it blind cave-fish dart about. It is lukewarm.

Also in this room are six small two-man kayaks (with no paddles). Should anyone choose to go boating into the unknown tunnel, they will have to figure out how to get in the kayaks once the kayaks are in the stream, five feet from the floor. These kayaks tip over easily. If they successfully board the kayaks, the party will bump along through a twisting tunnel. They can regulate their speed by pushing against the walls. Eventually they will emerge into No. 24.



STREAM FLOWING THROUGH AIR

- 24:** 8 fighters under the command of the cruel Sir Bluto Sans Pite await here to ambush any who come through the tunnel. They will be alerted by the alteration in the flow of water as the party tampers with it upstream. The stream flows through the air in this room in the same manner as in No. 23.

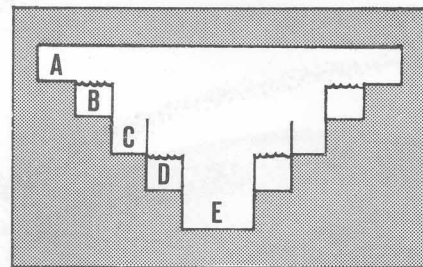
Sir Bluto's men work in teams of four, two on each side of the stream. As each kayak comes out, a team will throw a net over it and attempt to drag it out of the stream and down onto the floor. When it falls, they move in to finish off the (hopefully stunned and trapped) occupants with swords. The 8 henchmen are AC: 4 and have 20 hit points each (4th level fighters).

Sir Bluto himself was a respected Knight of the Realm before his indictment in the River of Blood mass-murder case. His mysterious disappearance from prison left even the Royal Magician-Detectives baffled, and a reward of 10,000 g.p. was posted for his capture. Someone in the party is sure to recognize his one-of-a-kind face. Sir Bluto: AC: -1 (+1 shield, +2 plate mail); 10th level fighter: HP: 50; +2 to hit, +4 damage. He carries the magic key to the secret doors (No. 25) and is wearing **boots of striding and springing**.

The stream continues on out of No. 24 and goes back to No. 23, completing the circuit.

- 25:** These two magical secret doors will reveal themselves and open **only** to the bearer of Sir Bluto's magic key.

- 26.** As the side view shows, this large room is terraced around the outside in giant steps of ten foot depth and width. Steps B, C and D are enclosed by magi-



SIDE VIEW — TERRACED ROOM

cally-created glass walls which keep the inhabitants of these terraces confined. For good measure, they have all been **charmed** and ordered to stay on their levels as long as their glass walls are intact.

Steps B and D are filled to the brim with water. The only exits from the room are the doors on levels A and E, so if the party wants to continue onward, they must get safely to the bottom level. The door in the bottom level opens into a corridor which passes under the rest of the room.

Step B: In this square pool live six giant crayfish (AC: 4; HD: 4+4; HP: 23 each; #AT: 2; D: 2-16).

Step C: A dry level with six giant scorpions (AC: 3; HD: 5+5; HP: 22 each; #AT: 3; D: 1-10/1-10/1-4 plus poison).

Step D: Another wet level with four sea lions (AC: 5/3; HD: 6; HP: 27 each; #AT: 3; D: 1-6/1-6/2-12).

Step E: Here are three wing-clipped manticores (AC: 4; HD: 6+3; HP: 41, 29, 24; #AT: 3; D: 1-3/1-3/1-8, plus 24 tail spikes at 1-6 each). The manticores will not hesitate to fire their spikes at any they recognize as intruders, though they can only hit targets on step A by firing along the long axis of the room (and vice-versa, of course—see diagram).

The creatures in each level will be randomly distributed when the party enters, but as the intruders near each section the monsters will move to follow, expecting to be fed. They are used to live food, and will ignore dead meat or other food. They will consider anything living that enters their levels as food, and will attempt to eat it. The glass walls cannot be broken by fired arrows, slung stones, or such things as thrown helmets. An 18-strength character could break a hole in one with 2-5 swings of a heavy mace (longer for less strong types).

A safe is set in the wall opposite the door on level E. If opened incorrectly (i.e., trap not removed), a vibration device in the wall is triggered which will shatter the glass walls in 1-6 rounds. The safe contains 6000 s.p. and one piece of jewelry worth 3000 g.p.

If all of the glass walls are broken, a **wall of force** like the one at No. 2 will activate immediately in front of the door on level E, preventing the water from forcing the door open and escaping into the corridor beyond. There will be enough water in the room to completely fill levels D and E and cover level C to a depth of about two feet. The water will slowly drain out of four small drains in the corners of level E, but it will take a good twenty turns to do so. Of course, parties who choose to wait will be subject to rolls for wandering monsters. Once the water is finally gone, the **wall of force** will disappear.

If the party manages to knock down the **wall of force** (by using a **dispel magic**, **disintegrate** or **passwall**), the pressure of the water will push open the door and the water will rush into the corridor beyond, pulling along any swimming characters and miscellaneous debris nearby. The water will collide with another modified **wall of force** covering the door at the end of the corridor, and then begin draining out through a very large grating in the floor in the last ten feet of the passage. The water will take only two turns to drain out through this grating. When the water is gone, the last **wall of force** will dissipate. The water drains straight down through an

old lava tube to a large empty cave with no other exits.

**27:** Here resides Qesnef, a huge ogre mage who lost a bet with Keraptis and as a result must guard his treasure for 1001 years. A **magic mouth** warns him of the approach of trespassers, so he will be able to disguise himself by **polymorphing** himself into the form of a doughty halfling warrior, perhaps one who has been trapped by the evil wizard. Qesnef (AC: 1; HD: 5 +2; HP: 35; #AT: 1; D: 1-12; SA: **fly, invisibility, darkness 1" r., charm person, sleep, assume gaseous form**, and cast a **cold spell** like a wand that does 8d8 points of damage; SD: **regenerates 1 hit point per round**) also wears a +3 **ring of protection** on his left hand and a **ring of mirror images** (5 charges) on his right.

Qesnef is kept in very luxurious surroundings. The floor is strewn with rugs and cushions, and tapestries cover the walls. A six-foot hookah stands in the corner. The treasure has been casually shoved beneath a sumptuous divan. It includes:

**Blackrazor**, a +3 chaotic neutral sword, intelligence 17, ego 16. Purpose: to suck souls. It is a black sword that shines like a piece of night sky filled with stars, and it is sheathed in a black scabbard decorated with pieces of cut obsidian. On a killing stroke, **Blackrazor** temporarily adds the number of levels of the dead foe to its bearer's levels (in terms of fighting ability). The bearer also temporarily gains the full hit points of the victim. All subsequent damage to the sword's wielder is removed from the added hit points first. The extra levels and hit points last a number of turns equal to the number of levels received. The souls of all entities killed by **Blackrazor** are sucked out and devoured; those killed by the black sword cannot be raised.

For every three days the sword remains "unfed", its ego increases by one point, until it can compel its bearer to kill a

human or humanoid being. Upon feeding, its ego returns to 16.

The DM will note that **Blackrazor** is a negative-energy entity that exists by absorbing positive life energy levels from those it kills. However, if it even **strikes** a negative-energy being like an undead (except for ghouls and ghosts), it will work in **reverse**, transferring one level and corresponding hit points from the wielder to the creature attacked. It will do this each time that it strikes. Under these conditions, the wielder can actually die and have his soul sucked out by his own sword. If the wielder survives, he will need a **restoration** spell or twice the usual number of levels received from positive "kills" to replace the lost levels. Those killed for replacement must be of the same race as the sword-wielder. **Blackrazor** (and you, the DM) may very well keep this little drawback a secret until the first time the sword bites into a wight or a vampire. The DM must remember that **Blackrazor** exists solely to feel power and souls coursing through itself, and sometimes it may not be too picky about where the energy is coming from.

In addition to the above, the sword has the following powers:

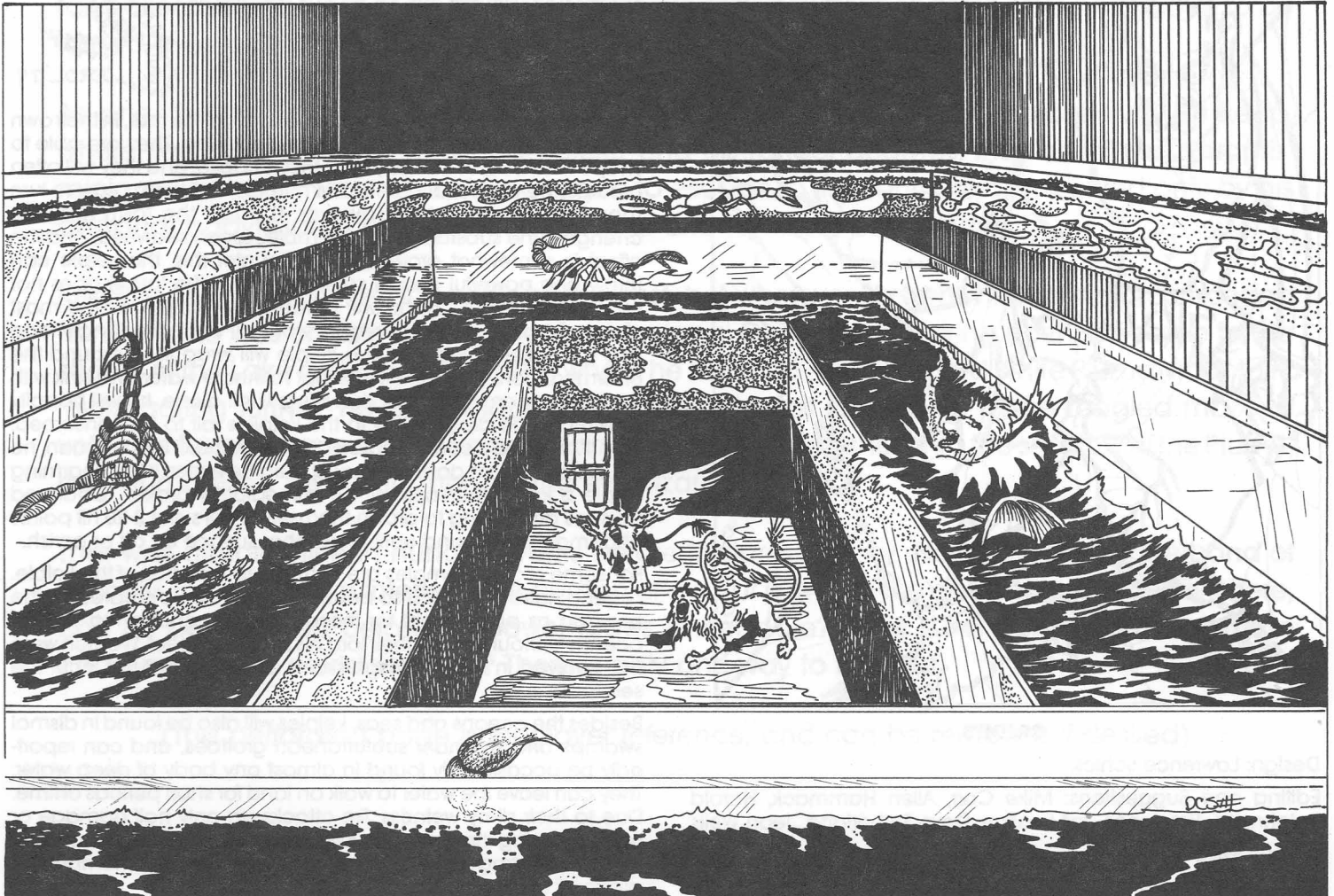
Speech and **telepathy** (common and whatever tongues its wielder knows, which it learns telepathically)

Detects living creatures (souls), 60' r.

**Haste** spell (bearer only, 10 rounds), once per day

100% magic resistance to **charm** and **fear** (exact percentage chance of resistance will depend on the level of the opponent casting such a spell)

The treasure also includes 1000 e.p., 200 p.p., 4 pieces of jewelry worth a total of 11,000 g.p., a **potion of healing**, a **scroll of protection from evil** (clerical), and **armor of vulnerability**.



## END NOTE

If a party should succeed in obtaining two or even three of the magical weapons and is finally leaving for good, they may be stopped at No. 2 by the return of the **force wall**. A voice will speak to them out of the air: "Not thinking of leaving, are you? You've been so very entertaining, I just couldn't think of letting you go, especially with those little collector's items of mine. And since you've eliminated all of their guardians, why, you'll simply have to stay . . . to take their places. I'll have to ask you to leave all of your ridiculous weapons behind and let Nix and Nox escort you to the Indoctrination Center. I'll be most disappointed if you cause me any trouble and Nix and Nox have to eliminate you. Don't worry — you'll like it here."

The **force wall** disappears, but coming up the south passage are Nix and Nox, two efreet (AC: 2; HD: 10; HP: 40, 36; #AT: 1; D: 3-24; SA: **invisibility**, **assume gaseous form**, **enlarge** (as 10th level m-u), **polymorph self**, **programmed illusion**, **wall of fire** (all once a day); SD: normal fire is of no effect, magical fire is -1 on both "to hit" and damage dice). If the party can get past them, they're home free.

Of course, this whole episode can be omitted if the party has already taken too much damage. Conversely, if your players have had too easy a time of it, this can be made tougher by the addition of one or two more efreet (Box and Cox). If, for some foolish reason, the party decides to comply with Keraptis' request and go with Nix and Nox to the Indoctrination Center, you will just have to play it by ear. It's not too difficult — use your imagination and make it up as you go. Just make sure that the party is **extremely** sorry that they ever decided to submit to Keraptis' demands. They probably will end up as the brainwashed new guards in the White Plume Mountain dungeon . . .



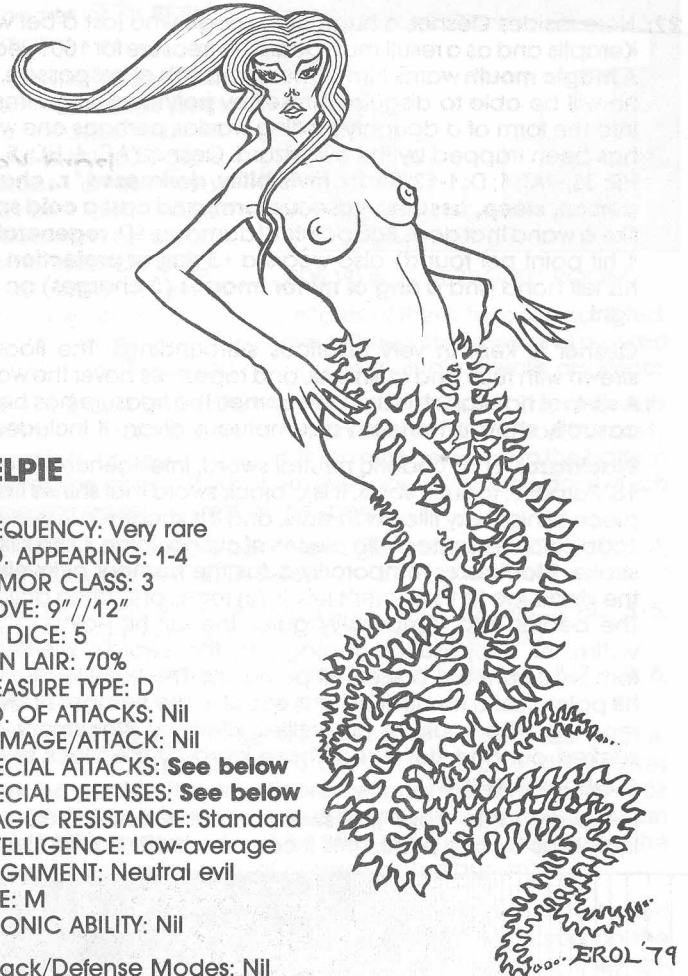
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## KELPIE

FREQUENCY: Very rare

NO. APPEARING: 1-4

ARMOR CLASS: 3

MOVE: 9"/12"

HIT DICE: 5

% IN LAIR: 70%

TREASURE TYPE: D

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: **See below**

SPECIAL DEFENSES: **See below**

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low-average

ALIGNMENT: Neutral evil

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Kelpies are a form of intelligent aquatic plant life that, in their own shape, rather resemble a pile of wet seaweed. They are able to shape their bodies into any form they choose, and they will often assume the aspect of a beautiful human woman in order to lure men into deep water. However, though the form may be changed, the substance still resembles green seaweed, and the effect is somewhat grotesque. To counter this, the kelpie can throw one powerful **charm** spell per day. If the target does not save vs. spells (at -2), he will perceive the kelpie as the most wonderful, perfect and desirable woman, and will willingly leap into the water to join her. The kelpie will wrap itself around the charmed man, and he will attempt to inhale water and sink with the kelpie in an ecstasy of drowning. If left alone, he will happily drown and be dragged off to the kelpie's lair to be consumed. Even if the kelpie cannot physically reach the charmed man, he will still try to swim downward and breathe water. If the charming kelpie is killed, the spell will be immediately broken. Charmed persons attempting to drown themselves will suffer 2-20 hit points of damage per round until they either surface for air or perish.

For some reason, females are immune to the spell of the kelpie. Legend has it that this is so because kelpies were created by the sea-god as punishment for those men rash enough to sail the oceans without paying their lord his proper respect. Women were not involved in these transgressions, and thus did not incur the sea-lord's ill will.

Besides the oceans and seas, kelpies will also be found in dismal swamps and stagnant subterranean grottoes, and can reportedly be occasionally found in almost any body of deep water. They can leave the water to walk on land for short periods of time. Due to their slimy wetness, fire attacks do only half damage or none (if saving throw made). Kelpies are very cunning, and will try to pick off stragglers, lone watchmen or tail-end members of groups if at all possible.

## THE LEGEND OF KERAPTIS

Well over a millenium ago, the wizard Keraptis rose to power in the valleys of the northern mountains, bringing the local warlords under his thumb with gruesome threats — threats that were fulfilled just often enough to keep the leaders in line. Under Keraptis' overlordship, the influx of rapacious monsters and raids from the wild mountains decreased markedly, dwindled, and then almost stopped. Seeing this, the populace did not put up much resistance to paying Keraptis' rather heavy taxes and tithes, especially when stories of what happened to those who balked were circulated. Those lords who protested disappeared in the night and were replaced by the next in the line of succession, who was usually inclined to be more tractable than his predecessor.

Gradually, as all dissension was stilled, the taxes and levies became even more burdensome, until eventually the wizard was taking a large piece of everything that was grown, made, or sold in the valleys, including the newborn young of livestock. Around this time there began numerous reports in the land of sudden madnesses, demonic possessions, and sightings of apparitions and undead. Furthermore, monstrous incursions into the settled lands began to increase as raiding parties of humanoids burnt whole villages, and evil and fantastic monsters appeared from nowhere to prey upon the harried peasants. At the height of these outrages came Keraptis' tax-collectors with word of a new levy — one third of all newborn children were henceforth to be turned over to the wizard!

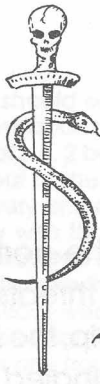
As one, the people rose and destroyed the sorcerer's hierarchy and marched on his keep, where, led by a powerful and good cleric and his ranger acolytes, they destroyed Keraptis' minions. The great wizard barely managed to escape to the south, accompanied only by his personal bodyguard company of deranged and fanatical evil gnomes.

Keraptis fled to the cities of the south and west, but wherever he went, his reputation preceded him, and he was unable to stay anywhere for long. Once again retiring north, he came to the shores of the Lake of Unknown Depths, where he heard tales of haunted White Plume Mountain. Investigating further, he at last found the refuge he was looking for in the tangled maze of volcanic tunnels beneath the cone. He and his gnomes vanished into the shadow of the Plume, and humankind heard no more of the evil wizard.

That was almost thirteen hundred years before the present day. Now, seemingly, the hand of Keraptis is once again interfering in human affairs. If it is in truth the ancient wizard at work here, can he be thwarted before his power grows once more? What is his purpose in this bizarre challenge to the world's heroes? There is only one way to find out.

(This perforated page is for player reference, and can be removed if desired)





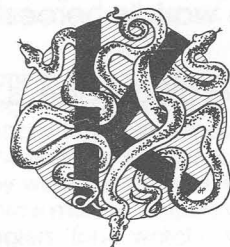
Search ye far or search ye near  
You'll find no trace of the three  
Unless you follow instructions clear  
For the weapons abide with me

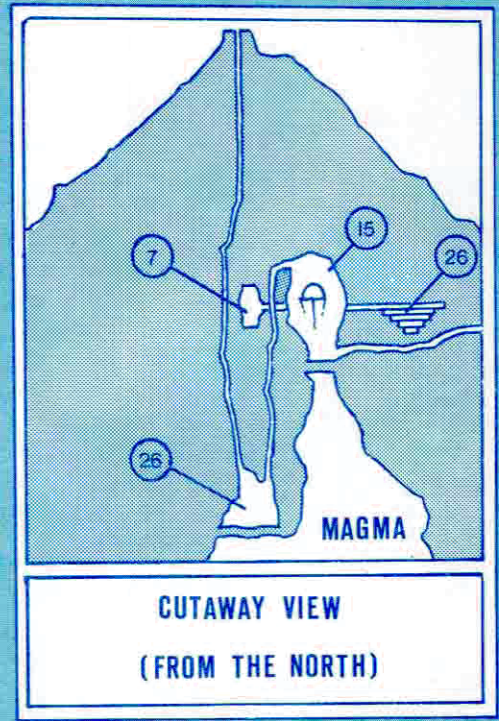
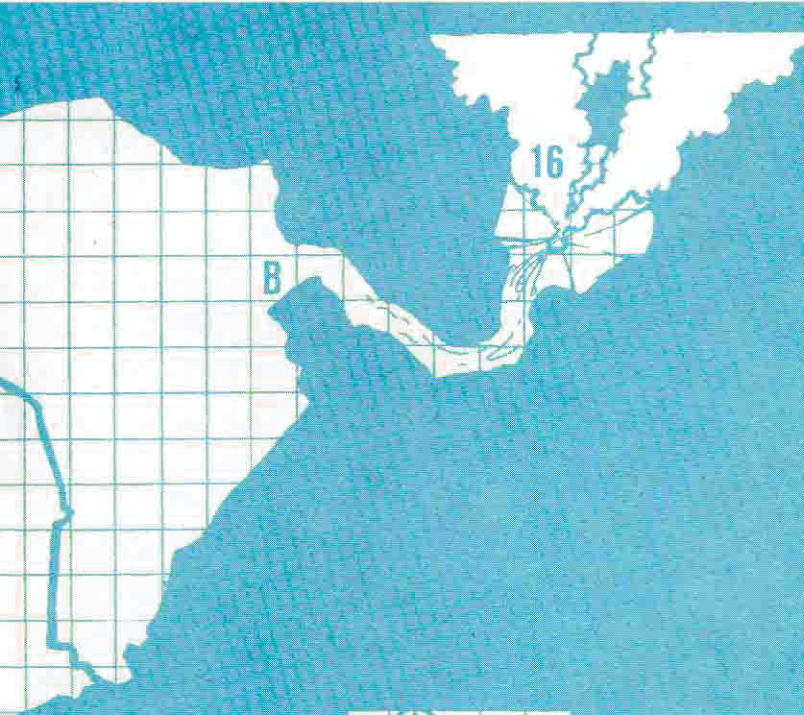
North past forest, farm, and furrow  
You must go to the feathered mound  
Then down away from the sun you'll burrow  
Forget life, forget light, forget sound.

To rescue Wake, you must do battle  
With the beast in the Boiling Bubble  
Cross cavern vast where chain-links rattle  
Lies Whelm, past water spouts Double.

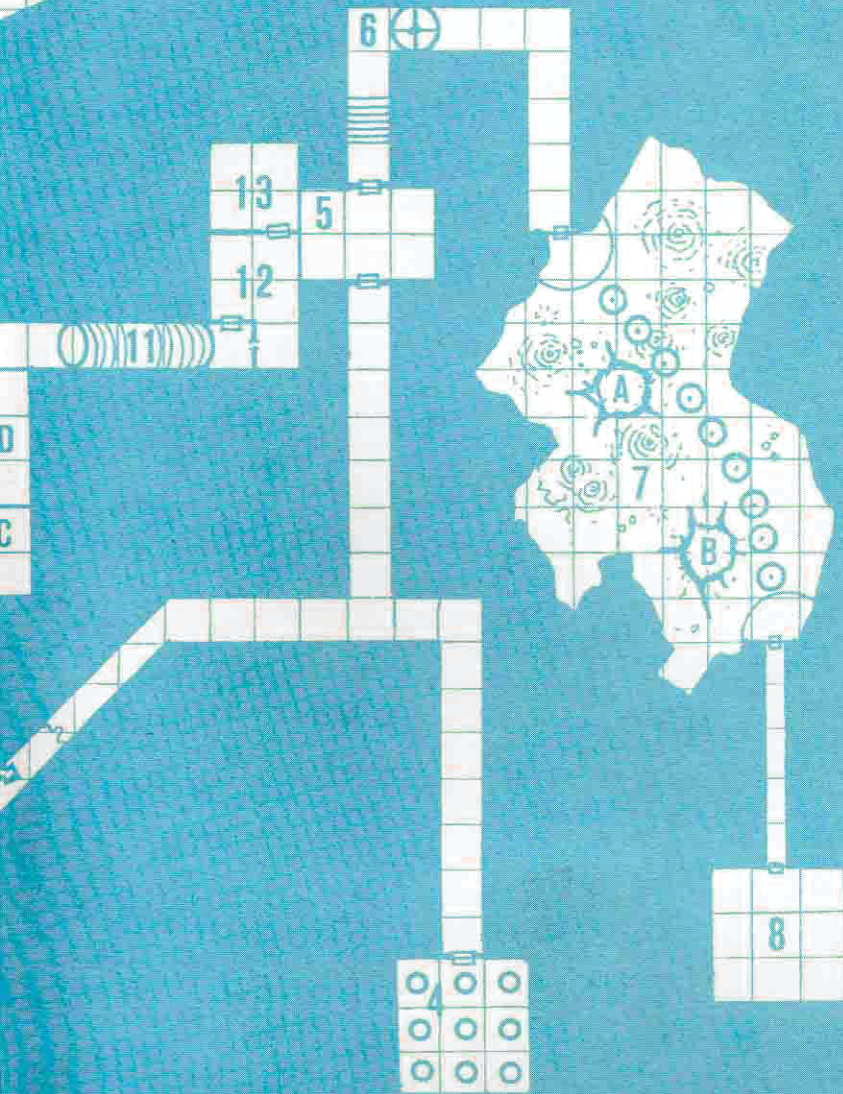
Black razor yet remains to be won  
Underneath inverted ziggurat.  
That garnered, think not that you're done  
For now you'll find you are caught



I care not, former owners brave  
What heroes you seek to hire.  
Though mighty, I'll make each one my slave  
Or send him to the fire.

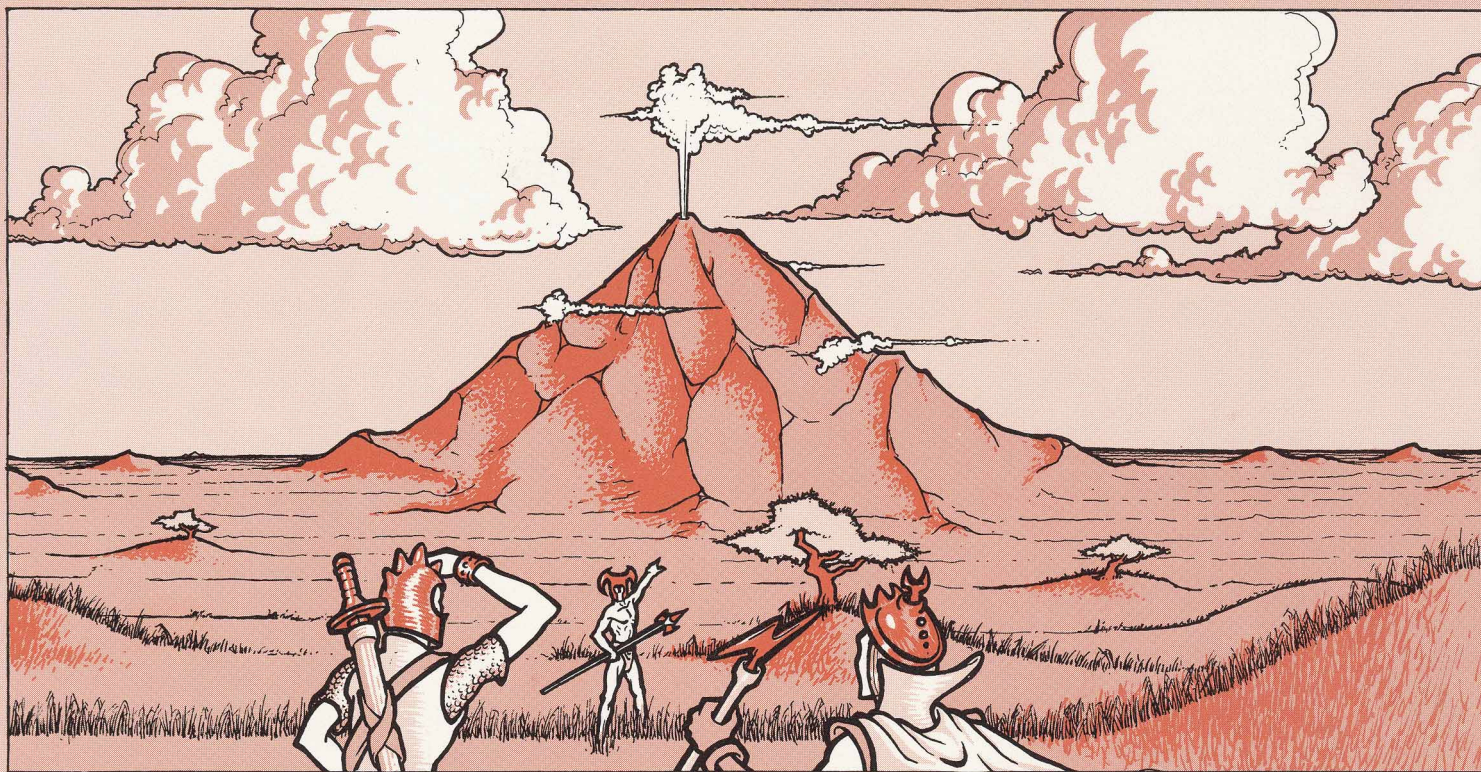




CUTAWAY VIEW  
(FROM THE NORTH)



-  Door
-  Secret Door
-  Stairs Down
-  Stairs Up
-  Disk
-  Globe
-  Kayak



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# Advanced Dungeons & Dragons®

Official Game Adventure

## Ravenloft

by Tracy and Laura Hickman



The master of Ravenloft is having guests for dinner — and you are invited. Ravenloft is an adventure for 6 to 8 characters of levels 5 to 7.



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# ADVANCED DUNGEONS & DRAGONS®

Fantasy Adventure Module

# Ravenloft

by Tracy and Laura Hickman  
An Adventure for Character Levels 5-7

Ravenloft is a classic gothic horror story. Many mysteries surround Strahd, his castle Ravenloft, and the lands of Barovia. After entering Barovia, the PCs are trapped by a deadly fog. Their adventure can run in any direction, culminating in a fantastic vampire hunt.

The dark forests of Barovia are filled with wolves and other creatures, making travel there quite unsafe.

In a clearing in the Svalich woods, lies a gypsy camp. Only Madam Eva and her troupe pass in and out of Barovia. There are rumors that Strahd gave Madam Eva a potion that neutralizes the fog, but no one has ever actually seen the potion. It is well known that Madam Eva foretells the future with surprising accuracy.

The village of Barovia is a sad place now. Most of the shops have been forced to close. The night, and its creatures, belong to Strahd. When the sun sets, the people of Barovia barricade their homes, trembling in fear. Each night the attacks get worse.

The Burgomaster's mansion is the center of most attacks. For some reason, Strahd is after Ireena Kolyana, the Burgomaster's adopted daughter. Since the Burgomaster was killed, and his mansion's great holy symbol stolen, Ireena is without protection.

On the outskirts of the village sits a church. Only the constant prayers of the priest keep it safe at night.

Far above the village sits Castle Ravenloft, Strahd's home and fortress. Every night thousands of bats fly out of the castle's towers to feed. It is said that sometimes Strahd flies with them. Certainly, Barovia will never be safe until all the evil in his castle is destroyed.

No one knows what hides within the castle. Ancient tales tell of dungeons and catacombs deep under the castle. Other stories recall the great halls, treasures, and glory of Ravenloft centuries ago. Undoubtedly Strahd has installed numerous deadly traps since then.

**Editor:** Curtis Smith

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**Illustrator:** Clyde Caldwell

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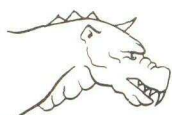
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# ADVANCED DUNGEONS & DRAGONS®



Fantasy Adventure Module

# Ravenloft

*"I am the ancient. My beginnings are lost in the darkness of the past. I am not dead. Nor am I alive. I am undead, forever."*

## -Count Strahd von Zarovich

This module is designed for a party of six to eight player characters (PCs) of the 5th to 7th levels of experience. A balance of character classes is helpful since the PCs will face a wide variety of problems. Each character class will certainly have its moment to shine. At least one of the PCs must be a fighter with a longsword.

Read this entire module before playing. This module includes some complicated spells and traps. Pay special attention to these parts before running this module, to make your game flow more smoothly.

Some areas described in this module are exact duplicates of other areas. Areas that are exactly alike have the same number on the maps. There is only one text description to use for each of these areas.

When the vampire, Strahd von Zarovich, is destroyed, the adventure is over. You must use every power available to the vampire to keep him (and the game) going. When the vampire is truly destroyed, you may want to use the optional ending on p. 30 to end this adventure.

Sometimes, characters must make dexterity or constitution checks. To make a dexterity/constitution check, a character must roll his dexterity/constitution or less on 1d20. The effects of the roll are explained in each case.

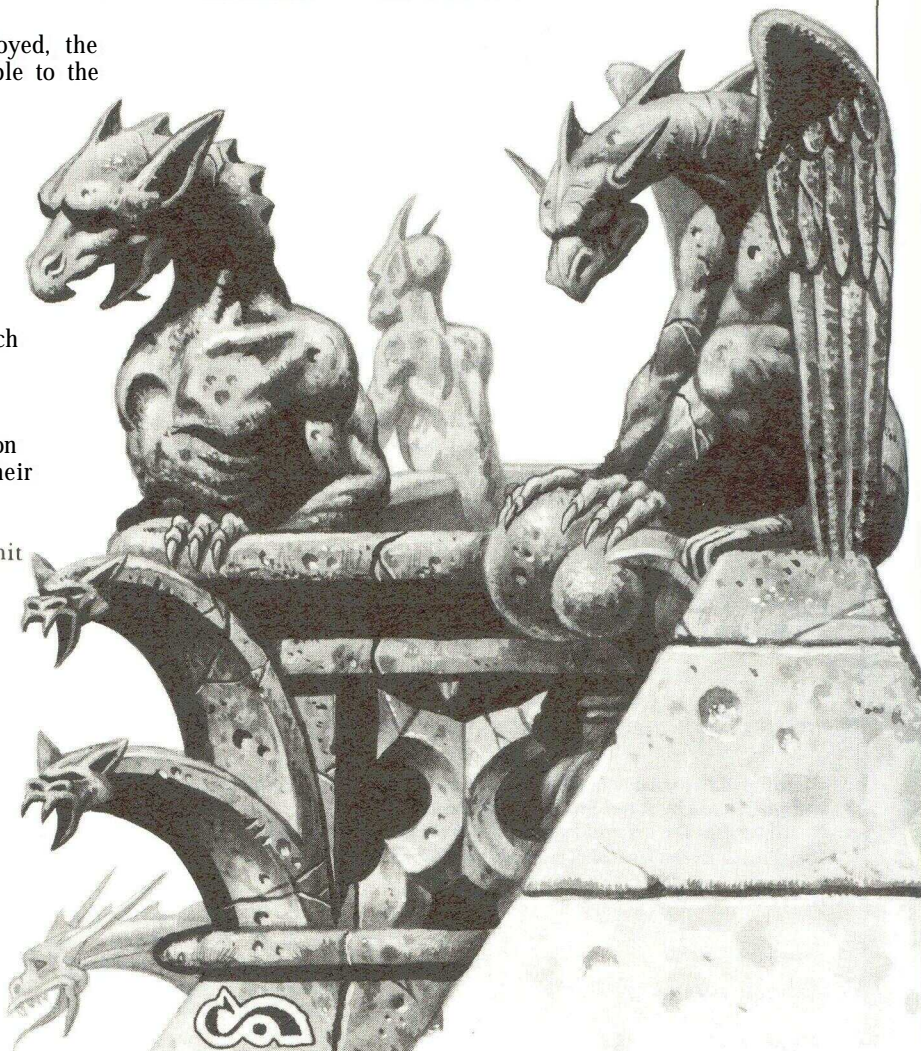
All indoor and nighttime descriptions are written with the assumption that the PCs are using a torch to see by. A torch normally lights a 40-foot-radius area.

New monsters and types of nonplayer characters (NPCs) are explained in Monsters, Creatures, and Men, on p. 31. Whenever NPCs or monsters appear in the text, their statistics are given as follows:

# monster name: armor class; movement; hit dice; hit points; number of attacks per round; damage; alignment; special attacks; special defenses; other attributes and abilities as necessary.

### Abbreviations Used in Statistics

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



# Count Strahd Von Zarovich, Vampire

The entire adventure centers around the vampire. Always keep in mind the motives of the vampire, how he moves about, and what his cunning plot is. You must play Strahd in the same way the players play their characters. Study this NPC as carefully as the players study their characters.

Count Strahd Von Zarovich (The First Vampyr)

FREQUENCY: Unique

NUMBER APPEARING: 1

ARMOR CLASS: -1

MOVE: 12"/18"

HIT DICE: 10 (55 hit points)

% IN LAIR: 90%

TREASURE TYPE: F

NUMBER OF ATTACKS: 1

DAMAGE/ATTACK: 5-10 (1d6+4)

SPECIAL ATTACKS: Energy Drain

SPECIAL DEFENSES: +1 or better weapon to hit

MAGIC RESISTANCE: See below

INTELLIGENCE: Genius

ALIGNMENT: CE

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Although Strahd can be encountered in many places, he is always encountered in the place indicated by your Fortunes of Ravenloft results (see p. 4), unless he has been forced to his tomb.

Strahd is a slightly above-average vampire. He has the normal 18/76 strength and his blows drain 2 life levels from his opponents. Strahd has the usual vampire abilities. He can only be hit by magical weapons and can regenerate 3 hit points per round. He can assume gaseous form at will or shape change into a large bat. He can *charm person* at will by gazing into a character's eyes, causing that character to make a saving throw vs. spells with a penalty of -2.

Strahd is also a 10th level magic user. He learned his magic from studies during his life and from subsequent studies over the centuries. His available spells are:

First level: *comprehend languages, hold portal, protection from good, sleep.*

Second level: *invisibility, locate objects, mirror image, ESP.*

Third level: *fireball, gust of wind, suggestion.*

Fourth level: *polymorph other, polymorph self.*

Fifth level: *animate dead, distance distortion.*

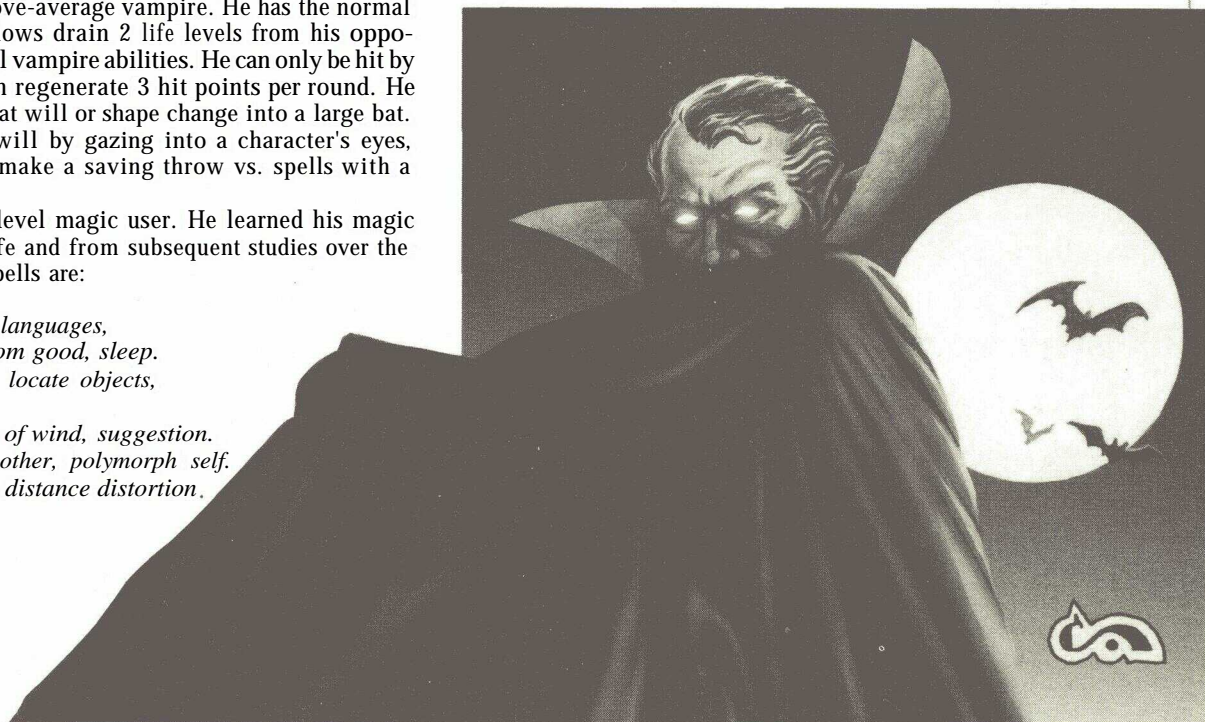
Strahd has a variety of spies and servants. They report to him four times each day (at dawn, noon, dusk, and midnight). There is a 60% chance that Strahd knows the PCs' location at these times. If Strahd knows their location, he attacks the PCs—wherever they are—within two hours. Strahd chooses the time and method of his attacks carefully.

Strahd can attack in each of the following ways once.

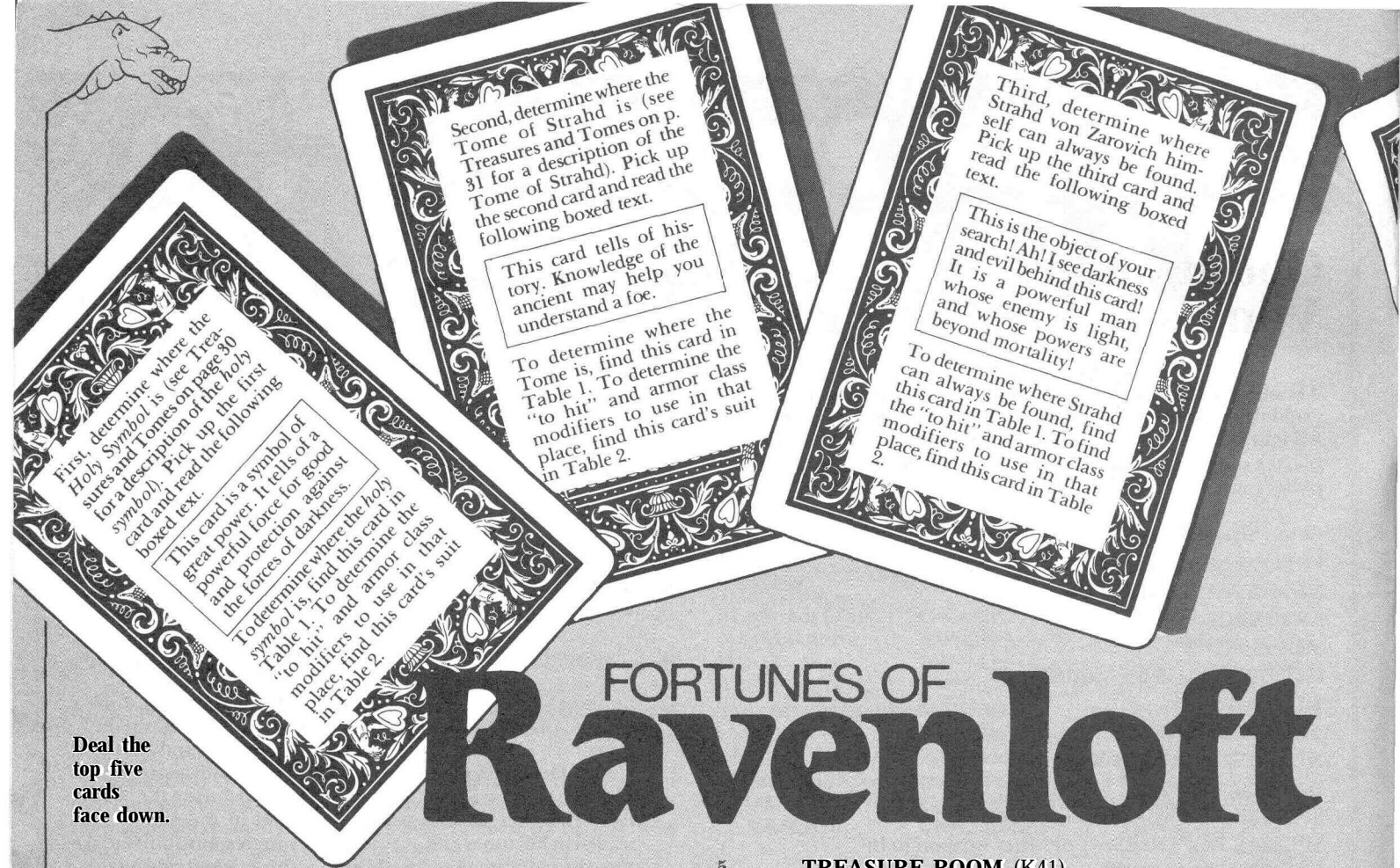
1. Strahd attacks a single PC for 5 melee rounds, then leaves.
2. Strahd calls 10-15 Strahd zombies to attack the party. All of the zombies must attack at the same time in the same place.
3. Strahd calls 3-12 worg wolves to attack the party. All of the wolves must attack at the same time in the same place.

When playing Strahd, above all, keep these three things in mind.

1. Strahd chooses when he attacks. Strahd is supposed to be a genius, play him as one. Whenever he is aware of the PCs' positions, he is allowed to make an attack how and where he wants. His attacks must be timed to be most advantageous to him. To do that, Strahd must move around during the adventure. However, he can always be found in the place determined in Fortunes of Ravenloft. It is your responsibility to see that the vampire uses his abilities to his greatest advantage.
2. Strahd knows when to withdraw. He knows when he is in over his head. If he is losing a battle he becomes gaseous, *polymorphs* into a wolf or bat, and/or summons other creatures to guard his retreat.
3. Strahd's attacks depend upon his goals. There is a reason why Strahd lured the PCs into his little kingdom. This reason is determined in Fortunes of Ravenloft. Strahd's plans for achieving his goal are listed with his goals.







Deal the top five cards face down.

# FORTUNES OF Ravenloft

Fortunes of Ravenloft is an imitation ancient gypsy card reading. It does not resemble any real or mystical fortune telling process. Fortunes of Ravenloft determines Strahd's goals and the placement of important treasures. This card reading can add a great deal of flavor to your game, and makes *Ravenloft* different when you play it again.

You must run this card reading before playing this module. If, during the course of the adventure, the PCs have their fortunes read at the gypsy camp, run this card reading again, out loud. Substitute the new results for the old ones. Be sure to write down the results of your card reading, so you have them when you need them.

Find a regular 52-card deck of playing cards. Remove all 2, 4, 6, 8, 9, and joker cards from the deck. Now you have a set of four suits with eight cards in each suit. Shuffle the deck.

If you don't have a regular deck of cards, you can get the same results by rolling 1d8 to determine the type of card and 1d4 to determine its suit. Roll again if you get the same card in any suit twice.

## Table 1. Fortunes of Ravenloft: Places

Card Place

3 STUDY (K37)

It is in a place of tranquility, a harbor for the mighty and powerful. It is in a place of wisdom, warmth, and despair. Great secrets are there.

The object is on the mantelpiece, just under the portrait of the woman. If Strahd is there, he is sitting back in the overstuffed chair, staring into the blazing fire.

5

TREASURE ROOM (K41)

I You should seek for a carefully hidden plate of great worldly wealth. I see a blazing lire protecting the place.

The object is set prominently atop the other treasures in the room. If Strahd is there, he is counting his ill-gotten gains.

7

CHAPEL OF RAVENLOFT (K15)

You may find this amid she ruins of a place of supplication.

The object is on the altar, brightly illuminated by a shaft of light from the ceiling. If Strahd is there, he is standing in the center of the room — a dark shape in the vast hall.

10

HIGH TOWER ROOM (K60)

This is in a place of dizzying heights that all loathe to travel. The road winds ever upward and the rocks themselves live here!

The object is in a locked iron chest. If Strahd is there, he is at the window, looking over his lands.

Jack

CRYPT OF SERGEI VON ZAROVICH (K85)

This lies with a fallen prince of old. The brother of dark is light and lie rests in this place.

The object is lying across Sergei's chest. If Strahd is there, he is lying across the marble slab, weeping.

Queen CRYPT OF RAVENOVIA (K88)

This is in the mother's place.

The object is lying on top of Ravenovia's coffin. If Strahd is there, he is in a frenzy of rage and despair.



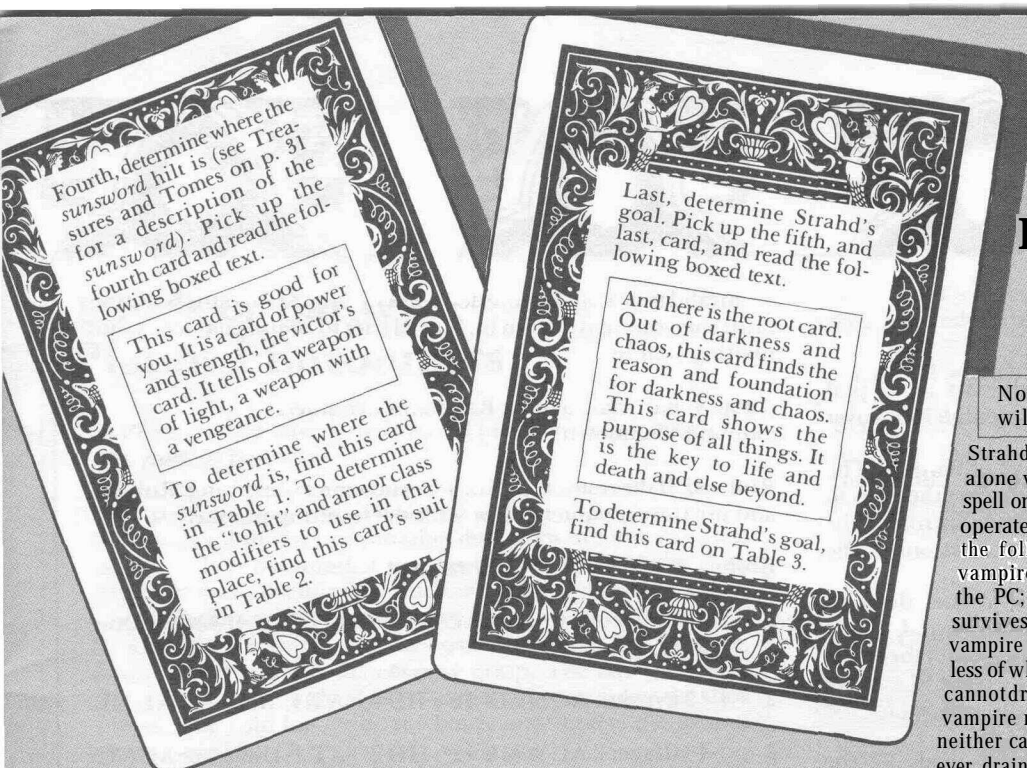
## Table 3. Fortunes of Ravenloft: Strahd's Goals

Card      Strahd's Goal

3 or 5      Strahd seeks a new identity.

Not yet, but soon, one who appears to be your friend will become your enemy.

Strahd will try to be alone with a charmed PC. When he is alone with a (harmed PC, Strahd casts a *polymorph other* spell on the PC, turning the PC; into a vampire. The spell operates as detailed in the AD&D™ Players Handbook with the following clarifications. The PC; takes the form of a vampire and radiates a magical aura, regardless of whether the PC; survives a system shock check or not. A PC; that survives a system shock check has all of the abilities of a vampire as detailed in the AD&D™ Monster Manual, regardless of whether that PC; passes a mental check or not. Undead cannot drain levels from undead. Thus, if a *polymorphed* PC vampire retains his own mind, he and Strahd can light, but neither can drain levels from the other. They can both, however, drain levels from non-undead. Alter tinning the PC; into a vampire. Strahd casts a *polymorph* self and turns into the likeness of the PC. Strahd puts the new vampire PC into his own coffin and attempts to join the party, masquerading as the PC. Strahd will try to persuade the party that he found a way out of Barovia. Strahd can, after all, open the gates. Strahd wants to move to another country using his new identity. The gypsies will carry dirt from his crypt to his new home.



Last, determine Strahd's goal. Pick up the fifth, and last, card, and read the following boxed text.

And here is the root card. Out of darkness and chaos, this card finds the reason and foundation for darkness and chaos. This card shows the purpose of all things. It is the key to life and death and else beyond.

To determine Strahd's goal, find this card on Table 3.

Fourth, determine where the sunsword hilt is (see Treasures and Tomes on p. 31 for a description of the sunsword). Pick up the fourth card and read the following boxed text.

This card is good for you. It is a card of power and strength, the victor's card. It tells of a weapon of light, a weapon with a vengeance.

To determine where the sunsword is, find this card in Table 1. To determine the "to hit" and armor class modifiers to use in that place, find this card's suit in Table 2.

### King      KINGS AUDIENCE HALL (K25)

A king's throne is the place to find (his).

The object is lying across the dais behind the throne. If Strahd is there, he is sitting on the throne.

### Ace      CRYPT OF STRAHD (K86)

This is a very bad sign. This is in the very heart of darkness: his home, his source. It is his center and his life. It is the one place to which he must return.

The object is in a corner of the room. If Strahd is here, he is within his coffin, ready to attack at the first sign of someone opening the lid.

### 7 or 10      Strahd wants to make a magical sphere of darkness.

This card tells of a tool of evil. Darkness surrounds and protects this tool, giving comfort to black hearts and protection from good.

Strahd is trying to assemble a magical item that casts a continuous sphere of darkness. Such an item would greatly extend the range of his travels. Over the centuries he gathered the pieces of the sphere one by one, until now he is missing only one piece, a black opal. Strahd mistakenly believes that one of the PCs has a black opal stone. Strahd will use his natural *charm person* abilities to charm lone PCs. Strahd will send those charmed PCs back to the party, asking, "Do you have the black opal?" When Strahd discovers that none of the PCs have a black opal, he will attempt to destroy them.

## Table 2. Fortunes of Ravenloft: Modifiers

### Suit      "To Hit" and Armor Class Modifiers



The PCs gain a +1 bonus to hit and a -1 bonus to their AC.

There is a very good influence there. If you are there, the powers of good will aid you.



The PCs gain a +1 bonus to hit, but suffer a +1 penalty to their AC.

The diamond blesses your skill there, but bodes poorly for your protection.



The PCs suffer a -1 penalty to hit, but gain a -1 bonus to their AC.

The club sustains your strength here, but holds you from your victory, taking more time than it otherwise would.



The PCs suffer a -1 penalty and a +1 penalty to their AC.

The spade is a dark shadow of evil cast over that place. You fight under its influence here.

### Jack or Queen

### Strahd wants to win the love of Irenea Kolyana.

The darkness loves a light and desires it. Great subtle plans are in motion about you; plans that the dead may find warmth from the living.

Strahd will attempt to charm all of the PCs, and make them attack Irenea. When they attack, Strahd will swoop down and save her from the PCs. Strahd hopes that the rescue will turn Irenea's heart to him. He wants Irenea to love him willingly rather than by force.

### King or Ace

### Strahd wants the Sunsword.

Here is a high and noble card. One of you carries a weapon that is stronger than any other against the evil in this land. Only one part is missing from this weapon. That part is found in the evil one's lair.

See Treasures and Tomes on p. 31 for details about the *sunsword*. Strahd wants to destroy the *sunsword*. He believes (correctly) that one of the PCs (*a random fighter*) has been unknowingly carrying the *sunsword* for some time. If the sunsword hilt is found and reunited with the blade, Strahd could be in real trouble.

# Lands of Barovia

A perpetual rolling blackness of thunderclouds casts a gray pall over the land. The darker silhouette of Castle Ravenloft looks over the valley from its 1,000 foot pillar of rock.

Castle Ravenloft dominates the small village of Barovia. The castle stands high atop a natural pillar of rock against the cliffs to the north of the village. The dark Svalich woods surround the village and cliffs. Use Map 1 to see the relative locations of the town and Castle Ravenloft.

The road to the village and lands of Barovia goes through ancient iron gates, controlled by the will of Count Strahd. There are only two gates, one east of the village and one west of the castle crossroads up the mountain. The gates open when the PCs arrive but close after they enter Barovia. The gates will not open for the PCs again until Strahd is destroyed.

There is a deathly stillness in the dark Barovian woods. Yet the woods are patrolled constantly by the wolves and serving beasts of Count Strahd.

No one has left Barovia for centuries. This is because of the trapping fog that exists everywhere in Barovia. Once it is breathed, it infuses itself around a character's vital organs as a neutralized poison. The fog does not taste or smell any different than normal fog. It does not harm characters as long as they continue to breathe the air in Barovia. However, when they leave Barovia, the poison becomes active. Characters must save vs. poison or start to choke. Unless choking characters reenter Barovia within 24 hours, they die. The choking stops as soon as they breathe the fog again.

The gypsies were given a potion by Strahd that cancels the effects of the fog. This potion is jealously guarded by Madam Eva, who buried it in a secret place. It is impossible for the PCs to discover the potion. The fog is magically produced by Strahd and disappears entirely upon his destruction.

The poor villagers of Barovia have been terrorized for centuries by "the devil" Strahd. Only the town priest and the few survivors of the second ruling house of Barovia have the will to offer more than just personal resistance to Strahd. No villager has left Barovia for centuries. Those who tried never returned, dying from the vile snapping teeth of the Barovian wolves and the choking deadly fog.

Every 3 turns, check for a random encounter. When the PCs are not in Castle Ravenloft, during daytime, use Table 4 at right, during nighttime, use Table 5 at right. When the PCs are in Castle Ravenloft, use Table 6 on p. 12.

Each night the PCs stay anywhere other than in the castle (Area K), Strahd attacks with his wolves and bats. His attacks are intended more to frighten the PCs than to damage them. Strahd just toys with them. After 5 melee rounds, Strahd and his creatures withdraw.

If the PCs are indoors, every turn Strahd attacks, wolves try to break through a window or a door. A roll of 1 or 2 on 1d6 means that a wolf breaks through. Once a wolf gets in, the remainder of the wolves and bats come in. The wolves and Strahd never attack Ireena Kolyana. After 5 melee rounds, all of the creatures flee into the night, leaving only Strahd's hollow laughter in the distance.

4-16(4d4) worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.

10-100 (10d100) bats: AC 6; MV 4"/18"; HD 1d4; #AT 0; Dmg 0; AL N.

The bats fly into the room, getting into the way of spell casting. Characters must make dexterity checks to cast spells with material components.

Strahd may knock at the door, but he cannot enter the building until someone invites him in. Strahd tries to *charm* characters into inviting him in.

Table 4. Barovia Daytime Random Encounters (Sunup to Sundown)

Roll 1d6. If the result is a 1, the PCs encounter something. Roll 1d8 and use the encounter below with the resulting number.

Roll	Encounter
1	2-8 (2d4) worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.
2	1-10 gypsies: AC 6; MV 12"; HD 6; #AT 1; Dmg 1-8; AL NE.
3	1-4 villagers: AC 9; MV 12"; HD 2; #AT 1; Dmg 1-6; AL NG.
4	1-4 worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.
5	1-4 gypsies: AC 6; MV 12"; HD 6; #AT 1; Dmg 1-8; AL NE.
6	1-4 villagers: AC 9; MV 12"; HD 2; #AT 1; Dmg 1-6; AL NG.

Table 5. Barovia Nighttime Random Encounters (Sundown to Dawn)

Roll 1d6. If the result is a 1 or 2, the PCs encounter something. Roll 1d12 and use the encounter below with the resulting number.

Roll	Encounter
1-2	1-10 worgwolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.
3	2-20 (2d10) worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.
4-5	3-12 (3d4) zombies: AC 8; MV 6"; HD 2; #AT 1; Dmg 1-8; AL N.
6-7	10-100 (10d10) bats: AC 6; MV 4"/18"; HD 1d4; #AT 0; Dmg 0; AL N.
8	1 ghost: AC 0/8 if corporeal; MV 9"; HD 10; #AT 1; Dmg age 10-40 years; AL LE.
9	3-12 (3d4) ghouls: AC 6; MV 9"; HD 2; #AT 3; Dmg 1-3 / 1-3 / 1-6; AL CE.
10	1-4 wights: AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1-4; AL LE; SA hit drains 1 energy level.
11	1-4 wraiths: AC 4; MV 12"/24"; HD 5+3; #AT 1; Dmg 1-6; AL LE; SA hit drains 1 energy level.
12	1 maiden vampire: AC 1; MV 12"/18"; HD 8+3; #AT 1; Dmg 5-10; AL CE; SA hit drains 2 energy levels, gaze can <i>charm</i> , can become gaseous in same way as Strahd.

## Lands of Barovia Planned Encounters

The PCs start their adventure in an old inn, a few hours march east of the gates of Barovia.

To a party of seasoned adventurers such as yourselves, this is but another dull tavern in another dull town in some nameless province. It is but another passage of time between the challenges of true adventuring. Such is the doldrum of existence — waiting for another opportunity.

Outside the Inn, a fog lies over the town this evening, draping everything in its clammy grasp. The damp cobbled street shines as the light of street lanterns dances across the slick stones. The cold fog chills the bones and shivers the soul of anyone outside.

Yet inside these tavern walls the food is hearty and the ale is warm and frothy. A fire blazes in the hearth and the tavern is alive with the tumbling voices of country folk.

Suddenly, a hush falls over the tavern. Even the flagons of ale seem to silence themselves. The tavern door swings open. Framed by the lamp-lit fog, a form strides into the room. His heavy, booted footfalls and the jingle of his coins shatter the silence. His brightly colored clothes are draped in loose folds about him and his hat hangs askew, hiding his eyes in shadows. Without hesitation, he walks directly up to your table and stands proudly in a wide stance with folded arms.

His accented voice speaks, "I have been sent to you to deliver this message! If you be creatures of honor, you will come to my master's aid at first light. It is not advisable to travel the Svalich woods at night!" He pulls from his tunic a sealed letter, addressed to all of you in beautiful flowing script. He drops the letter on the table. "Take the west road from here some five hours march down through the Svalich woods. There you will find my master in Barovia."

Amid the continued silent stares of the patronage, the gypsy strides to the bar and says to the wary barkeeper, "Fill the glasses, one and all. Their throats are obviously parched." He drops a purse heavy with gold on the bar. With that, he leaves.

The babble of tavern voices resumes, although somewhat subdued. The letter is lying before you. Dated yesterday, the ink is still not dry and the parchment is crisp. The seal is of a crest you don't recognize.

If the PCs open the letter, read its contents from the following boxed text.

Hail to thee of might and valor:

I, a lowly servant of the township of Barovia, send honor to thee. We plead for thy so desperately needed assistance within our community.

The love of my life, Ireena Kolyana, has been afflicted by an evil so deadly that even the good people of our town cannot protect her. She languishes from her wound and I would have her saved from this menace.

There is much wealth in this community. I offer all that might be had to thee and thy fellows if thou shah but answer my desperate plea.

Come quickly for her time is at hand! All that I have shall be thine!

Kolyan Indrirovich,  
Burgomaster

Allow the PCs to make whatever preparations they feel are necessary for the adventure. Use Map 1 for areas A-K.

### A. The Old Svalich Road

Black pools of water stand like dark mirrors about the muddy roadway. Thick, cold mists spread a pallor over the road. Giant tree trunks stand on both sides of the road, their branches clawing into the mists. In every direction the mists grow thicker and the forest grows more oppressive.

It takes the PCs five hours to get to area B, traveling on the road.

### B. The Gates of Barovia

Jutting from the impenetrable woods on both sides of the road, high stone buttresses loom up gray in the fog. Huge iron gates hang on the stonework. Dew clings with cold tenacity to the rusted bars. Two statues of armed guardians silently flank the gate. Their heads, missing from their shoulders, now lie among the weeds at their feet. They greet you only with silence.

If the PCs approach within 50 feet, the gates open, screeching as they move. The gates close behind the PCs after they pass through. The gates will not open for the PCs from this side. Anyone attempting to cross back over the border is choked by the fog. Once the PCs enter, they must destroy the vampire or be trapped in Barovia!

### C. The Svalich Woods

Towering trees, whose tops are lost in heavy gray mist, block out all save a death-gray light. The tree trunks almost touch. The thick, damp undergrowth presses in on you, making it impossible even to see one another at all times. The woods have the silence of a forgotten grave, yet exude the feeling of an unsounded scream.

Three turns after all the PCs enter the woods, they find a dead villager in the underbrush. He holds an envelope crumpled in his hand. The remains of his clothes are torn and raked with claw marks. Paw prints of many large wolves are pressed into the clay around the body. The man has obviously been dead for several days.

The letter is dated one week ago. It is sealed with a large "B." The parchment is worn and flimsy. It reads as follows:

Hail thee of might and valor:

I, the Burgomaster of Barovia send you honor — with despair.

My adopted daughter, the fair Ireena, has been these past nights bitten by a creature calling its race "vampyr." For over 400 years he has drained this land of the life-blood of its people. Now, my dear Ireena languishes and dies from an unholy wound caused by this vile beast. Yet I fear, too, that the creature has some more cunning plan in mind. He has become too powerful to be fought any longer.

Letter continues on next page.

So I say to you, give us up for dead and encircle this land with the symbols of good. Let holy men call upon their power that the evil one may be contained within the walls of weeping Barovia. Leave our sorrows to our graves, and save the world from this evil fate of ours.

There is much wealth entrapped in this community. Return for your reward after we are all departed for a better life.

Kolyan Indirovich,  
Burgomaster

Roll 1d6 every turn the PCs are in the woods. If the result is 4 or more, the PCs hear a lone wolf cry in the distance. One more wolf cries each round. If the PCs are still in the woods after 5 rounds of howling, the wolves attack. If the PCs are entering Barovia, only 5 wolves attack; if the PCs are attempting to leave Barovia, 25 wolves attack. The wolves stop their attack if the PCs leave the woods by entering the village.

5 or 25 worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.

#### D. The River Ivlis

The river Ivlis flows as clear as a blue winter sky through the valley.

#### E. The Village of Barovia

Tall shapes loom out of the dense fog that surrounds everything. The muddy ground underfoot gives way to slick, wet cobblestones. The tall shapes become recognizable as the dwellings of the village of Barovia. The windows of each house stare out from pools of black nothingness. No sound cuts the silence except for a single mournful sobbing that echoes through the streets from a distance.

The sobbing comes from location E3. With the exception of buildings E1 and E2, all of the shops are permanently closed. All of the unoccupied stores and shops have been looted and ruined. Claw marks cover most of the walls. There is no treasure to be found in any of the unoccupied stores.

There is a 60% chance that there is someone at home in each house. Characters listening at doors hear low, muffled whispers.

Each occupied house has one man in it. There is a 30% chance that his wife is with him. There is a 10% chance that 1-8 children are also in the house. The Barovians never attack first and always flee if possible. At night they tend to cower and hold lawful good holy symbols before them.

#### E1. Bildrath's Mercantile

The sparse light from this building spills out from behind drawn heavy curtains. A sign over the door creaks on its hinges, proclaiming this "Bildrath's Mercantile."

The building is about 70 feet long by 40 feet wide. Inside, Bildrath is behind the counter. He will sell the PCs anything on the official AD&D™ shopping list, except items found under "Religious Items," "Livestock," and "Transport." Everything is ten times the normal price. If the PCs give him any trouble, he calls Parriwimple, his stock-boy, to help him straighten out the PCs.

Bildrath, Barovian merchant, F-4: AC 8; MV 12"; hp 30; #AT 1; Dmg 1-8; AL LN; S 15, I 10, W 12, D 14, Con 11, Ch 13.

Bildrath trades with the gypsies when they pass through. He is not, however, above making a profit from anyone else who is unlucky enough to find themselves here. He serves himself. He certainly promises no sanctuary. He never bargains a price since he believes, "If you want it badly enough, you'll pay for it — because you certainly won't be taking your business elsewhere."

Parriwimple, Barovian, F-9: AC 2; MV 12"; hp 50; #AT 1; Dmg 5-12 (1d8+4); AL LN; S 18/80, I 3, W 9, D 17, Con 14, Ch 8.

Parriwimple is Bildrath's stock boy. Parriwimple may occasionally be asked by his uncle, Bildrath, to carry items out for the PCs to look at. Parriwimple's muscles rippling beneath his leather tunic should give ample warning to the PCs of his strength and power. Parriwimple is extremely simple-minded, unlike Bildrath. Parriwimple is dedicated to his uncle and will not follow the PCs. In his own dim way he knows that to cross the master of the castle is death—or worse.

#### E2. "Blood of the Vine" Tavern

A single shaft of light thrusts into the main square, its brightness like a solid pillar in the heavy fog. Above the gaping doorway, a sign hangs precariously askew proclaiming this the "Blood on the Vine Tavern."

The tavern building is about 60 feet square. Close inspection of the sign reveals that the sign originally read, "Blood of the Vine," but the "F" has been scratched over with an "N." This once finely appointed tavern has grown shoddy over the years. A blazing fire in the hearth gives scant warmth to the few huddled souls within. The silence here is broken only by the occasional sip of watery wine. Arik, the barkeeper, is behind the bar. Three gypsies are at a table on the left. Ismark sits mysteriously in shadows to the right.

Arik, Barovian barkeep, F-0: AC 8; MV 12"; hp 3; #AT 1; Dmg 1-4; AL CN, S 9, I 4, W 7, D 13, Con 8, Ch 10.

Mindlessly, Arik cleans glasses, one after the other. When they are all clean, he starts over. If spoken to, he takes orders for drinks in a dull, hollow voice. After serving drinks, he returns to cleaning glasses. Arik ignores all questions.

3 gypsies, F-4: AC 4; MV 12"; hp 32, 30, 24; #AT 1; Dmg 2-7 (1d6 + 1); AL LN.

The gypsies lurk near the door. They own the tavern and see to it that all customers pay their bills. These gypsies are otherwise disinterested in the PCs.

Ismark the Lesser, Barovian, F-2: AC 7; MV 12"; hp 18; #AT 1; Dmg 1-6 (longsword); AL LG; S 15, I 12, W 13, D 10, Con 16, Ch 13.

Ismark sits in the corner sipping his wine. He speaks fair common speech. Ismark is the son of the Burgomaster. To aid his adopted sister, Ireena Kolyana, he greets the PCs and takes them to the Burgomaster's home.

Ismark is as tight-lipped as any of the other Barovian villagers, unless the subject deals with his adopted sister, Ireena Kolyana or Strahd. Ismark knows everything the other villagers know.

Ismark also knows that for some unknown reason, Strahd is attracted to Ismark's sister more than anything else. Ismark's father, the Burgomaster, has been dead for over 10 days. The

great holy symbol that provided their strongest protection from the vampire was stolen. Now, Ireena is unprotected and helpless in the house.

If Ismark is shown the letter the PCs received at the start of the adventure he confirms that the Burgomaster did attempt to send a letter of warning. The PCs' letter, however, was certainly not written by the Burgomaster. Ismark recognizes that the handwriting is not the Burgomaster's.

### E3. Mad Mary's Townhouse

A moaning sob floats through the still, gray streets, coloring your thoughts with sadness. The sounds flow from a dark, two-story townhouse.

The house (about 40 feet square) is boarded up and barricaded from the inside. Mad Mary sits in the middle of the floor of an upstairs bedroom. She is lost in her sorrow and despondency. She barely recognizes the presence of anyone in the room.

Mary hid her beloved daughter, Gertruda, in this house for the girl's entire life. Gertruda broke out of the house and has not been seen since. Her mother fears the worst.

Mad Mary, Barovian, F-0: AC 8; MV 9"; hp 1; #AT 1; Dmg 1-4; AL CN; S 4, I 14, W 3, D 12, Con 14, Ch 11.

### E4. Burgomaster's Home

A weary-looking mansion squats behind a rusting iron fence. The iron gates are twisted and torn. The right gate lies cast aside while the left swings crazily in the wind. The stuttering squeal and clang of the gate repeats with mindless precision. Weeds choke the grounds and press with menace upon the house itself. Yet, against the walls, the growth has been trodden under to form a path all about the domain. Heavy claw markings have stripped the once-beautiful finish of the walls. Great black blottings tell of the fires that have assailed the walls. Not a pane nor shard of glass stands in any window. All the windows are barred with heavy planking, each plank marked with stains of evil omen.

The mansion is approximately 120 feet long east to west and 50 feet wide north to south. Ireena Kolyana is inside and will not open the heavily barred door to anyone unless absolutely convinced that those outside her door are of no allegiance to the Count. If the PCs convince her (or if Ismark is with them), she will open the door and invite them in. If the PCs enter, use the following boxed text.

The interior of the house is well furnished, although the fixtures show sign of considerable wear. Obvious oddities are the boarded-up windows and the overuse of holy symbols in every room. The Burgomaster is in a side drawing room — dead. He is lying in a room that is dark, despite the candles burning in his honor. The stench in the house is horrible.

Ireena will accompany the PCs. She has been bitten twice by the vampire and can no longer be protected here. The townspeople are afraid of her and avoid her. The PCs are her only hope for protection.

Ireena is a sweet but troubled woman. Although she may at first appear mild, she has a strong will and a good arm. By no means a hapless victim, she will aid the party as best she can in saving herself. Ireena does not remember her early past. She does not know how she came to Barovia nor where she came from.

Ireena will inform the party that each night, wolves and other,

terrible creatures attack the house. The Burgomaster's heart could not stand the constant assault and he died a natural death. Strangely, since his death, the wolves have not attacked the house. The Burgomaster has been dead for nearly 10 days, but no one from the town has been brave enough to help Ismark take him out for burial. As the Burgomaster has been dead for nearly a week, the letter presented to the party in the tavern is certainly forged.

Ireena Kolyana, Barovian, F-4: AC 10; MV 12"; hp 6; #AT 1; Dmg 1-4; AL LG; S 13, I 10, W 14, D 17, Ch 18.

### E5. Guest House

The guest house is roughly 50 feet square. It is the guest house of the Burgomaster's house, but it is not fortified against undead as are most of the other buildings in town.

### E6. The Church

Atop a slight rise, against the very roots of the castle's pillarstone, stands a gray, sagging edifice of stone and wood. This church has weathered the assaults of evil for centuries on end and is worn and weary. The bell tower hangs to one side, its sweet tone long silenced. Flickering light shines through holes burned through the roof shingles. The rafters strain feebly against their load.

The church is 50 feet wide by 120 feet long. Its interior is a shambles, with overturned and broken benches littering the dusty floor. At a claw-scarred altar toward the far end is the priest.

Donavich, Barovian priest, C-2: AC 10; MV 10"; hp 10; #AT 1; Dmg 1-4; AL LG; clerical spells; S 9I 13, W 16, D 14, Con 14, Ch 15.

The priest has been praying and chanting throughout the night. His voice is hoarse and weak. His spells today are:

First Level: *protection from evil, sanctuary, detect evil, remove fear*

He spent this night, as every night, warding off evil from his church. The priest knows the following.

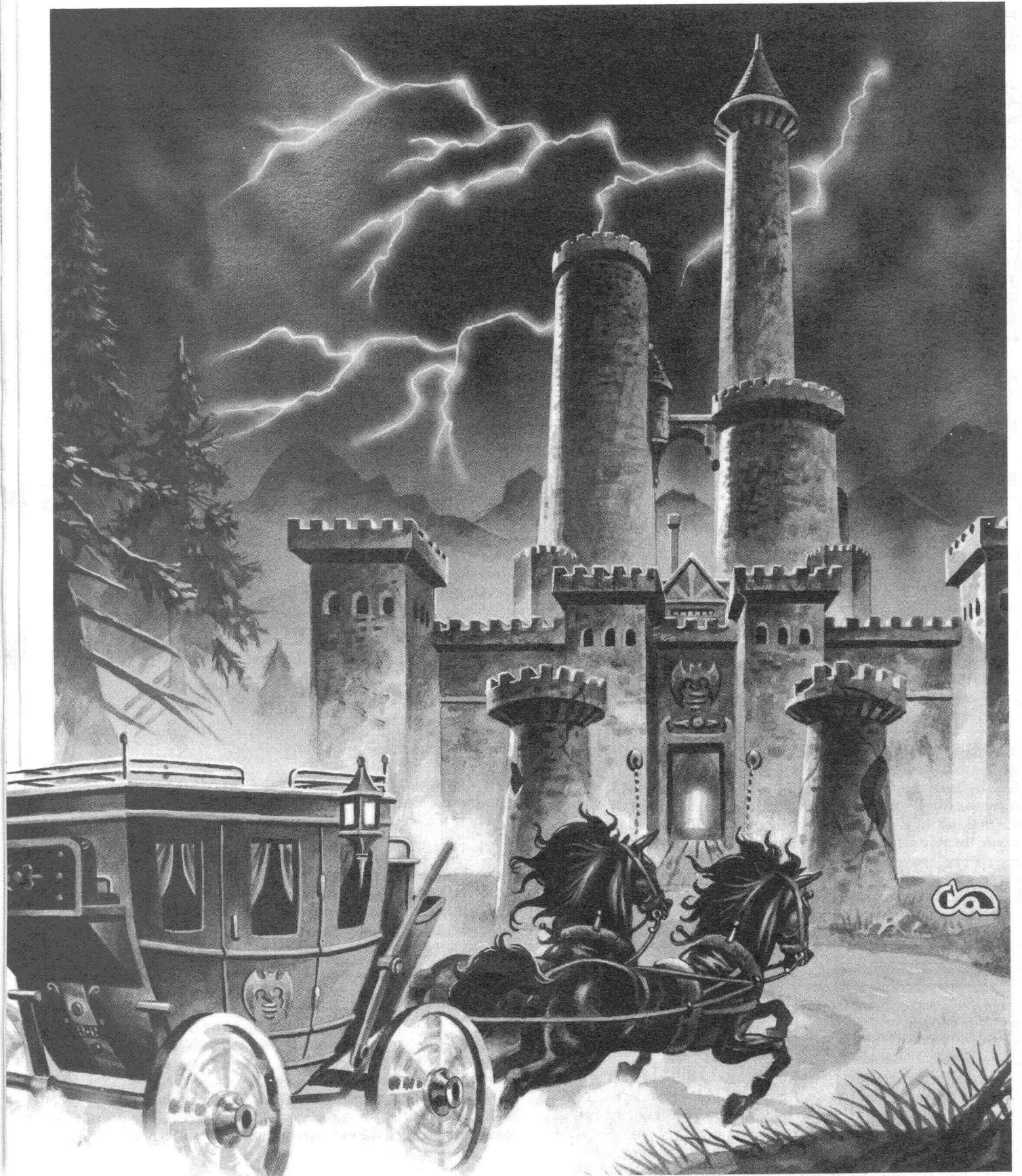
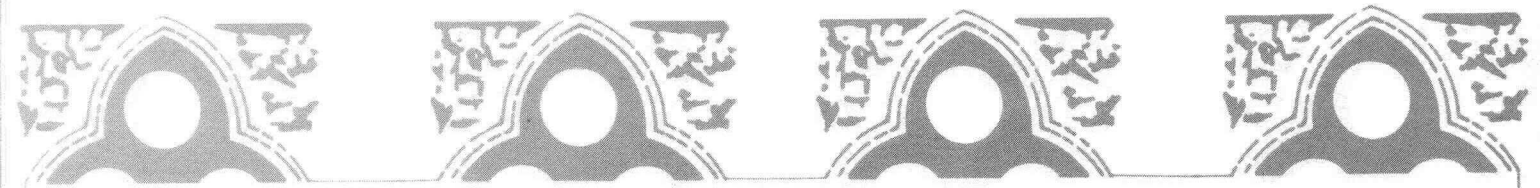
Only nightly prayers have kept the church a place of cleanly sacredness in Barovia.


There is a book in the library of Ravenloft that might be able to help destroy the devil Strahd. It is well known from ancient times that Strahd kept meticulous notes on all that he did or said. Perhaps some weakness of his may be found there.

Ireena Kolyana was not the natural daughter of Kolyan Indirovich. Although Ireena never knew, Old Kolyan found her one day at the edge of the Svalich Woods near the Pillarstone of Ravenloft. She was but a girl then and seemed to have no memory of her past. Old Kolyan adopted her as though she were one of his own and loved her dearly.

### E7. Cemetery

During daytime, this is a quiet and peaceful place behind the church. Every night at midnight, however, a ghostly procession takes place. One hundred spirits rise from the graveyard and march up the road to castle Ravenloft. They have no interest in the living and cannot be hit, damaged, or turned. They will not communicate with the PCs. At the castle, the spirits march straight





to the chapel (K15), up the high tower stair (K18) to the top of the tower (K59). There, they throw themselves down the shaft toward the crypts, where they disappear. These are the spirits of previous adventurers who died trying to destroy Strahd. Every night they attempt to complete their quest and each night they fail.

100 spirits: AC 0; MV 6"; HD 0; #AT 0; Dmg 0; AL CN.

#### F. Road Junction

Suddenly, the road splits into the forbidding Svalich woods. The northern fork slants up slightly to the north while the southern fork slants slightly downward. Dense fog obscures your vision. A cold autumn wind whistles down the northern lane, cutting icily through your clothing. Dead brown leaves rush about. There is no sound other than the wind and leaves.

The northern fork leads to area G. The southern road goes to area I.

#### G. Tser Pool Encampment

The canopy of mist and branches overhead suddenly gives way to black clouds boiling far above. There is a clearing here. Dry, brittle grass rustles in the biting wind. On the far side of the clearing are several colorful wagons parked on the banks of a pool. The mournful strains of an accordion mix meekly with the moaning of the wind. Several brightly clad figures surround a large, roaring fire. The road seems to pass close by this camp.

There are 10 gypsies standing and sitting around the fire. If the PCs approach the camp, they are asked to join in the singing around the campfire. Whether they join the singing or not, one of the gypsies tells them, "It was fated that you would visit this humble camp. Madam Eva foretold your coming. She awaits you." He leads the PCs into a large tent (area G1). The gypsies attack only if some act of hostility or insult is displayed within the camp.

D gypsies, F-4: AC 6; MV 12"; hp43,34,32,31,29,27,25,18,16,13; #AT 1; Dmg 1-8; AL NE.

#### G1. Madam Eva's Tent

Use the following boxed text only if the PCs enter the tent.

Within, all is dimly illuminated in pools of red light. A small, low table stands across from the doorway, covered in a black velvet cloth. Glints of light seem to flash from a crystal ball on the table as a hunched figure peers into its depths. She speaks. Her voice crackles like dry weeds. Her tone soars and falls like the wind outside. "At last you have arrived!" Her sudden cackling laughter bursts like mad lightning from her withered lips.

This is Madam Eva. She speaks the name of each PC, and makes some reference to a past deed of each PC. She asks the PCs if they wish their fortunes to be read. If they agree she proceeds with the sequence outlined in *Fortunes of Ravenloft* on p. 4. If the PCs don't want a reading of their fates, continue play using the *Fortunes of Ravenloft* results you generated before starting the game.

Madam Eva, gypsy, C-10: AC 10; MV 9"; hp 22; #AT 1; Dmg 1d4; AL CN; clerical spells; S 15,I 10, W 17, D 15, Con 13, Ch 8.

Madam Eva can cast the following spells each day.

First Level: *darkness, protection from evil, cause fear, command, cure light wounds (X2)*

Second Level: *augury, chant, hold person, know alignment, speak with animals, silence 15' radius*

Third Level: *glyph of warding, curse (X2), locate object*

Fourth Level: *cause serious wounds, detect lie, divination*

Fifth Level: *true seeing, raise dead*

This old woman may seem crazed and mad to the PCs but she is, in fact, quite cunning and sharp of mind. She is never fooled by adventurers (she has seen a good many in her time) and is very neutral. She serves Strahd as long as that benefits her and her troupe. She never gives aid and never needs any.

#### H. Tser Falls

This is the bottom of the falls. There is nothing of any interest here. A stone bridge can be seen nearly a thousand feet overhead.

#### I. Carriage

Once again you continue down the fog-shrouded road, dead leaves crackling along your track. The road splits in two. The dirt road continues to the northwest while a wide road leads east into the heart of the dense forest. Patches of cobblestone show up through the east road, telling that it was once a great road. To the right side of the fork stands a large carriage with two horses. Both horses are black as pitch. The horses snort violent puffs of steamy breath into the chill air. The carriage door swings open silently.

2 horses: AC 7; MV 18"; HD 2+2; hp 8,8; #AT 3; Dmg 1-6/1-6/1-3; AL N.

The two horses pull the carriage. They are under Strahd's control, and wait until the PCs get into the carriage. There is plenty of room in the carriage for all of the PCs. If the PCs get into the carriage, the horses draw it down the road to area J. The horses cannot be discouraged from their course.

#### J. The Gates of Ravenloft

After passing through the craggy peaks of the Balinoks, the road takes a sudden turn to the east and the startling awesome presence of Ravenloft itself towers before you. The carriage comes to a stop just in front of twin guardhouses of turreted stone, broken from years of use and exposure. Beyond these, a 50-foot-wide precipice gapes between the Balinok cliffs and the walls of Ravenloft, a chasm of dizzying depth that disappears into the fog-shrouded distance far below. The lowered drawbridge of old shorn-up wood beams hangs precariously between you and the arched entrance to the courtyard. The chains of the drawbridge creak in the wind, their rust-eaten iron straining with the weight. From atop the high strong walls, stone gargoyles seem to stare at you from their hollow sockets and grin hideously. A rotting wooden portcullis, green with growth, hangs in the entry tunnel. Beyond this, the main doors of



Ravenloft stand open. A rich warm light spills from them into the courtyard. Torches flutter sadly in sconces on both sides of the open doors.

The drawbridge creaks and groans under any weight but is relatively sturdy. Each time anyone except Strahd crosses the drawbridge, there is a 5% chance of a cross board breaking. If a cross board breaks, the character on it must make a dexterity check or fall to the bottom of the cliffs, 1,000 feet below.

A patch of green slime hangs over the entry tunnel. It turns living flesh into green slime in 1-4 melee rounds and eats through metal within 3 melee rounds. It can be scraped off quickly (if the scraper is discarded), excised, frozen, or burned. A *cure disease* kills green slime. The slime will not fall on characters entering the castle.

1 green slime: AC 9; MV 0"; HD 2; hp 10; #AT 1; Dmg special; AL N.

### K. Castle Ravenloft

Use the following Castle Ravenloft section to adventure inside the castle.

## Castle Ravenloft

As the PCs enter the castle area, the weather worsens. Dismal rain starts to fall, turning into a torrent within an hour.

### Table 6. Castle Ravenloft Random Encounters

**Roll 1d6. If the result is a 1 or 2, the PCs encounter something. Roll 1d12 and use the encounter below with the resulting number.**

Roll	Encounter
1-2	10-100(10d10)bats:AC6;MV4"/18";HD 1d4;#ATO;Dmg 0 AL N.
3	2-12 (2d6) wraiths: AC 4; MV 12"/24"; HD 5+3; #AT 1; Dmg 1-6; AL LE; SA hit drains 1 energy level.
4	1-10 Strahd zombies: AC 8; MV 9"; HD 4; #AT 1 per part; Dmg 1-8; AL N; SA hit of 5 or more points dismembers, dismembered limbs attack; turn as mummies.
5	1-8 giant spiders: AC 4; MV 3"/*12"; HD 4+4; #AT 1; Dmg 2-8; AL CE; SA bite is poisonous.
6	1-4 angry villagers: AC 8; MV 12"; HD 2; #AT 1; Dmg 1-6; AL NG. They are brandishing torches and pitchforks in a ridiculous display of force. They are enraged. Everywhere they go, they shout for justice. They follow the PCs unless prevented from doing so. As long as these citizens are with the adventurers, random encounters occur on a roll of 1, 2, 3, or 4.
7	2-16 (2d8) gargoyles: AC 5; MV 9"/15"; HD 4+4; #AT 4; Dmg 1-3 / 1-3 / 1-6 / 1-4; AL N; SD +1 weapon or better required to hit.
8	10-100 (10d10) bats: AC 6; MV 4"/18"; HD 1d4; #AT 0 Dmg 0; AL N.

- 9 1-8 gypsies: AC 6; MV 12"; HD 6; #AT 1; Dmg 1-8; AL NE.
- 10 2-16 (2d8) wights: AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1-4; AL LE; SA hit drains 1 energy level.
- 11 Use Table 7.
- 12 Use Table 7.

### Table 7. Castle Ravenloft Special Encounters

Roll 1d6. Use the encounter below with the resulting number.

- 1 1-4 vampires: AC 1; MV 12"/18"; HD 8+3; #AT 1; Dmg 5-10; AL CE; SA hit drains 2 energy levels. These are old, hapless victims of the Count.
- 2 1 groaning spirit: AC 0; MV 15"; HD 7; #AT 1; Dmg 1-8; AL CE. If the PCs have already defeated this spirit, roll again on this table. During darkness, this spirit may keene. If she does, everyone within hearing must save vs. deathray or die on the spot. If the PCs have encountered her before, and she keened, she cannot keene again.
- 3 1-2 rust monsters: AC 2; MV 18"; HD 5; #AT 2; Dmg Nil; AL N; SA hit rusts metal to dust. These monsters cannot damage the *sun sword*.
- 4 1-6 spectres: AC 2; MV 15"/30"; HD 7+3; #AT 1; Dmg 1-8; AL LE; SA drains 2 life levels.
- 5 1 helpful spirit: AC 0; MV 15"/30"; HD 9+2; #AT 1; Dmg 1-6; AL LG. Unless attacked, this spirit honestly answers one question from the PCs. The answer must be 25 words or less. After answering one question, or if it is attacked before answering, this spirit disappears.
- 6 Strahd von Zarovich: AC -1; MV 12"/18"; HD 10; hp 55; #AT 1; Dmg 5-10 (1d6+4); AL CE; SA hit drains 2 life levels, see p. 3 for other abilities.

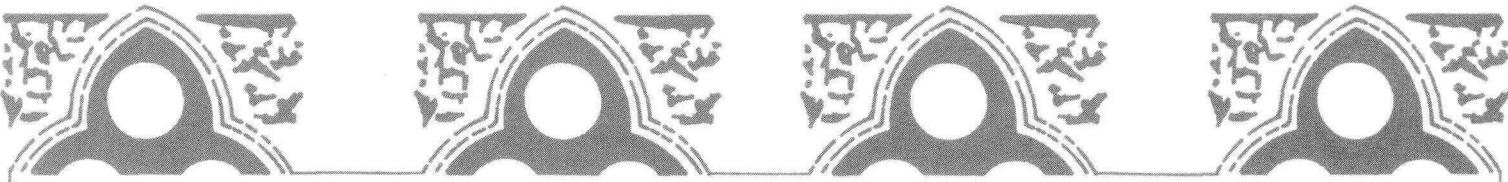
## Castle Ravenloft Planned Encounters

### Ravenloft Courtyard use Map 2 for K1-K6.

#### K1. Front Courtyard

If the party has not entered the keep (any room, K7-K88) read the following boxed description aloud to the players. The draw bridge is down and the portcullis open. If the party has already entered the keep, the drawbridge is up and the portcullis down.

Thick cold fog swirls around in this darkened courtyard. Sporadic flashes of lightning lance the angry clouds overhead. Thunder pounds the courtyard. A light drizzle begins to fall. Ahead, torch flames flutter in the wind on each side of the keep's open main doors. Warm light spills from those open doors into the courtyard. Doors in the gate towers on each side of the tunnel entrance are shut against the rain. A howling wind rushes through the courtyard. The dark towers of the keep loom above in the mists. Flickering lights shine from a short round tower on the south east side of the keep.



The open main doors to the keep lead to room K7. Tall stone walls surround the courtyard.

The gate tower doors are locked. Characters who enter one of the gate towers find themselves on a rock floor with a hollow tower stretching skyward above them. The mechanism for raising and lowering the drawbridge and portcullis fills both gate towers. The latch mechanism in each gate tower is magically activated by a word that only Strahd knows. Neither the drawbridge nor the portcullis will move until both latches are activated (either by the secret word, or by a *dispell magic*).

#### K2. Center Court Gate

A massive wall here joins the outer walls of the castle to the keep. A single gate, 20 feet wide, leads through the joining wall. The gate is blocked by a rusting portcullis.

The portcullis is unlocked and can be lifted open if characters whose combined strength exceeds 10 points lift for 1 round. It is easily held open, but falls back into place once let go.

#### K3. Servants Court

The small door into the keep can be opened as a normal dungeon door. It leads to room K23.

#### K4. Carriage House

The double doors swing open to reveal a sleek, black carriage fitted with glass walls and a polished wood roof.

#### K5. Chapel Garden

Behind the towering boarded windows at the back of the keep, a small garden struggles to survive. Small flowers press sadly skyward against the gloom.

A large iron gate leads to K6.

#### K6. Overlook

Dead leaves turn spirals about your feet, wheeling and careening over the stone railing. Dark, surging clouds overhead drizzle constantly. By looking over the edge of a low stone wall, you see that you are on a construction jutting out at least 20 feet from the cliff face. The gray dismal town of Barovia is 1,000 feet below. A set of dirt-caked windows are set into the cliff face, 110 feet below the platform.

Characters who wish to try entering the windows must first reach them. Getting to the windows requires finding some way to safely drop 110 feet down and move 20 feet back under the platform. Characters that fall plunge 1,000 feet to the rocky base of the Pillarstone of Ravenloft.

**Main Floor** Use Map 3 for K7-K24.

#### K7. Entry

The ornate massive doors hang open. Fluttering torches cast dim yellow flickers of light from the entry way. Twenty feet into the castle, a second set of doors suddenly swings open effortlessly and the sounds of organ music flow out. Overhead, in the entryway, four statues of dragons glare down, their eyes flickering in the torchlight.

If the PCs enter this room through the west doors, the dragons will not attack. If anyone except Strahd enters this room through the east doors, the dragons come alive, drop to the floor hissing and spitting, and attack. These small dragons allow adventurers into the castle, but not out of it. Whenever this room is empty, the dragons return to their perches and turn to stone. The dragons never leave this room.

4 red dragons: AC -1; MV 9"/24"; HD 9; hp 18, 18, 18, 18; #AT 3; Dmg 1-8 / 1-8 / 3-30; AL CE.

#### K8. Great Entry

Use the following boxed description if the PCs are entering this room for the first time.

Cobwebs hang from dust-covered columns of this great hall, illuminated by torches fluttering in iron sconces. The dust and webs cast strange, moving shadows across the faces of stone gargoyles squatting motionlessly on the rim of the domed ceiling. Cracked and faded ceiling frescoes are covered by centuries of decay. Two doors of bronze stand closed to the east. To the north, a wide staircase climbs into darkness. All the while, sad and majestic organ tones float about you from a lit hallway to the south.

After all the PCs leave this room, the gargoyles attack any PC that returns to this room. The gargoyles also swoop down to fight if they are attacked. When the gargoyles attack, the air turbulence from their wings extinguishes the torches in the sconces.

8 gargoyles: AC 5; MV 9"/15"; HD 4+4; hp 31, 27, 26, 23, 22, 18, 12, 10; #AT 4; Dmg 1-3 / 1-3 / 1-6 / 1-4; AL CE.

#### K9. Guests' Hall

If the PCs are entering this hall for the first time, use the first boxed description. If they have been here before, use the second boxed description.

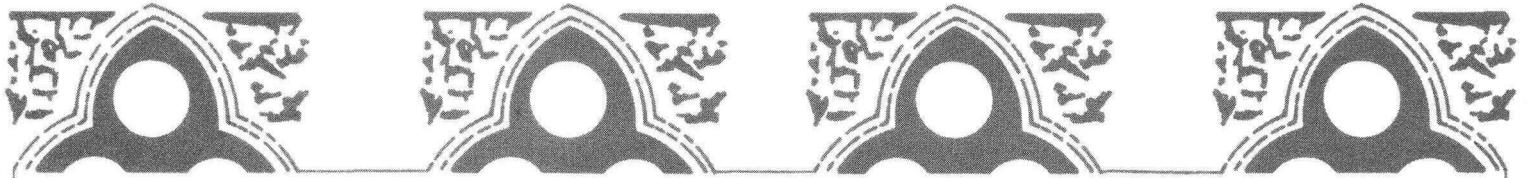
Torchlight flutters against the walls of this vaulted hall. To the east, a dark and forbidding hallway runs into darkness. Beside that opening, a suit of armor, oiled and glistening, stands at attention in a shallow alcove. To the west, large double doors hang slightly open, a steady bright light escaping through the opening. Swells of organ music come from behind the doors, spilling their melody of power and defeat into the hall.

The hallway lies in darkness. Double doors open to the west. To the east, a single arched corridor of stone masonry is lit by light from the circular stairs now visible some 20 feet away. The light is coming from up the staircase. The staircase also descends into a terrible darkness. Standing beside the archway to the stairs, a suit of armor stands in a shallow alcove, a dark shadow falling across its faceplate.

The armor described is just a normal suit of plate mail that is well cared for. There is a 40% chance that it will fit any human party member.

#### K10. Dining Hall

If this is the first time the party has been here, use the first boxed description. If the party has been here before, use the second boxed description.



This is a magnificent 40-foot-square room, brilliantly lit by three massive crystal chandeliers. Pillars of stone stand against dull white marble walls, supporting the ceiling. In the center of the room, a long, heavy table stands covered with a fine white satin cloth. The table is laden with delectable foods of every type: roasted beast basted in a savory sauce, roots and herbs of every taste, and sweet fruits and vegetables. Places are set for each of you with fine delicate china and silver. At each place there is a crystal goblet filled with an amber liquid whose delicate fragrance tantalizes your senses. At the center of the far west wall, between floor-to-ceiling length mirrors, stands a massive organ. Its pipes blare out a thunderous melody that offers in its tone greatness and despair. Seated before the keys, its back toward you, a single caped figure pounds the keys in rapturous ecstasy. The figure suddenly stops and a deep silence falls over the dining hall. The figure slowly turns toward you.

The first time the PCs enter this room, the figure at the organ welcomes them and invites them to dine. The figure is an illusion of Strahd, created with the mirrors in the room. Strahd himself is elsewhere. *The figure can be seen in the mirrors.* The figure converses with the PCs for 3 rounds, never moving from the organ bench. When the 3 rounds are over, or if the illusion is attacked, it simply disappears with a mocking laugh.

The moment the figure disappears, a fierce, bone-chilling wind rises up and roars through the hall, putting out all non-magical lights. The PCs hear the screech of ancient hinges and the solid thud of many heavy doors slamming shut, one after another, into the distance. They also hear the portcullis clang shut, and the tired groan of the aged drawbridge pulling up. After you describe those sounds, use the following boxed description.

The vast room is dark. A wind whistles through its confines. Crystal sings in the darkness as the great chandeliers rustle in the wind. The fragrance of food wafts its way through the darkened hall.

**Behind the organ is a secret door to K11.**

### **K11. South Ground Archers' Post**

A single arched corridor leads to the south. There are several mirrors in this room. A tall, dark figure in a flowing cape floats in the middle of the room. Old archers' slits in the north and west walls are bricked up.

This is the room from where the illusionary figure of Strahd in K10 is worked. The floating figure is actually a mannequin suspended by black cords from the ceiling.

### **K12. Turret Post**

A high domed ceiling caps the 30-foot-diameter room before you. Frescos, faded with age adorn the ceiling, but are impossible to make out. Tall, thin arrow slits look out over the courtyard.

The arrow slits are 2 ½ feet tall and 4 inches wide.

### **K13. Turret Post Access Hall**

This long, narrow corridor runs east and west. Cobwebs fill the hall and obstruct sight beyond a few feet.

### **K14. Hall of Faith**

This long, dusty hall leads eastward into the dark heart of Ravenloft. Statues line the hallway on both sides, their eyes seeming to watch you as you pass.

The statues are harmless. Their following eyes are a simple optical illusion.

### **K15. Chapel of Ravenloft**

Dim, colored light filters through broken and boarded up stain glass windows, illuminating the ancient chapel of Ravenloft. Pews and benches lie about the floor in jumbled disarray, coated with centuries of dust. Beyond this debris, lit by a single, piercing shaft of light, an altar stands upon the platform. The light falls directly on a small statue. A figure is draped over the altar. This room seems as though nothing has disturbed it in centuries, and that nothing ever could.

The small statue is the *Icon of Ravenloft*. The figure is all that remains of a mighty evil cleric who attempted to obtain the *Icon of Ravenloft*. Check your Fortunes of Ravenloft results for a possible encounter and other treasure in this room.

The *Icon of Ravenloft* is a holy artifact of tremendous lawful good power. The artifact adds a +4 bonus to turn any undead and heals 6-21 (3d6+3) hit points once per day when used by a cleric of good alignment. The *icon* is a small carving of the purest silver. It is 12 inches tall and 6 inches across.

The ceiling in this room and the balcony over the west wall cannot be seen from the floor without extra torches. If the PCs brighten the room, they see the figures sitting on the balcony in room K28.

### **K16. North Chapel Alcoves**

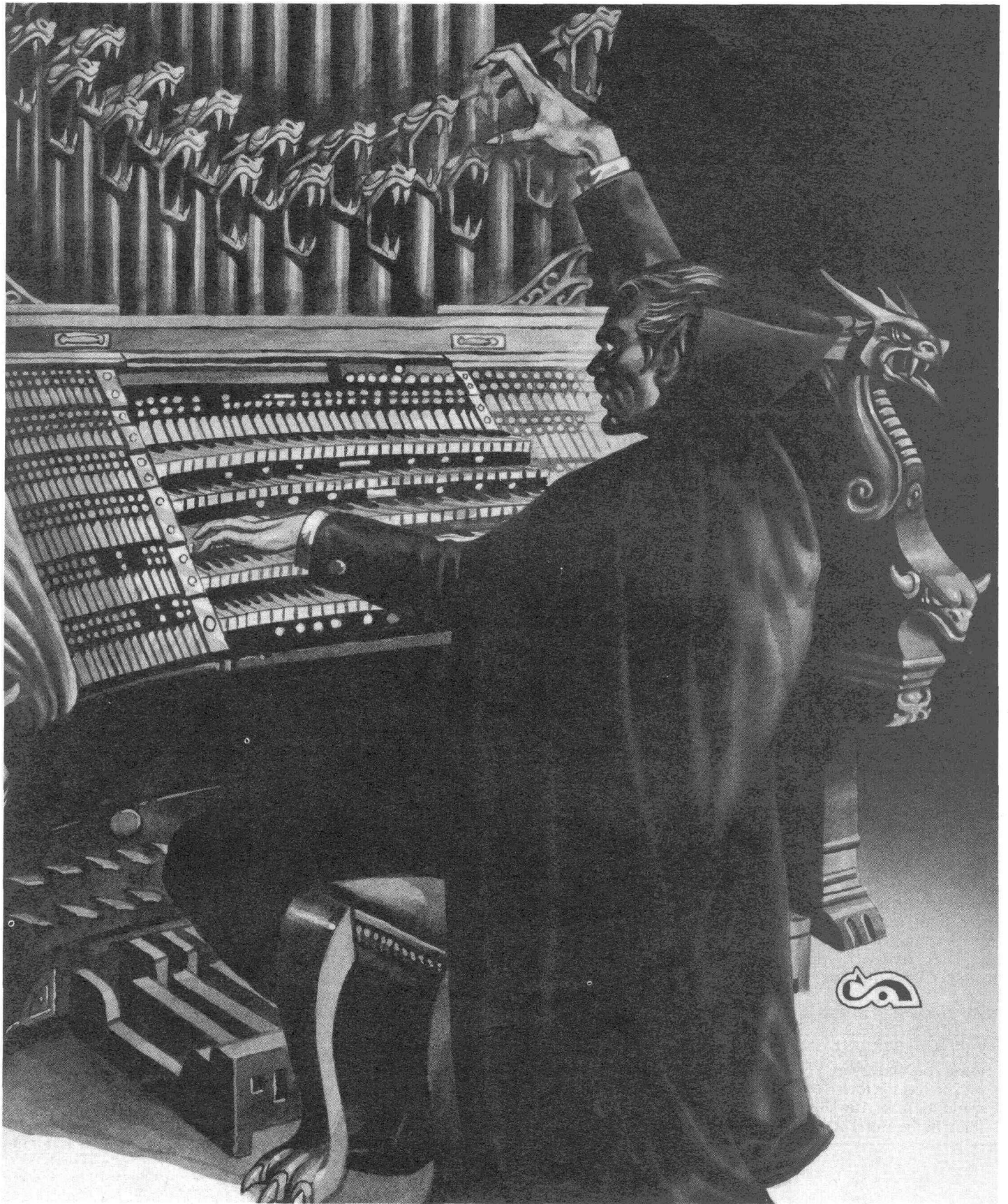
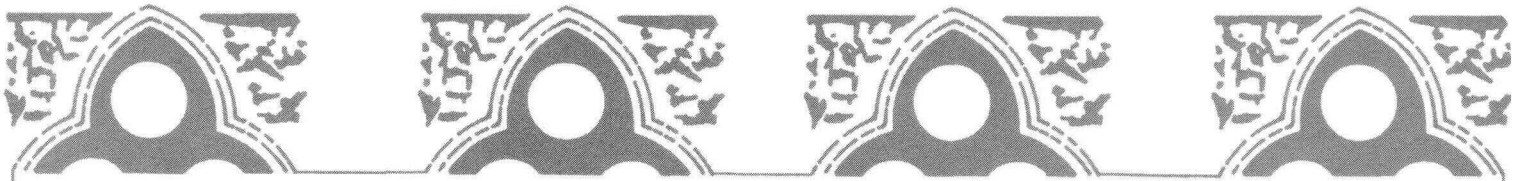
This arched room opens into a vast chamber to the east, and a rising staircase to the west. Alcoves in the north and south walls open into this room. Within the dark confines of the alcoves lurk 8-foot-tall shadowy figures. Their stone forms show mighty muscled arms and legs. A black shadow falls across the features of their faces.

The statues are harmless. The stairway is K29 and the vast chamber is the chapel, K15.

### **K17. South Chapel Alcoves**

This arched room opens into a vast chamber to the east, and a huge circular staircase to the west. There are alcoves in the north and south walls of this room. Eight-foot-tall shadowy figures lurk in the cold, dark confines of both alcoves. The figures' muscular stone arms hold bright blades. Black shadows fall across the features of their face.

The statues are harmless. The staircase is K18.



## K18. High Tower Staircase

The large gray flagstones of this spiraling staircase lead up and down around a 20-foot-wide stone core. Cobwebs fill the staircase, making it difficult to see even the ceiling. Heavy beams sag overhead from centuries of weight.

The staircase starts at K84 and spirals upward around a central shaft to just below K17. A small crack in the outer stairway wall leads to K63. Just below K17, a solid masonry wall completely blocks the staircase. A small chink in the masonry wall allows gas to pass from one side of this wall to the other. Once past this wall, the staircase continues up past K17 300 feet to K59. The shaft that these stairs surround, K18a, runs vertically from K84 to K59 without any holes or obstructions. There is a solid wall between the staircase and the shaft.

### K18a. High Tower Shaft

A dark stone shaft stretches out before you farther than you can see. Rushing wind sways the cobwebs that fill the shaft.

This shaft starts at K84 and rises straight up through the keep to K59. A solid wall separates this shaft from the staircase around it, K18. The shaft is 390 feet tall. Wind blows up the shaft. Anyone falling down the shaft from K59 takes 20d6 points of damage.

## K19. Grand Landing

Massive stairs rise to a landing 20 feet wide by 40 feet long. Stone arches support a ceiling covered with frescos, 20 feet overhead. The frescos faded lines depict the stone mountain atop which Ravenloft stands, being taken by armored forces on horseback. The faces of the characters in the fresco are scratched beyond recognition. Dust floats in the air here, making it difficult to see details. There is a staircase on each side of the 20-foot-wide south wall. There are two alcoves between the staircases. Light filtering through the dust shows two suits of armor covered with dark stains, one standing in each alcove. Each suit of armor holds a mace designed like a curved dragon head. Engraved words on the arches above the alcoves are scratched out.

Both staircases lead to K25. The massive stairs lead down to K8. Anyone crossing in front of the alcoves activates the suits of armor.

The suits of armor are rigged to a mechanical device activated by pressure plates in front of the alcoves. There is a 60% chance that any weight over 400 gp (40 pounds) activates the trap. When activated, one of the suits springs forward, flailing its arms and mace. It hits and does 1-4 points of damage if it rolls 16+ on 1d20. After leaping out it retracts, only to leap again if weight is still on the plate. The device is purely mechanical and acts very much like a puppet. This little joke is intended to spook more than damage.

## K20. Tower Hall of Honor

A mosaic floor stretches about into the darkness. A vast, empty tower rises above you. You cannot see more than a few yards up, yet you feel the tower's cold expanse pressing down on you. A spiral staircase rises slowly into the darkness circling the open shaft. In the center of the room, another set of stairs leads down.

The staircase in the center of the floor leads down to hall K71. If the characters step onto the spiral staircase, they awaken the Guardian of Sorrow who will be active for 12 hours. The spiral staircase starts on Map 3, goes up past K13 on Map 4, past K46 on Map 5 to K60 on Map 6. The Guardian of Sorrow is this tower; this tower, including the

The Guardian of Sorrow is this tower; this tower, including the spiral staircase, is alive! The Guardian's heart hangs at the top of the tower. There are 10 halberds mounted on the tower walls along the spiral staircase. The Guardian uses the halberds to attack the characters. The tower itself shakes and pitches, causing all characters on the stairs to make a dexterity check every round or fall from the staircase to the floor below. Characters may crawl up the stairs at ¼ their movement rate without having to make dexterity checks. Only blows to the pulsing heart overhead can damage the Guardian.

The Guardian of Sorrow: AC 8; MV 0"; HD 3; hp 10; #AT 6; Dmg 1-10; AL NE.

*Use the following boxed description if the PCs awaken the Guardian of Sorrow.*

As you step onto the huge staircase, a reddish light flares to life high overhead, settling into a dull, pulsing red glow. You now see the full immensity of this tower. The spiral staircase circles up the tower's full height of 240 feet. At the domed pinnacle of the hollow tower, a pulsing red glass heart beats with light. The 10-foot-wide stairs that circle up the tower end at a door far overhead. The hollow tower is about 60 feet in diameter at its base, narrowing toward the top. Fallen boulders and arrows are strewn across the floor.

## K20a. Tower Hall Stair

This stairway leads from K71 to K.20.

## K21. South Tower Stair

This stairway is lit by fluttering torches in iron sconces. A chilly wind rushes down the circling stairway, seeming to kill the very heat of the torches.

These stairs start at K73 and go up through K61, K9, K30, and K35 to K47.

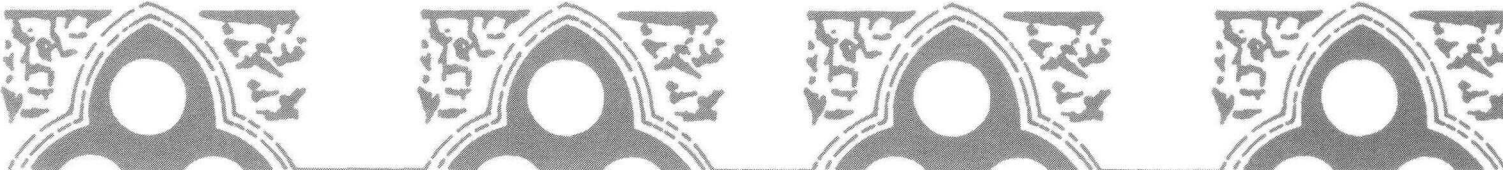
## K22. Archers' Post

This is where archers used to defend the keep. The castle courtyard is visible through narrow archers' slits that line the walls.

The slits are 2½ feet tall and 4 inches wide.

## K23. Servants' Entrance

Dim light filters in through dust-caked windows in the east wall. A large, heavy table sits in the center of the room coated with dust. A thick book lies open on the desk top with an inkwell and quill next to it. There is a broken door in the north wall. A staircase drops into total darkness in the south wall. On each side of the staircase, a skeleton in bright armor stands sagging at attention holding a rusty halberd. There is a door in the east wall next to the windows.



The skeletons are hanging on pegs and pose no threat to the party. The staircase drops to K62.

The ancient book is weathered and brittle, but the ink in the well is fresh. At the top of each page is scribed, "Please register for your own convenience and that of your next of kin." The book is over half-filled with names. All of the names are illegible.

#### K24. Servants' Quarters

Broken furniture and torn cloth are strewn about this 20-by-40-foot room. Dim illumination comes from the dirt-caked windows in the east and north walls. A rickety staircase climbs up to a second level.

The stairs climb to K34.

### **Court Of the Count** Use Map 4 for K25-K34.

#### K25. Audience Hall

Dim light from the courtyard falls into this room in jagged shafts through the broken glass and iron frames of a large window in the west wall. This immense room stands in chilly, brooding darkness. Hundreds of dust-thick cobwebs drape the room, hiding the ceiling from view. Directly across from the window are double doors in the east wall. Ornate door carvings are obscured by a thick layer of dust. Further south, a single door also leads from the east wall. At the far southern end of the hall, a huge throne stands atop a raised platform. The back of the throne is turned to the room. Staircases at both ends of the north wall lead down.

A small dais stands south of the throne. A secret door in the south wall leads to K13. The staircases in the north wall go down to K19. Check your Fortunes of Ravenloft results for possible treasure or encounters here.

#### K26. Guard's Post

Massive double doors open into this quiet 10-foot-wide section of dark corridor from the east and west. From both sides of the corridor, deep alcoves of darkness face each other with death-like silence. Almost beyond sight, seeming to float within the alcoves' blackness, human figures can be made out.

The two figures are skeletons that were hung here long ago, each held up by a spear stuck through it into the wall behind it. The skeletons are harmless, even though they are both holding spears. A secret door in the back of the north alcove leads to K33.

#### K27. Hall of Grace

This 20-foot-wide hall has a dark vaulted ceiling. Shadows seem to dance across the distant ceiling. A low moan rises and falls the length of the corridor, intoning sadness and despair.

The shadows are from the characters' flickering torches. The moaning is only the wind. Halfway down the hall on the south side there is a secret door that leads to room K31.

#### K28. King's Worship Place

This long balcony overlooks a vast rubble-strewn room. Two large, ornate thrones stand in the middle of the balcony that is covered with dust. The thrones face away from the brass-banded double doors that lead to the balcony. The thrones could easily shield someone sitting in them from anyone behind them.

Two Strahd zombies are sitting in the thrones. They attack if any member of the party looks around the edge of the thrones. Otherwise, they remain still.

2 Strahd zombies: AC 8; MV 6"; HD 4; hp 12, 10; #AT variable; Dmg 1-6; AL NE; single hit of 5 points or more dismembers, dismembered limbs attack; turn as mummies.

#### K29. Creaking Landing

A staircase of old wood climbs shakily up a stonework shaft. With each step upon it, the wood strains underfoot, creaking and groaning.

This staircase climbs from K16 to K28. It may seem unstable but is, in fact, quite sturdy.

#### K30. Office of the King's Accountant

Dusty scrolls and tomes line the walls of this room and are scattered across the floor. In the center of all this clutter stands a huge accountant's desk. A figure crouches atop a tall stool, scratching a seemingly endless scroll of paper with a dry quill pen. A rope hangs next to the creature from a hole in the ceiling.

The figure is Lief Lipsiege, an accountant. He is chained to the desk and has no interest in the PCs or their concerns. Under no circumstances will he voluntarily leave this room. Lief will pull the rope whenever he feels threatened.

Lief Lipsiege, human accountant, F-0: AC 10; MV 9"; HD 2; hp 5; #AT 1; Dmg 1-4; AL CE.

Lief was pressed into service by Strahd ages ago. Lief keeps all the books for Strahd, recording his riches and conquests. Lief has been here longer than he can remember. He is grumpy because the Count does not allow him to know about all of the treasures. Still, Lief found out where one of the treasures lies. Lief will, if treated with kindness, tell the PCs the exact location of the *Holy Symbol of Ravenkind* (See Treasures and Tomes for a description of this symbol. Then check your Fortunes of Ravenloft results for where the symbol is.) Lipsiege will draw a crude map of how to get to the symbol. His map should be geographically accurate, but must not avoid any of the traps or other dangers that may lie in the way. Lief will not necessarily know the most direct route to the symbol.

If the rope is pulled, a tremendously loud gong sounds. Within 1-10 minutes, a monster from Table 6 appears and attacks the PCs. Treat the monster as a normal random encounter.

Scattered about the room under the papers are 20,000 cp; 1000 gp; 500 pp; and 100 reference books on accounting procedures worth 10 gp each.

### K31. Trapworks

The aroma of grease and well-oiled wood fills your nostrils as you enter the room. The entire room is filled with intricate machinery. There are small passages between the gears and pulleys. Behind all the machinery, a cold shaft rises up from the darkness and continues past the room.

This machinery raises a stone compartment from K61 past this room, K31, and K31b, to K47. The stone compartment moves up and down in a shaft, K31a. The bottom of the shaft is 90 feet from here.

There is a 40% chance that any character who tries to activate the mechanism can do so. If activated, all of the gears, ropes and pulleys move at once. Well cared for, the device operates relatively quietly. When the trap is moving, a 10-foot-wide stone compartment rises past K31. There is a secret door in the top of the compartment. Anyone riding on the roof of the compartment while it goes up the shaft will be crushed against the top of the shaft within one round, taking 3-30 (3d10) points of damage.

#### K31a. Trap Shaft

This deep shaft smells of well-oiled wood. There is a large wooden screw along the east wall, and another along the west wall.

The shaft is 230 feet from top to bottom. When the trap is in motion, the screws turn, raising a stone compartment from K61 past K31 and 31b through a trap door to K47.

#### K31b. Trap Access

This is a narrow, 10-foot-long corridor between the shaft, K31a, and a secret door leading to K39. The bottom of the shaft is 130 feet from here.

### K32. Maid's Hall

Stained, yellowed lace hangs neatly from eight canopied beds. The single lithe figure of a woman moves about the room, dusting the furniture.

The maid, Helga, is a vampire who will attack the PCs only when an opportunity to do so without having to fight the entire party presents itself. She also attacks if commanded to do so by Strahd.

Helga, vampire: AC 1; MV 12"/18"; HD 8+3; hp 36; #AT 1; Dmg 5-10 (1d6+4) + drain 2 levels; AL CE; SD +1 weapons or better needed to hit her.

Helga will join the party, if asked to. She claims to be the daughter of a villager, cruelly forced into service of the Strahd. She will plead on her hands and knees, if necessary, to be saved from this awful place. She will play the part of the innocent female to the last, only revealing her ferocity as a vampire when she attacks. She is, in fact, the daughter of one of the townspeople but she chose a life of evil with Strahd.

### K33. King's Apartment Stair

This hall and staircase lead up to K45 from K26 and K32.

### K34. Servants' Upper Floor

The floor sags in the middle of this room. Dirt-caked windows allow little light through from outside. Broken bedframes litter the floor.

A secret door on the west end of the south wall leads to a ladder. The ladder leads up 20 feet to secret door into the stairway, K20. The stairway guardian activates as soon as the PCs step through the secret door onto the staircase.

## Rooms Of Weeping Use Map 5 for K35 - K46.

### K35. Facing Guardians

A door of delicately engraved steel stands at the west end of this dark hallway. Intricate details still stand out clearly on the door's surface. The door seems to almost shine with a light of its own, untouched by time. Yet, on each side of this door there is an alcove filled with a darkness that shames the night. A figure stands like a shadow within each alcove, still as the cliffs of Balinok.

The figures are wraiths that attack anyone attempting to move through this hall.

2 wraiths: AC 4; MV 12"/24"; HD 5+3; hp 22,20; #AT 1; Dmg 1-8 + drain 1 level; AL LE.

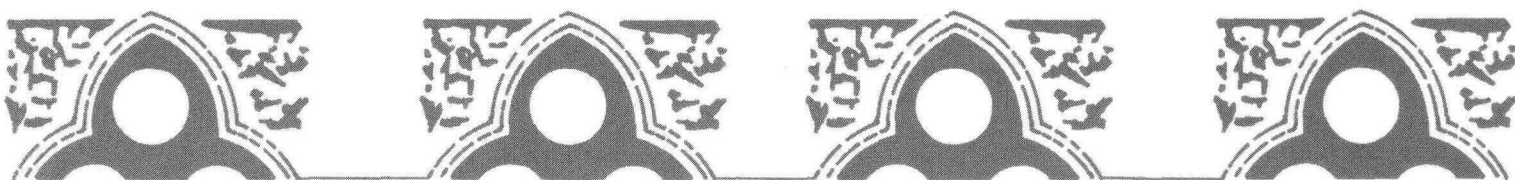
### K36. Dining Hall of the Count

Dust fills your lungs. The musty smell of death and decay swirls around you. Before you, a long table of polished oak lies beneath a blanket of dust. The rotting table cloth lies tattered beneath dusty china plates and stained silverware. In the center of the table, a large, tiered cake leans heavily to one side. The once white frosting has turned green with age. Cobwebs drape like dusty lace down every side. A single doll figure of a well-dressed woman adorns the crest of the cake under thick layers of dust. A window in the south wall is draped with heavy curtains.

This room has wooden doors in the north and west walls, and an ornate steel door in the east wall. The toy figure of the groom from the top of the cake was cast on the floor; the PCs can find it if they search through the dust on the floor.

### K37. Study

A blazing hearth fire fills this room with rolling waves of red and amber light. The walls are lined with ancient books and tomes, their leather covers well oiled and preserved through careful use. All is in order here. The stone floor is hidden beneath a luxurious rug of a deep-patterned weave. A large, low table sits in the center of the room, waxed and polished to a mirrored finish. Even the poker next to the blazing fireplace is polished. Large, overstuffed divans and couches stand in order about the room. Two luxurious chairs face the hearth. A huge painting hangs over the mantelpiece in a heavy, gilded frame. The rolling light of the fire illuminates the carefully rendered painting. It is an exact likeness of the Burgomaster's daughter, Ireena Kolyana. Though the painting is obviously centuries old, the likeness is unmistakable.



There are two separate doors in the north wall. Another door is in the south wall and a set of double doors in the west wall. A secret door behind the fireplace is opened by lifting the poker from its stand. Remember that characters must put the fire out before passing through the fireplace, or take 1-6 points of damage for each round that they stand within the blazing hearth. Check your Fortunes of Ravenloft results for possible treasure and encounters here.

#### K38. False Treasury

This smoky room lies behind the fireplace. Glinting through the smoke, gold, silver, and copper coins lie scattered around a closed chest. The fittings on the chest tell of great workmanship. Attached to the east wall are two torch sconces. The southernmost sconce holds a torch with an intricate metal base. The other is empty. A skeleton of a man lies against the wall in broken plate armor. His right hand is on his throat while his left hand holds the matching torch from the empty sconce.

There are 50 gp, 100 sp, and 2,000 cp scattered around the trap-rigged chest. The chest is unlocked. It opens easily, sending out a sleeping gas that makes characters unconscious for 1-4 hours. To avoid the sleeping gas, characters must make a saving throw vs. poison with a penalty of -4. If all the characters fall asleep, they all awaken unharmed in room K50, 4 hours later. If any of the characters remain awake, nothing further takes place as a result of this trap.

If the torch is taken from the dead man's hand and placed back into the empty sconce, the secret door on the north side of the east wall opens, leading to room K39. Taking the torch from the sconce at any time reverses the process. A good tactic for any wandering monster that encounters the characters in K39 is to remove the torch here in K38, effectively trapping the characters in K39.

#### K39. Hall of Riches

This ancient hall is choked with spider webs. Their dusty forms hide the very walls and ceiling. The webs are broken by a single cleared path down the center of the room.

This hall ends at a pair of bronze doors of highly ornate design. These doors lead to K40. Remember that the mechanism for opening the secret door to K38 can only be actuated from K38. Behind the cobwebs against the south wall, a secret door leads to K31b.

#### K40. Belfry

Dusty cobwebs fill the area, their musty smell assaulting your senses and obscuring sight. Deep pools of darkness lie all about you as you attempt in vain to penetrate the spidery veils. A single path leads to the center of the room where a rope dangles from high above.

The rope is attached to a bell 50 feet overhead. Pulling or attempting to climb the rope sounds a loud, long "GONG." That sound causes five giant spiders to drop from their webs and attack. The spiders only attack if they are attacked or if the gong is sounded. Behind the cobwebs on the west side of the north wall there is a secret door that leads to K41.

5 giant spiders: AC 4; MV 3"/\*12"; HD 4+4; hp 24, 22, 22, 17, 12; #AT 1; Dmg 2-8 (2d4) + poison; AL CE.

#### K41. Treasury

The plundered riches of Strahd's secret horde lie before you.

The following treasures are in this room: 50,000 cp; 10,000 sp; 10,000 gp; 1,000 pp; 15 100 gp gems; 10 1,000 gp jewels; a magical (glowing) sword (+2); and three maces (each +3). Check your Fortunes of Ravenloft results for possible treasure and encounters here.

#### K42. Bedchamber

Sweet smells waft from this delicately lit room. Windows on the west wall are covered by heavy red draperies, hanging stiffly from the high ceiling 20 feet overhead. Their tassels of golden fiber glint in the light of three candelabras sitting atop small tables about the room. Tall white candles burn with bright, steady light. A large bed, canopied by silken curtains, sits with its headboard against the north wall. Lying amid the velvet and satin sheets and bedclothes is a woman in a nightcoat. One of her dainty slippers has fallen to the floor at the foot of the bed. Carved into the headboard with great skill and care is a large "Z."

Double doors lead from this room to the south and east. The figure in the bed is Gertruda, the daughter of Mad Mary. Gertruda is oblivious to any danger to herself—especially from Strahd. Sheltered by her mother all of her life, Gertruda is innocent and believes only in a rather fairytale view of life. When faced with a decision, Gertruda almost always makes the most simplistic choice. She is naive to the point of being a danger to herself and others. Fortunately, Strahd has not yet bitten her. He is intent on his current plot and is saving her for later.

Gertruda, Barovian, F-0; AC 10; MV 12"; hp 4; #AT 1; Dmg 1-4; AL NG, S 8, I 8, W 4, D 16, Con 13, Ch 16.

#### K43. Bath Chamber

In the center of this room stands a large, ornate iron tub.

#### K44. Closet

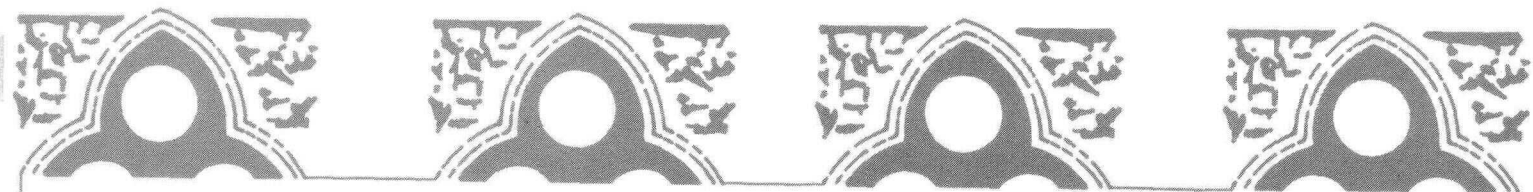
Within this room hang 28 capes and an assortment of black formal wear. Two windows in the south wall are covered with heavy curtains.

#### K45. Hall of Heroes

Long, low moans drift down from alcoves that line both walls of this long hall. The ceiling has fallen here, leaving rubble strewn across the floor. Overhead, the beams of Ravenloft's roof are exposed. Sporadic lightning from the clouds above flashes into this hall. A graven statue stands within each of the 10 alcoves. Shafts of light cross the statues' faces at obscure angles. Another sudden flash and crack of lightning reveals their faces formed in the shapes of terrified men and women.

The statues are imbued with the spirits of long-lost ancestors of Ravenloft who grieve at the loss of Ravenloft's former glory. Each spirit (one in each of the 10 statues) will answer one question for the PCs if asked directly. The spirits' answers should be short and vague. There is a 20% chance that each spirit's answer is wrong.





#### K46. Courtyard Overlook

This is a wide walkway around most of the keep. The drizzle of rain continues. Far below these parapets are the shining wet cobblestones of the courtyard.

This walkway runs around the front of the upper portion of the keep. To the north and south, a walkway runs along the top of a wall (over K2) to the outer wall of the castle. See Map 2 for the length and location of the castle walls. All of the windows leading from K46 into the keep are shut and locked, but can easily be broken.

#### **Spires Of Ravenloft** Use Map 6 for K47-K53.

#### K47. The Landing

A landing of flagstone 10 feet wide by 20 feet long wobbles slightly underfoot. The chill draft of wind whistles mournfully through the room, rushing down from the circular stairs on the north end of the east wall. Pausing only for a single round through the landing, the wind continues down the stairs on the south. A single doorway with a heavy plank and metal-banded door opens to the west. Beside this door, an ancient portrait stands watch over the area, its still eyes staring defiantly back at your own.

There is a base 10% chance that each member of the party sees the eyes in the portrait shift to look at him. The portrait attacks the PCs only if they attack it or if they try to enter this room through the door in the west wall. A trap door in the floor leads to K31a.

The portrait attacks with its spells. The portrait's material spell components are built into its frame. The portrait tries to hold characters in front of it until Strahd commands it to release them. When the frame is destroyed the painting loses all its power.

The Guardian Portrait: AC 8; MV 0"; HD 5; hp 15; #AT 1; Dmg 1-6 + *levitate* and *hypnotic pattern*; AL CE.

#### K48. Offstair

This dusty spiraling staircase climbs up into the tower.

This stairway rises from K47, past K54, to K57.

#### K49. Lounge

A low ceiling, supported by heavy beams, seems to press down on this room. The west wall curves with the tower and is fitted with three windows of leaded glass in steel latticework. Plush overstuffed chairs and couches are placed about the room. Their fabric has faded with age until the prints are nearly gone. A bookcase lines the east wall between two doors.

The books are of no real help to the party. Some of the titles found on the bookshelf are: "Embalming, The Lost Art," "Life Among the Undead: Learning to Cope," "Identifying Blood Types: A Beginners' Handbook," and "Masonry and Woodworking."

#### K50. Guestroom

A huge bed sits in the center of this room, its four corner posts rising to a black canopy trimmed with gold tassels. Several comfortable divans are placed about the room. There is a

banded door in the west wall and a smaller unhandled door in the east wall.

There is no danger in this area during the day. However, during the night, the witches from K56 come through the east door (after attacking with a *sleep spell*) and take a member of the party, an NPC if possible, back to their lair at K56.

#### K51. Closet

This small, empty 10-foot-square room is lined with pegs to hang of cloaks and clothes on.

There is a secret trap door in the ceiling through which the witches come to attack the party at night.

#### K52. Smokestack

Jutting from the steeply sloping rooftop of the castle, a spindly smokestack, 5 feet wide at the top, rises 30 feet from the peak of the roof, belching smoke from its iron-pronged capstone.

The chimney leads down 60 feet to the blazing fireplace in K37. The smoke and fire in the chimney causes 1-6 points of damage per round spent in the chimney. Characters take normal fire damage of 1-6 within the blaze below.

#### K53. Rooftop

The sagging rooftop of the keep slopes precipitously toward the courtyard some 100 feet below. The ancient roof tiles slide easily underfoot, gladly giving up their burden and dropping into the fog shrouded distance below. Each falling tile resounds with a hollow click as it hits the flagstones of the courtyard.

There is a base 30% chance per round that anyone attempting to traverse this roof will start to fall toward the edge. Characters must make dexterity checks to catch themselves. Normal damage from the fall is 10-60 (10d6) points for those who fall and fail their dexterity check. Thieves can use their climb walls ability here, but with a 10% penalty. The roof hangs out over K46.

#### K54. Familiar Room Use Map 7 for K54-K56.

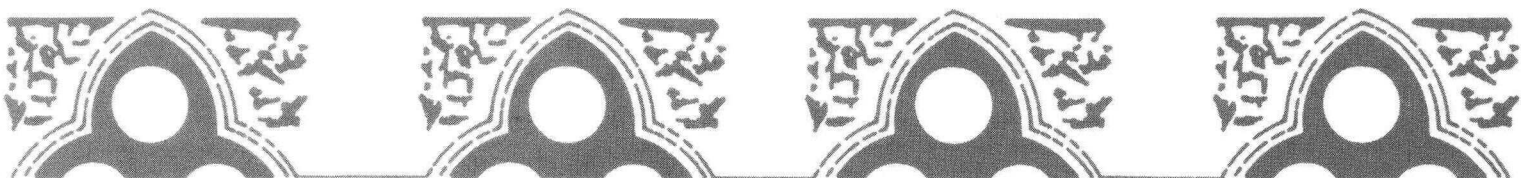
As you enter this room, an evil essence embraces you. Torn and broken couches lie in heaps, haphazardly strewn about the 20-foot-square room. The low ceiling seems to press down upon you. Deep claw marks cover the hardwood furniture. Claw marks have also sliced the once lush upholstery to shreds. From the dark shadows amid the rubble, three pairs of green eyes stare back at you.

3 black cat familiars: AC 7; MV 12"; HD 1; hp 4, 2, 1; #AT 2; Dmg 1-4; AL CE.

These are the cat familiars of the witches in K56. If the familiars see the PCs here, the witches are alerted to their presence.

#### K55. Element Room

This is a large oppressive room with a low ceiling of heavy beams. This room is lit only by the dim light of two leaded glass



windows in the south wall. Steel lattice work covers both windows. Several tables stand throughout the room, their legs seeming to barely support the glass jars and bottles that sit atop them.

There is a secret trap door in the floor at the northeast corner of the room. Perceptive characters might notice a disturbance in the dust on the floor leading to the eastern door on the north wall. The dust appears as though something was dragged across the floor from the trap door to the doorway. The bottles contain clearly marked elements of magical use such as "Eye of Newt," "Hair of Bat," "Snail hearts," and "Maresweat." There are, however, no completed potions among the bottles.

#### K56. Caldron

Through the darkness of this room you can just barely see green-glowing wisps bubbling up from a huge black kettle. Electric sounds of cackling suddenly strike, sending a shudder through you.

7 witches, human: AC 8; MV 9"; HD 2; hp 13,12, 8,8, 7,6,2; #AT 1; Dmg 1-4; AL CE; SA see spells below.

The witches attack immediately. They are incanting in this room. Each witch can cast two spells.

Witch #1: *burning hands, charm person.*

Witch #2: *dancing lights, detect magic.*

Witch #3: *feather fall, friends.*

Witch #4: *hold portal, dark.*

Witch #5: *magic missile, protection from good.*

Witch #6: *push, read magic.*

Witch #7: *shield, shocking grasp.*

The witches' spellbook sits open beside the far side of the kettle. The book is evil and does 3-30 (3d10) points of damage to anyone of non-evil alignment who even touches it. The book can be handled by evil characters. It contains all of the spells the witches know (see above) plus *fear*, *curse* and *cloudkill* spells and is worth 42,750 gp. The spellbook cannot be found until after all the witches are destroyed.

Use Map 8 for K57-K58.

#### K57. Parapet Pentagram

This is the top of the tower. A turmoil of black, boiling clouds rolls unceasingly over the dark towers of Ravenloft. The 60-foot-diameter tower roof is rimmed with broken parapets that drop into the swirling mists of fog below. A slender stone bridge spans the gap between this tower and the tower to the north, some 20 feet away. To the east, the high tower of Ravenloft thrusts skyward with no apparent opening at this point.

The courtyard is 190 feet below. Anyone falling off the south or east edge takes 19-114 (19d6) points of damage. The roof of the keep is 80 feet from this point, so anyone falling off the north or west edge of the tower first takes 8-48 (8d6) points of damage, then must make a dexterity check or fall to the courtyard for an additional 10-60 (10d6) points of damage.

#### K58. Bridge

This slender stone and masonry bridge hangs in the swirling fog. The stones are wet and slippery. The old iron handrailings rusted away years ago, leaving the bridge without hand holds.

The bridge connects K57 and K20. See K57 for falling damage.

#### K59. Hightower **Peak** Use Map 10 for K59.

The spiraling staircase finally ends at a 5-foot-wide walkway that circles the shaft. In the center of the tower's highest floor, a 15-foot-diameter hole drops into the cold heart of Ravenloft itself. Cold air rushes up from the shaft sending a chill through your every bone. Archers' slits line the walls. Aging beams support a steep roof. One beam and part of the roof have fallen away, leaving a gaping hole to the sky.

The hole is K18a.

#### K60. Northtower **Peak** Use Map 9 for K60.

The stairs emerge into a brightly lit room with manacles attached to the walls and a wooden frame bed.

Check your Fortunes of Ravenloft results for possible treasure here.

### Larders of Ill Omen use Map 11 for K61-K72.

#### K61. Hallway

A web-filled stairway spirals down into the south end of this 10-foot-wide arched hallway. The stairs continue to wind down further into the unholy depths of Ravenloft. A door leads out from the north end of this hallway.

There is an elevator trap in this hallway triggered by pressure on a panel in the floor. There is a secret door in the ceiling over the floor panel. The secret door can be opened; it leads to K31a.

Anything weighing 400 gp (40 pounds) or more has a 30% chance of triggering the trap. Roll for each character as he crosses the floor plate. When the trap is sprung, two steel portcullises drop with lightning speed, closing off the middle 10-foot section of the hallway. Characters must make a dexterity check with a +5 bonus to avoid being hit by the closing portcullis for 1-8 points of damage.

As soon as the steel portcullises close, two stone blocks, 10 feet wide by 2 feet deep, slowly descend from the ceiling. The stone blocks take 1 full round (60 seconds) to drop to the floor, closing just behind the steel portcullises. The blocks weigh 40 tons apiece and are an irresistible force. Characters trapped between the stones must make a saving throw vs. poison (sleeping gas) with a -4 penalty or fall asleep. Those who remain awake inside the trap feel the floor suddenly rush upward. The stone compartment they are in takes them to K47. The trapped and sleeping characters present an excellent opportunity for Strahd to attack.

Characters who are not trapped between the falling portcullises see the stone walls fall around their fellow adventurers, hear several terrible grinding noises from within for 1 melee round, and then watch the stones and portcullises rise—revealing a clear corridor.

### K62. Servants' Hall

This hall stands in deadly silence. The low ceiling sags from heavy beams. A fog clings to the floor in thick patches, obscuring everything less than 3 feet above the floor. A giant shadow is cast across the ceiling as a dark figure shuffles purposefully down the corridor toward you.

At the east end of the hall is a rusted but sound portcullis leading to K63. The double doors to the west are made of heavy planks, banded with steel. Stairs on the east end of the north wall lead up to K23. The figure approaching is Cyrus Belview who will not attack first. The light in the room comes from a lantern on the floor behind Cyrus.

Cyrus Belview, human, F-0; AC 8; MV 12"; HD 2; hp 8; #AT 1; Dmg 1-4; AL CN.

Poor old Cyrus is obviously crazy. He has served the master for uncounted years and is totally devoted to him. Cyrus tries to get the PCs to retire "to your room in the tower" (K49). If the PCs do not go to K49, Cyrus returns to his work of preparing his dinner in K65. Cyrus tends to giggle to himself from time to time for no apparent reason. He also likes to tell poor jokes at the most inopportune moments.

### K63. Wine Cellar

Arched frames of stone form a low wet ceiling over this wine cellar. Great casks of wine line the walls, their bands rusting and their contents long since spilled onto the ground.

At the far south end of the west wall, a crack, ½ inch wide by 5 inches long, leads to K18.

### K64. Guards' Stair

This is a spiral staircase of gray, dusty stones.

This stairway starts at K68 and goes up past K13 to K46.

### K65. Kitchen

A horrible odor of decay assaults your senses as you enter this steaming room. A huge pot bubbles over a blazing fire in the center of the floor, its green, muddy contents rolling over and over.

Any characters that look into the pot encounter the zombies that are in the pot. If Cyrus Belview is present (see area K62 above) when the zombies attack, he grabs a large club near the door and tries to beat them back into the pot. Cyrus explains that he just isn't the cook he used to be and his meals tend to get out of hand these days.

3 (normal) zombies: AC 8; MV 6"; HD 2; hp 5,4,2; #AT 1; Dmg 1-8; AL N.

### K66. Butler's Quarters

This 20-foot-square room is cramped by numerous items filling it from wall to wall. A small sagging bed sits to one side under a huge faded tapestry of Ravenloft castle. Dusty lanterns sit in various places. Huge, rich curtains are draped haphazardly about the room. Thousands of pieces of junk cover the floor. Broken swords, crumpled shields and helmets lie in piles all about.

There is nothing of value in this room. If Cyrus Belview is with the party, the PCs should notice that he is fingering their equipment and chuckling to himself. Cyrus has been picking up equipment from dead adventurers for years. He looks forward to adding to his collection after Strahd gets through with the PCs.

### K67. Guards' Hall

Darkness, cold as a winter sweat, wraps around you. Large oak tables, scarred and beaten, lay scattered like toys about this room, their wood crushed and splintered. Dark stains cover the floor and the wall.

The room is 30 feet wide east to west and 60 feet long north to south. There is a door in the center of the north wall and a door in the center of the south wall. A set of double doors lead from the east wall.

### K68. Guards' Run

This 10-foot-wide arched corridor starts at a heavy wooden door on the north. Cool, moist air blows out from an archway in the west wall.

The archway leads to K69. The north door leads to K67. The hallway ends at K64 to the south.

### K69. Guards' Quarters

Sickly yellow lichen covers the ceiling of this 10-foot-wide passage running east and west. Opening off to both sides of this passage are 10-foot-square alcoves. Rotting cots and rags are in the shadows of the alcoves. A deathly silence fills the hall.

When the characters enter the hall halfway, 10 skeletons leap from the alcoves and attack.

10 skeletons: AC 7; MV 12"; HD 1; hp 7,7,7,6,6,5,3,3,1,1; #AT 1; Dmg 1-6; AL N.

### K70. Kingsman Hall

This 30-foot-square room lies in chaos. Shattered furniture lies in heaps near the walls. Broken bones lie scattered amid crumpled and crushed plate armor. Shields and swords jut from the walls as if driven there by some tremendous force. There is a door in the center of the north wall, and a door in the center of the south wall. A dark archway leads out through the east wall.

### K71. Kingsmen Quarters

A dark, low passage leads to an ascending staircase. Sickly yellow lichen covers the ceiling. There is a small room on each side of the passage.

## K72. Office of Vengeance

This shadowy room is in perfect order. An old cot stands to one side, its heavy blanket made taut and straight. A great table stands with its chair, inkwell, and quill lying carefully in place. Lances and swords are carefully hung on the walls.

A shadow demon lives in this room. After the party enters the room, the demon will leap out and attack. A secret door in the north end of the west wall leads to K79.

1 shadow demon: AC 1; MV 12"; HD 7+3; hp 35; #AT 3; Dmg 1-8/1-6/1-6; AL CE; SA +2 to hit, can cast *darkness 10' radius, fear* once per day; SD takes half damage in darkness or torchlight, immune to fire, cold, and lightning, turn as "special" undead, 50% chance of going undetected.

If illuminated by a torch, the demon becomes AC 5, only +1 to hit, and takes normal damage. If a *light* spell is cast upon it, the demon takes 1-6 points of damage per level of the caster, as if struck by a fireball. The demon appears as a shadowy humanoid form with dim red eye slits.

## Dungeon and Catacomb use Map 12 for K73-K88.

### K73. Dungeon Hall

The stairs descend into black, still water that fills an arched hallway before you. The water's surface is like dark mirrored glass, disturbed only occasionally by the "thwick" of a drop falling from the ceiling. Twenty feet down the hallway, arched doorways lead downward 2 feet from each side of the hallway. In each arched doorway, an iron door stands closed and partially submerged. All is still except for a weak cry for help coming through the south door.

The floor beneath the water is not as solid as it may seem. There is a safe path (see Diagram A), but the rest of the floor is covered with special weight-sensitive trap doors. There is a 5% chance per 100 gp (10 lbs.) weight that a person standing on the false floor will cause the trap to open. The pit under each trap door is a *teleport* that is activated by the opening door.

The numbers on the floor in Diagram A are the cells the traps teleport to. If a character sets off a trap, other characters in the hall see an explosion of air and water fly up around the trapped character (air that was trapped in the pit is released suddenly when the trap door opens). The trapped character suddenly falls from sight. The trap doors automatically reset themselves, leaving only a slowly dissipating swirl in the water. Trapped characters are teleported into dungeon cells, closed with iron bars, the floor 5 feet under water (see areas K74 and K75). Strahd attacks lone characters here if he can.

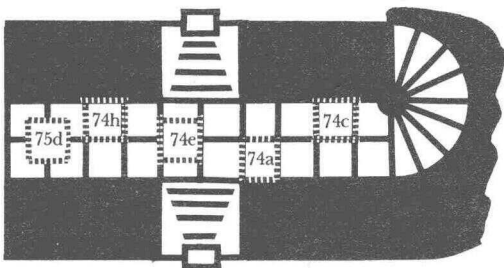


Diagram A. Traps in K73

## K74. North Dungeon

The fungus-laden ceiling hangs 3 feet above still, black water that fills this dungeon corridor. The water is 5 feet deep. Small cells, their entrances blocked by iron bars, are on both sides of this arched central hall. Liquid drips from the hanging growth on the ceiling.

The corridor is 40 feet long. There is a secret door 5 feet up the north wall of cell "e" that leads to a polished marble slide (K82). The secret door can only be opened from K82.

In each cell listed below, many previous adventurers gave up their gold. All the items are lying under water.

Cell a	6100 ep
Cell b	5600 ep
Cell c	600 pp
Cell g	6900 ep
Cell h	magical (glowing) +2 sword, LG; I 11; EGO 9

## K75. South Dungeon

Use the boxed description from K74. A werewolf lurks in the water in cell a, waiting. There are 650 pp in cell b.

1 werewolf: AC 5; MV 15"; HD 4+3; hp 17; #AT 1; Dmg 2-8 (2d4); AL CE; SD can only be hit by silver or +1 or better weapons.

The werewolf appears as a villager. He begs the PCs to rescue him. He was locked in here by Strahd because he disobeyed Strahd. The werewolf is anxious to prove his worth to Strahd, so he will try to join the party and attack the PCs at the first good chance.

## K76. Torture Room

Dark, low shapes thrust up out of the still, brackish water that fills this room.

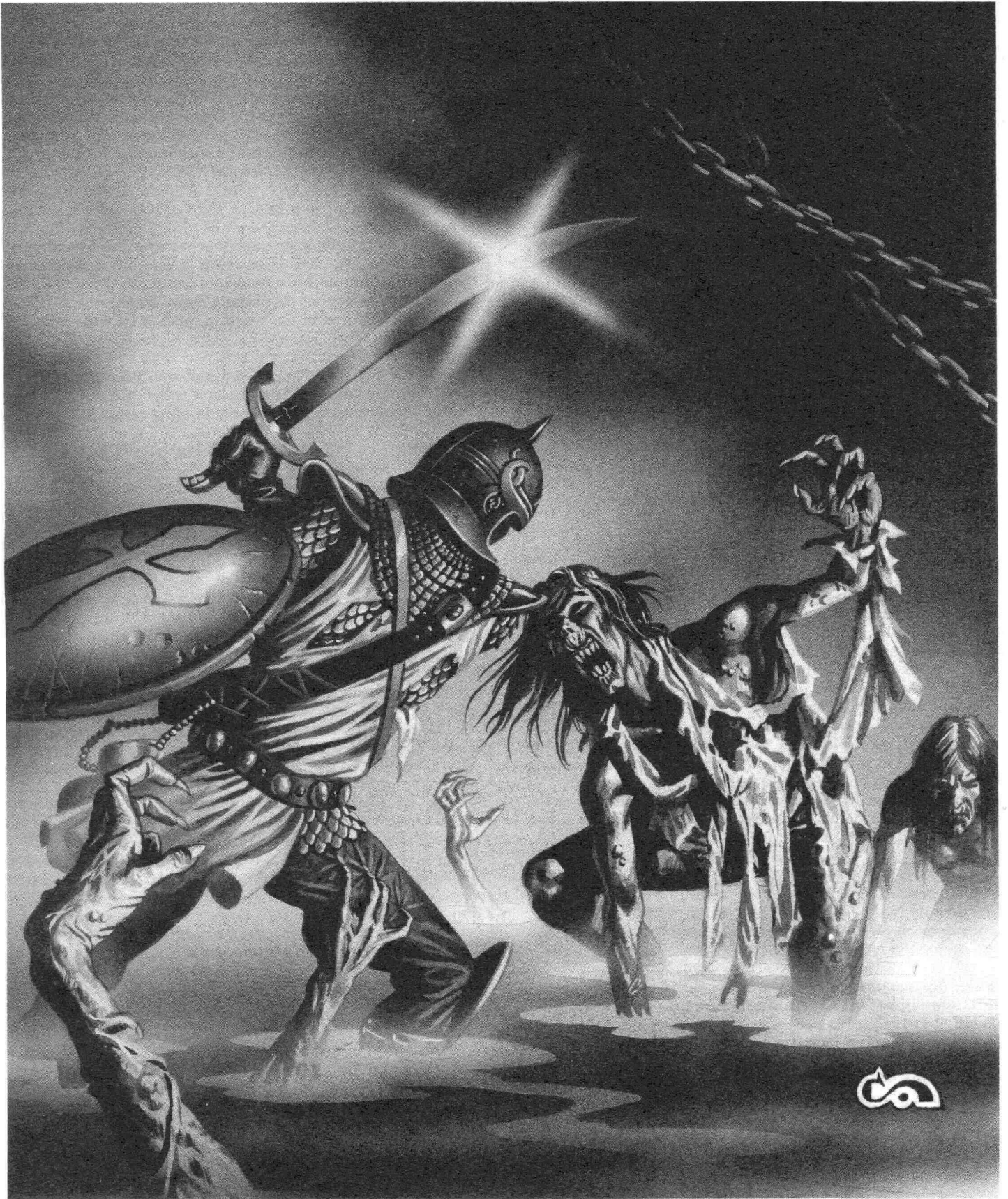
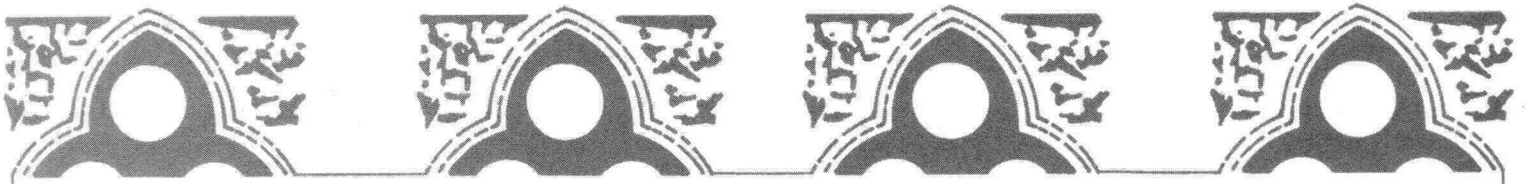
This room is 50 feet square. The ceiling is 17 feet above the water, which is 3 feet deep. There is an arched exit in the center of the east wall. To the north, a large balcony (K77) stands 7 feet above the level of the water in the room. Close examination reveals that the dark shapes in the room are racks, iron maidens, stocks, and other torture apparatus. The skeletons of their last victims seem frozen in silent screams. The lower portions of them are underwater. They are Strahd Zombies who attack after the party is in the room. The zombies rise slowly out of the water, their slime-gray arms clawing upward through the water as they attack.

6 Strahd zombies: AC 8; MV 9"; HD 4; hp 18, 16, 15, 13, 12, 10; #AT 1; Dmg 1-8; AL N; single hit of 5 or more points dismembers, dismembered limbs attack; turn as mummies.

## K77. Observation Balcony

There are two large thrones on this balcony. Behind the throne is a large red velvet curtain running 30 feet from the east wall to the west wall. The ceiling here is 10 feet high.

This room continues behind the curtain an additional 10 feet to a wall with a door in the center of it. The door leads to K78. A bag containing 600 pp is hidden beneath the western-most throne.



### K78. Brazier Room

This room is 30 feet square, rising to a 20-foot-tall flat ceiling. Gargoyle carvings smile, revealing their teeth, from high upon the walls, well lit by a brazier that burns fiercely in the center of the room. From their alcoves in the center of the east and west walls, two iron statues stand saluting with their weapons bared. Each statue has four arms, one with a shield, one with a sword, and the remaining two with their palms toward the ceiling over their heads. Their eyes seem to watch you as you walk about the room. High overhead, an hourglass with writing on its base hangs suspended above the brazier. All of its sand is in the upper portion, somehow refusing to run down into the bottom. In the center of the room next to the brazier is a golden chest. A single door stands in the south wall while three doors line the north wall.

The statues are iron golems. Each golem holds a stone in each hand.

2 iron golems: AC 3; MV 6"; HD 10; hp 80, 80; #AT 1; Dmg 4d10; AL N; SD immune to all spells except electrical attacks, which slow them to 50% movement; magical fire-based attacks repair instead of damage.

The writing on the base of the hour glass reads:

In the palm of my hand  
Is the time left to thee  
When it's consumed  
Will the flame set you free!

All the doors in this room are spring-loaded and shut on their own if not prevented from doing so. When all the doors are shut, the sands in the hourglass start falling and run for 5 rounds. All of the doors lock shut. After the sands run out, the golems activate and attack for 5 rounds. They then return to their original positions, at which time the door the party entered the room by unlocks. The opening of any door resets the hourglass sands. Only a single door can be opened at any one time. To open a door other than the one they entered the room by, the characters must get one of the stones from the statues' hands and place it into the flaming brazier in the center of the room. If they do, the fire seems to consume the stone, but the stone magically appears again in the palm of the statue's hand. The stones activate the doors as follows:

DOOR	STONE	GOLEM	HAND
Southern door	Red Stone	West	Right
West door on North wall	Blue Stone	West	Left
Center door on North wall	Black Stone	East	Right
Eastern door on North Wall	Opal Stone	East	Left

The golems remain inanimate until the sands of the hourglass run out. They will not use their natural poisonous gas ability. They can only be struck by +3 weapons or better.

The chest appears locked. Opening the chest from the front releases a cloud of *sleeping gas* from the false compartment in the top. Once the false top has been opened, an *illusion* shows an empty trunk. The trunk actually opens from the back and contains a *deck of many things*; a scroll of *protection from magic*; a scroll containing the two clerical spells *dispel evil* and *flamestrike*; and *two potions of healing*.

### K79. Western Stair

This staircase of ancient stone is worn smooth through use in ages long forgotten. Dust lies upon the floor and dry cobwebs choke its passage.

The stairs rise at a 45 degree angle for a distance of 40 horizontal feet where they come up to a landing 10 feet square. A second set of stairs continues upward to the east at a similar angle a distance of 30 horizontal feet ending at a door to K72.

### K80. Center Stair

The door creaks open to reveal a stone staircase between rough masonry walls. The hall is relatively free of obstruction and there is little dust on the steps. A cool dampness seems to flow from within as a thick fog slowly forms in the room. The staircase is obscured in the swirling mists. The wind within howls mournfully.

The stairs rise at a 45 degree angle a distance of 20 horizontal feet to a 10-foot-square landing. The masonry walls then abruptly end opening into a roughly hewn tunnel heading east (K81).

### K81. Tunnel

This is a long, low tunnel. Its rough damp walls are barely discernible through thick fog. This tunnel passes through the rock-pillar of Ravenloft itself.

Dwarves can tell that this is a relatively new construction compared to that which has been seen thus far. The tunnel is 80 feet long and ends in a stone door. There is a trap door in the floor, 25 feet east of the top of the stairs.

The trap is activated by weight. There is a 5% chance for every 100 gp weight (10 pounds) on the trap door that the door suddenly opens. When the trap door opens, everyone who is standing on it falls onto the marble chute in K82.

### K82. Marble Slide

This is a smooth dark shaft of polished black marble.

The shaft plunges from the trap door in K81 through a one-way secret door into cell e in K74. Thieves have a penalty of -35% on their climb walls ability here.

### K83. Western Stair

This is a dark spiral staircase of rough-hewn stone.

The staircase starts at K78, goes up to K83a, then continues up to K37.

### K83a. Western Stair Landing

This 40-foot-long corridor connects two spiral stairways. The stairway on the north end of the west wall leads down further under castle Ravenloft. The stairway on the south end of the west wall leads up out of sight. All the stones in the walls and stairways are rough-hewn.

The north stairway leads down to K78. The southern stairway leads up to K37.

## K84. The Catacombs

Buried deep beneath the keep of Ravenloft, this arched ceiling sags over squat crypts, forming these catacombs. A thick fog clings to the floor at knee height. Cobwebs hang limp in the musty air. Thick dust has settled over everything, filling the crypts' engravings, making it difficult to make out the names of those buried here. The black ceiling is moving.

PLEASE READ THIS SECTION WITH CARE. MUCH ACTIVITY CAN TAKE PLACE HERE. The catacombs fill an area roughly 110 feet east to west by 180 feet north to south. The catacombs are made up of 10-foot-wide arched walkways running between 10-foot-square crypts. The arched walkways and the crypts support the ceiling. There are five exits.

1. The crypt 1 door to the tunnel, K81.
2. The barred doorway north to room K85.
3. The barred doorway east to room K87.
4. The teleport in crypt 32 to room K86.
5. Up the high tower stair (K18) or shaft (K18a) to the west.

Each crypt houses the remains of the person (or persons) listed on the crypt's stone door with an epitaph. The percent chance of opening a crypt door is equal to twice the total number of strength points applied. Super-strength characters add their percentages bonuses directly to the total chance. Each crypt is described below. Unless noted otherwise, each crypt contains a 3-by-5-foot rectangular slab of marble, 3 feet high, with a skeleton draped in rags lying atop it.

3,000 bats: AC 6; MV 4"/18"; HD 1d4; #AT 0; Dmg 0; AL N.

The bats hang here during daytime hours and fly out in the evening through K18a to hunt at night. They will not attack humans unless specifically commanded to by Strahd or unless provoked. These bats do no damage but do get in the way of spell casting. While these bats are attacking, any character attempting to cast a spell with a material component must make a dexterity check for the spell to work. Make it obvious to the players that killing the bats is more trouble than it is worth.

There are transpositional teleports between crypts 37 and 38, between crypt 37 and the wall south of it, and between crypt 38 and the wall south of it. These teleports form a protective ring around the obvious entrance to Strahd's coffin. These teleports exchange a living body passing through them for the undead body of a wight from crypt 14. Since the transfer is practically instantaneous, and since only living and undead matter is teleported, the teleported character's armor, clothing, etc., becomes suddenly occupied by a wight. The teleport puts the wight into the same pose the character it is replacing had. The teleport exchange appears to others as though the character who was walking through the crypt passage suddenly turned into a wight. The wight turns and attacks the party with the original character's weapons. A wight appearing in a PC's clothing and armor is not damaged by any holy symbols that PC had (because the symbols are not forcefully presented).

The teleported character finds himself lying in a dark, confined space (the interior of the wight's coffin) wearing ragged, rotting cloth. The coffin lid requires a lift gates throw to be made with a penalty of -5% to open it because of the confined space. If Strahd

attacks at this time, he may want to help open the coffin lid and attack the character in it.

Once out of their crypts, the creatures in K84 will pursue the PCs anywhere, except into rooms K85, K86, and K87.

Each crypt is listed below. The epitaph on each stone door is written in quotes.

Crypt 1. "Spectre Ab-Centear. She now walks that path of pain and torment. A gift to all who look upon her still."

The stone door leads not to a crypt, but to a hewn tunnel of stone (K81).

Crypt 2. "Artista DeSlop — Court Ceiling Painter"

Crypt 3. "The Lady Isolde Yunk (Isolde the Incredible). Purveyor of Antiques and Imports."

Crypt 4. "Prince Aerial Du Plumette (Aerial the Heavy)"

1 ghost: AC 0/8; MV 9"; HD 10; hp 40; #AT 1; Dmg age 10-40 years; AL LE.

The stone door is on the south side of this crypt. Ariel was a terrible man, who sacrificed more than himself in his quest for wings. Characters that see this ghost age 10-40 years and flee in panic for 2-12 (2d6) turns unless they make a saving throw vs. spells. Clerics above 6th level are immune to this attack, and other classes above 8th level gain a +2 bonus on their rolls. The ghost attacks with a *magic jar* spell while ethereal, or by touch if materialized as noted. Spells do not work against a ghost unless they are cast on the ethereal plane. Any human, dwarf, elf, gnome or halfling that is killed by a ghost is dead forever.

Crypt 5. "Artank Swilovich: Here interred and with great mourning courtesy of the Barovian Wine Distillers Brotherhood."

Crypt 6.

The name and epitaph on this crypt have been clawed off as if by some mad tormented beast. The stone once read, "Marya Markovia: Great was her beauty, undone by a jealous hand."

Crypt 7.

The stone door lies on the floor, obscured by the fog. The crypt gapes open. Rags of white linen lie flat on the slab. A spectre waits within.

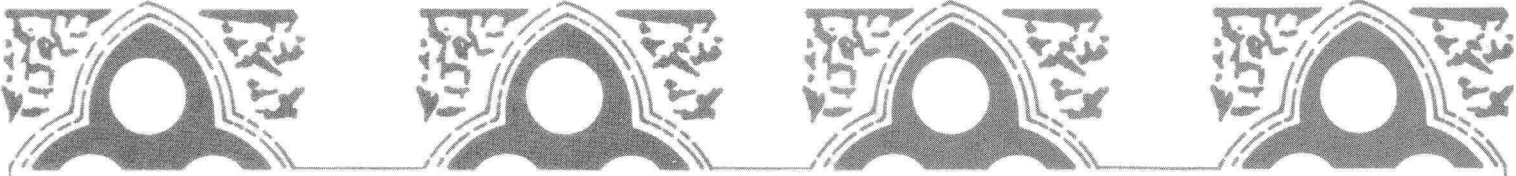
1 spectre: AC 2; MV 15"/30"; HD 7+3; hp 40; #AT 1; Dmg 1d8 + drain 2 energy levels; AL LE; SD +1 or better weapon to hit.

This spectre is not affected by *sleep*, *charm*, *hold*, or *cold* based spells. Anyone totally drained of levels by the spectre becomes a half-strength spectre in the control of the monster that drained him.

Rotting leather bags under the linen cloth contain a total of 3,400 gp.

The epitaph reads: "Endorovich (Endorovich the Terrible): What the blood of an thousand slaves did not do, the spurn of a woman accomplished." This man loved Marya (see crypt 6) and found that she loved someone else in his court. As Marya and her lover were dining, Endorovich put poison into the man's wine





glass. The glasses were mixed up and the girl drank it instead. The lover was hanged for the deed and buried in the cemetery behind the church in Barovia township. Endorovich never did get over his guilt and, in his madness, killed many in his lifetime.

Crypt 8. "Duchess Dorfniya Dilisnya"

Crypt 9. "Pidlwik (Fool of Dorfniya)"

Four earthen jars in a corner of the crypt each contain 1,550 ep.

Crypt 10. "Sir Leanne Triksky (Sir Lee the Crusher). What sword did not, time's passage did."

Three pieces of jewelry are draped over the skeleton, each valued at 5,000 gp.

Crypt 11. "Tasha Petrovna, Healer of Kings. Light unto the West. Servant. Companion."

Crypt 12. "King Toisky"

Crypt 13. "King Intree Katsky (Katsky the Bright. King, Ruler, and Inventor)."

Five-hundred pp are in a hole under the skeleton.

Crypt 14. "Stahbal Indi-Bhak: Advisor to Endorovich from eastern lands. A truer friend no ruler ever had. Here lies his family in honor."

Inside, the vault appears to be three times the size indicated by its walls. In the vault there are 15 stone coffins with heavy lids. There is a wight in each coffin. Characters are teleported into these coffins (as the wights are teleported out) from the traps around the entrance to K86. The remaining wights assist anyone inside a coffin trying to remove its lids, thus making the feat relatively easy. The wights can only be hit by magical weapons.

15 wights: AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1d4 + drain 1 energy level; AL LE.

Crypt 15. "KHAZAN: His word was power."

Crypt 16. "Elsa Fallona"

Crypt 17. "Sir Sedrik Spinwitovich (Admiral Spinwitovich). Confused though he was, he built the greatest naval force ever assembled in a land locked country."

Crypt 18.

The opening stone has been carefully laid to one side. Through the swirly mists of the perpetual fog newly engraved letters can be read, "Ireena Kolyana: Wife."

The crypt is empty. This is where Strahd intends to keep Ireena after she is "converted."

Crypt 19. "Animus (Builder of the Keep). Thou standeth amidst the monument to his life."

Crypt 20. "Sasha Ivliskova: Wife."

1 vampire: AC 2; MV 12"/18"; HD 8+3; hp 47; #AT 2; Dmg 1d6+4 + drain 2 energy levels; AL CE.

This vampire is an old wife of Strahd's, a townsperson now under his control.

Crypt 21. "Patrina Velikovna: Bride."

1 banshee: AC 0; MV 15"; HD 7; hp 47; #AT 2; Dmg 1d6 +2 with 2 levels energy drain; AL CE; SA keening, save vs. spells or die.

Dwarves notice that the engraving on this stone door is newer than most of those found so far. The Banshee inside attacks as soon as the crypt is opened. Her treasure is behind her in the crypt.

She may only cry her deadly keening once per day, and then only in total darkness. The very sight of her acts as a *fear* spell unless a saving throw is made.

Patrina was a gypsy elf maiden who, having learned in early life a great deal of the black arts, was nearly a match for Strahd's powers. She felt a great bond with Strahd and desired to become one of his wives. Strahd, ever willing, agreed, but before the final draining of spirit from her soul could take place, her own people stoned her to death in mercy. Strahd demanded, and got, the body. She then became the banshee spirit found here.

Heaped in mounds about the crypt is Patrina's treasure: 500pp, 3,300 gp; and 5,300 ep.

Crypt 22. "Sir Erik Vonderbucks"

Crypt 23.

The opening stone is unmarked. The crypt is empty.

Crypt 24. "Ivan DeRose, Champion of Winter Dog Racing. The race may go to the swift, but vengeance is for the loser's relatives."

Crypt 25. "Stephan Gregorovich, First Counselor to Baron von Zarovich"

Crypt 26. "Intree Sik-Valoo: He spurned wealth for the knowledge he could take to heaven."

Crypt 27.

There are three huge spiders in this crypt.

3 huge spiders: AC 6; MV 18"; HD 2+2; hp 16, 16, 11; #AT 1; Dmg 1-6 + poison; AL N.

Crypt 28. "Ardent Palette, Chef Delux"

A body in white cloth with a high chef's hat atop the skull rots naturally. Inside the hat are three pieces of jewelry worth 1,200 gp each.

Crypt 29. "Ivan Ivanovich, Beloved of Anna Petrovna."

Crypt 30. "Prefect Ciril Romulich (Beloved of King Barov and Queen Raven) High Priest of the Most Holy Order."



A body in white clothing rots naturally, its skull resting atop a small chest. Within the chest are 10+7 arrows; 1 scroll of *raise dead*; and 3 bottles containing potions of *poison*, *clairvoyance*, and *invulnerability*.

Crypt 31. "\$\$We knew him only by his wealth"

There is a large, bulging chest in the center of the crypt. The floor is a trapper who attacks anyone that steps up to the apparent chest.

1 trapper: AC 3; MV 3"; HD 12; hp 62; #AT 4+; Dmg 4 + victim's AC; AL N.

Crypt 32. "St. Finderway, Saint of Lost Travellers"

The crypt is featureless except for two alcoves in the back wall. Over the alcoves is written "Pass not these portals ye foolish mortals!"

These alcoves are transmitting and receiving teleports. The alcove on the east sends those who enter it to the eastern most alcove in K86. Stepping into the western alcove has no effect; it receives persons teleporting from the western alcove in K86.

Crypt 33.

The stone door is blank. This crypt has never been used.

Crypt 34. "King Dostron"

Crypt 35.

The stone door is blank. This crypt has never been used.

Crypt 36.

The stone door is clawed and marked so that no name is readable. The tomb is empty.

Crypt 37. "Gralmore Nimblenobs"

The stone door only gives the name above. A body in red robes lies within, rotting naturally. About the corpse are one +1 sword with one wish; a scroll with *charm monster*, *polymorph other*, and *polymorph self* spells; and a scroll with *fireball*, *hold person*, *haste*, *lightning bolt*, and *slow* spells.

Crypt 38. "Americo Standardski (Inventor)"

When this crypt is opened, three pairs of red glowing eyes stare out. Three hellhounds attack. These hellhounds do 5 points of damage at up to 10 feet from their scorching firebreath; or only 4 points if the character saves vs. dragonbreath. They can use their breath once per round for as many rounds as they wish.

3 hellhounds: AC 4; MV 12"; HD 5; hp 29,23,23; #AT 1; Dmg 1-10 + breath weapon; AL LE.

Crypt 39. "Beucephalus, The Wonder Horse. May the flowers grow ever greener where he trods."

This crypt has a larger door than all the rest. A nightmare inside rears up when the door is opened. The nightmare's smoking breath obscures vision, blinds opponents, and chokes them tem-

porarily, causing them to attack with a -2 penalty (to hit and damage) unless a saving throw is made. This is Strahd's steed. The steed usually leaves by flying up the shaft in the spiral staircase, K18a.

1 nightmare: AC -4; MV 15"/36"; HD 6+6; hp 29; #AT 3; Dmg 2d4 (fangs) /2d4+2 / 2d4+2 (burning hooves); AL NE; SA breath weapon of smoke.

Crypt 40. "Tatsaul Eris: Last of the line"

#### K85. Tomb of Sergei Von Zarovich

A peaceful stillness, a calm amid the storm, is felt here. In the center of the tomb, a white marble slab holds the coffin of Sergei Von Zarovich. This quiet room is 50 feet long north to south and 30 feet across. To the north, behind the intricately inlaid coffin, there are three alcoves. Beautifully carved statues stand in each alcove, just as the day they were placed there.

The coffin opens easily to the touch of any lawful good character. The body is clothed in shining +2 *plate mail* armor. Check your Fortunes of Ravenloft results for possible treasure and encounters here.

#### K86. Tomb of Strahd Von Zarovich

A darkness clouds this room and the essence of evil permeates the very air. The smell of freshly turned earth is here. This room appears to be 50 feet long from east to west and 30 feet across. There are three empty alcoves in the south wall. Settled into the dirt on the floor, lies a shining black coffin of finely waxed wood. The coffin's fittings are of brilliant brass. The lid is closed.

Check your Fortunes of Ravenloft results for possible treasure and encounters here. If Strahd has been reduced to 0 hit point-, within the previous 8 game hours, his body is in this coffin.

Two of the three alcoves on the south wall are teleports. The center alcove is non-magical. The east alcove is the entry point for a teleport from crypt 32. Entering the east alcove does nothing. The west alcove teleports whoever enters it to the west alcove in crypt 32.

#### K87. Guardians

Wide steps descend to a landing flanked by two alcoves. Within each alcove, standing the full 30-foot height of the ceiling, is a bronze statue holding a spear. A soft blue curtain of light flows between the two alcoves. Dimly visible on the other side of the light curtain are more descending stairs.

Anyone of lawful good alignment can pass through the curtain without difficulty. All other alignments are teleported back to the top of the stairs behind them.

#### K88. Tomb of Barov and Ravenovia

This tomb rests in hushed silence. Great stained windows filtering the eastern walls filter dim light into this room. A closed coffin stands on each side of this roughly 40-foot-square room.

Check your Fortunes of Ravenloft results for possible treasure and encounters here.

## Optional Ending

After Strahd is destroyed forever, you may want to provide an ending for the players to wrap things up. The following scenario is provided as an optional ending to this module. The scenario is set at dawn on the overlook (K6). Ireena Kolyana must be with the PCs.

Thick clouds are overhead. Through the chilly morning mists, the lands of Barovia are visible far below. There is a peacefulness here. Rest has come to the valley for the first time anyone can remember. There is sleep without fear.

A light flashes brilliantly behind you. Wheeling around, you see a shining stately man in white armor and cape. His rugged features show great strength of will, yet the forcefulness of his presence is tempered by his calm, sad eyes. His features are those of Strahd, yet subtly different.

His voice is calm and peaceful. "My name is Sergei von Zarovich." He turns to Ireena, "Tatyana, the time is at hand to rest. Come, my love and wife." He stretches forth his hand.

Ireena Kolyana's questioning eyes suddenly open with recognition and knowledge. Forgotten memories rush upon her. "Sergei!" she cries, springing to him with the grace of a doe. They embrace.

Ireena turns to you. "I am Ireena Kolyana, but in my past I was Sergei's beloved Tatyana. Through these many centuries we have played out the tragedy of our lives. Now, with our deepest gratitude to you, that tragedy is over. It is time for joy to begin again."

Shimmering light surrounds Ireena and Sergei. Hand in hand, they walk east toward the edge of the overlook. Their feet do not touch the ground, they tread a path beyond this mortal world. Their invisible road takes them beyond the eastern precipice, their glow illuminating and thinning the clouds above Barovia. The clouds suddenly break open, letting glorious shafts of sunlight flood through. In the valley below, the strange fog dissolves, losing its power. Barovia is free once more.

## Appendices

### Treasures and Tomes

#### *Holy Symbol of Ravenkind*

The Holy Symbol of Ravenkind is an ancient platinum medallion that was once worn by the High Priest of Ravenloft. It is a powerful lawful good symbol.

The holy symbol is shaped like the sun, with a large crystal embedded in its center. Around the crystal are many holy symbols of light and truth. When presented forcefully toward any undead creature, the medallion adds +2 to the cleric's "turn undead" roll. When presented against vampires, however, it flares with the light of the sun for 1-10 rounds. Remember that vampires are destroyed by exposure to direct sunlight for 10 rounds. Vampires cannot move or attack while the medallion flares. Other creatures are not affected by the medallion. The medallion can only be used once per week.

### Sunsword

The *sunsword* is a magical longsword. Its blade is a form of crystal glassteel, held by a platinum hilt and guard. It glows with dim blue light most of the time.

The *sunsword* is a +2 *sword* against all creatures except undead. When within 30 feet of any undead, the blade suddenly glows brilliant blue. The blade is +3 vs. undead (to hit and damage). When used against vampires, the blade flares and sparks when it hits, inflicting 10 additional points of damage per hit.

Ages ago, Strahd employed a powerful magician to destroy the sword. The first part of the process required that the hilt and blade be separated, then destroyed simultaneously. However, before the hilt and blade were destroyed, the magician's assistant stole the blade and attempted to flee from Barovia. Though his body was later found in the woods, the blade was not with him. When it was separated from the hilt, the blade took on the appearance of a normal longsword.

Though the hilt remained in Castle Ravenloft, the blade was never found. Strahd has always lived in fear that the blade may be reunited with the hilt. It so happens that one of the PCs has been using the blade with a normal hilt (since without the hilt it cannot be discerned from a normal blade). If the PCs find the hilt, it will magically leap onto the blade, replacing the PC's hilt, becoming the *sunsword*.

### Tome of Strahd

The Tome of Strahd is an ancient work penned by Strahd himself. It is a tragic tale of how Strahd came to his fallen state. The book is bound in a thick black leather cover with brass hinges and fastenings. The pages are of parchment and very brittle. Most of the book is written in the curious shorthand that only Strahd himself employs. Stains and age have made most of the work illegible. There is a base 30% chance to read any paragraph in the book. Read the paragraphs in order from the text below.

I am The Ancient, I am The Land. My beginnings are lost in the darkness of the past. I was the warrior, I was good and just. I thundered across the land like the wrath of a just god, but the war years and the killing years wore down my soul as the wind wears stone into sand.

All goodness slipped from my life; I found my youth and strength gone and all I had left was death. My army settled in the valley of Barovia and took power over the people in the name of a just god, but with none of a god's grace or justice.

I called for my family, long unseated from their ancient thrones, and brought them here to settle in the castle Ravenloft. They came with a younger brother of mine, Sergei. He was handsome and youthful. I hated him for both.

From the families of the valley, one spirit shone above all others. A rare beauty, who was called "perfection," "joy," and "treasure." Her name was Tatyana and I longed for her to be mine.

I loved her with all my heart. I loved her for her youth. I loved her for her joy. But she spurned me! "Old One" was my name to her — "elder" and "brother" also. Her heart went to Sergei. They were betrothed. The date was set.

With words she called me "brother," but when I looked into her eyes they reflected another name — "death." It was the death of the aged that she saw in me. She loved her youth and enjoyed it. But I had squandered mine.

The death she saw in me turned her from me. And so I came to hate death, my death. My hate is very strong; I would not be called "death" so soon.

I made a pact with death, a pact of blood. On the day of the wedding, I killed Sergei, my brother. My pact was sealed with his blood.

I found Tatyana weeping in the garden east of the Chapel. She fled from me. She would not let me explain, and a great anger swelled within me. She had to understand the pact I made for her. I pursued her. Finally, in despair, she flung herself from the walls of Ravenloft and I watched everything I ever wanted fall from my grasp forever.

It was a thousand feet through the mists. No trace of her was ever found. Not even I know her final fate.

Arrows from the castle guards pierced me to my soul, but I did not die. Nor did I live. I became undead, forever.

I have studied much since then. "Vampyr" is my new name. I still lust for life and youth, and I curse the living that took them from me. Even the sun is against me. It is the sun and light I fear the most. But little else can harm me now. Even a stake through my heart does not kill me, though it holds me from movement. But the sword, that cursed sword that Sergei brought! I must dispose of that awful tool! I fear and hate it as much as the sun.

I have often hunted for Tatyana. I have even felt her within my grasp, but she escapes. She taunts me! She taunts me! What will it take to bend her love to me?

I now reside far below Ravenloft. I live among the dead and sleep beneath the very stones of this hollow castle of despair. I shall seal shut the walls of the stairs that none may disturb me.

## Monsters, Creatures, and Men

### Barovian Villagers

FREQUENCY: Rare

NUMBER APPEARING: 3-10

ARMOR CLASS: 10

MOVE: 12"

HIT DICE: 2

% IN LAIR: 90%

TREASURE TYPE: Individuals M, B in lair

NUMBER OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Normal

INTELLIGENCE: Normal

ALIGNMENT: NG

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

The Barovians and their ancestors have lived in this valley for as long as anyone can remember. Their lives are deeply imbedded in their homes and their traditions. They are, by nature, very wary of

strange peoples and customs, almost to the point of paranoia. The way Barovians deal with strangers is somewhat unsettling. They have a tendency to stare openly, in silence, venting their disapproval of everything that is not familiar to them. Barovians are not talkative with strangers to the extent of being pointedly rude. Most Barovians have violent tempers that boil through their customary silence when they are provoked. They also have a social cohesiveness (thrust upon them by their weird circumstances) that can make them rise up together against outsiders if one Barovian is mistreated.

Barovians are, by tradition, a happy people, though their history and current conditions are not happy. If one manages to win the trust of a Barovian, one has a friend for life and an ally that will never fail.

The Barovians know the following:

1. When they attempt to leave the land of Barovia, they begin to choke. Those who do not turn back perish.
2. The Master of Ravenloft is "The Devil Strahd." Barovians believe that Strahd is a curse placed over the land because of some forgotten sin of their ancestors.
3. Vampires can be destroyed, but no one has ever succeeded. Barovians know all the tricks for destroying vampires outlined in the *Monster Manual*.

### Gypsies

FREQUENCY: Common  
NUMBER APPEARING: 3-30  
ARMOR CLASS: 6  
MOVE: 12"  
HIT DICE: 5  
%INLAIR: 10%  
TREASURE TYPE: Individual M, A in lair  
NUMBER OF ATTACKS: 1  
DAMAGE/ATTACK: 1-8  
SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: Nil  
MAGIC RESISTANCE: Normal  
INTELLIGENCE: High  
ALIGNMENT: NE  
SIZE: M  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

Gypsies' traditions, humor, and language are dark and mysterious. Only the gypsies can pass through Barovia at will. Their leader, Madam Eva, foreshadows the events that befall adventurers. Gypsies may be found anywhere.

The gypsies speak in long flowing riddles of often useless information. They tell tales of their forefathers that are almost certainly untrue. Their riddles and stories are a front, for the gypsies are a most serious people. They are quick to act when their lives or traditions are threatened. They are merciless when they feel they must be.

Gypsies readily tell adventurers that they have a potion that protects them from the vampire. Although this is a lie, they attempt to sell their fake potion for as much money as they can get. The gypsies always try to appear as though they are helpful. In truth, the only information that they ever give away is misleading at best and often a lie. The gypsies are in the service of Strahd von Zarovich and fear the consequences of disobedience.

### Strahd Zombies

FREQUENCY: Very rare  
NUMBER APPEARING: 1-10  
ARMOR CLASS: 8  
MOVE: 9"  
HIT DICE: 4  
%INLAIR: 80%  
TREASURE TYPE: Nil  
NUMBER OF ATTACKS: See below  
DAMAGE/ATTACK: 1-8  
SPECIAL ATTACKS: Severed members also attack  
SPECIAL DEFENSES: Turn as Mummies  
MAGIC RESISTANCE: Normal  
INTELLIGENCE: Non-  
ALIGNMENT: N  
SIZE: M  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

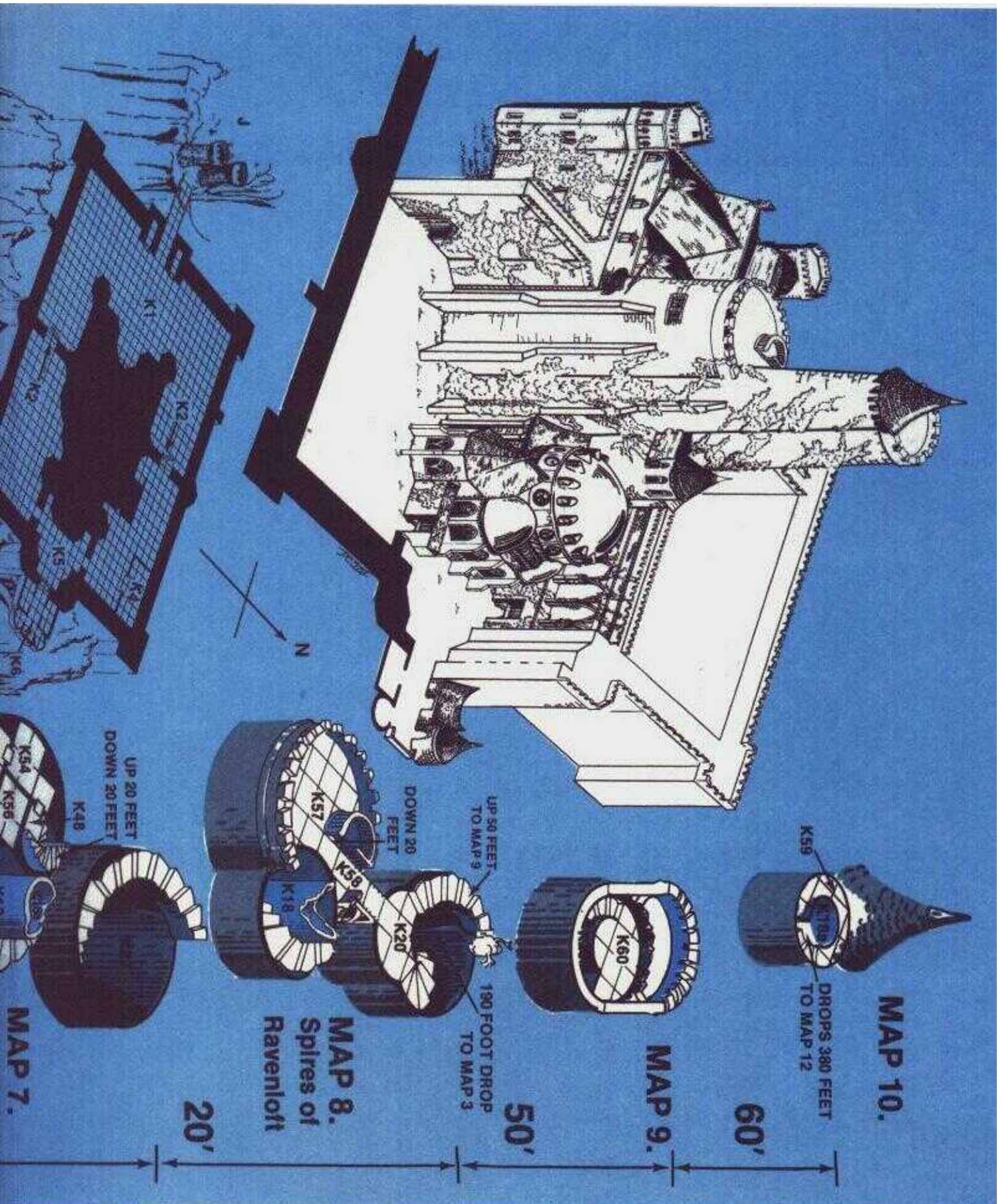
Strahd zombies are a form of undead that serve the vampire Strahd von Zarovich. They were called into being through a dark magic, now forgotten even by Strahd himself. Strahd zombies were created from the long-dead guards of Castle Ravenloft.

Strahd zombies appear fragile. Their gray green flesh looks soft and their bones seem brittle. Any single hit of 5 points or more severs parts of their bodies.

Despite their appearance, however, the life forces of Strahd zombies are very great. Severed limbs continue to attack.

Each Strahd zombie's life force lies in its total being. So, damage to any part damages the whole creature. Damage to any one part in excess of a Strahd zombie's total hit points destroys all of that zombie's parts.

Strahd zombies are turned as mummies.



**MAP 10.**

K59  
DROPS 380 FEET  
TO MAP 12

60'

**MAP 9.**

50'

UP 50 FEET  
TO MAP 9  
180 FOOT DROP  
TO MAP 3

DOWN 20  
FEET

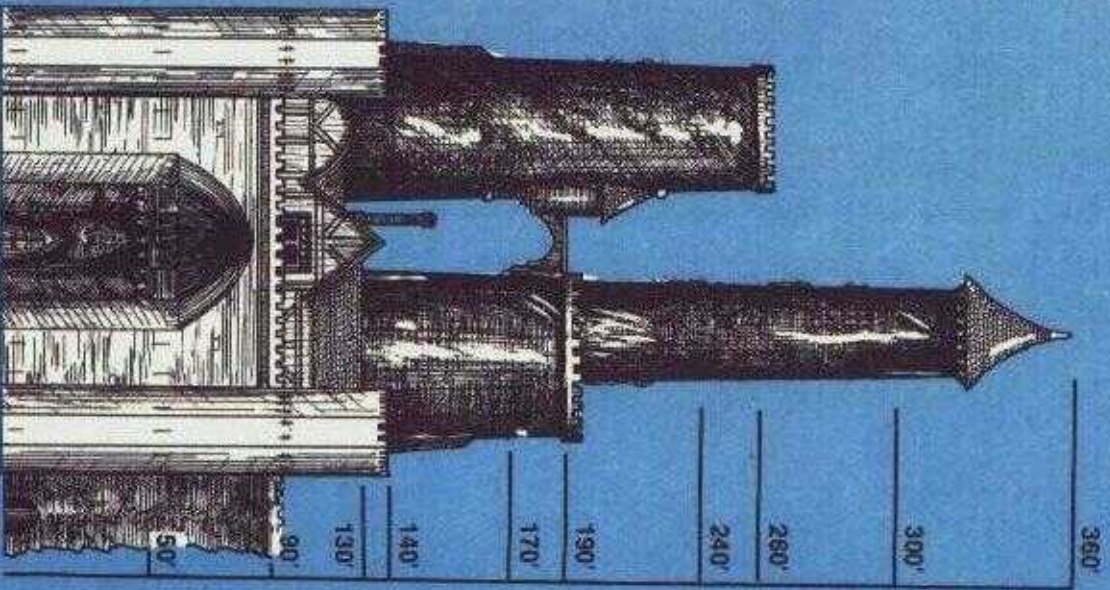
**MAP 8.**  
Spires of  
Ravenloft

20'

UP 20 FEET  
DOWN 20 FEET

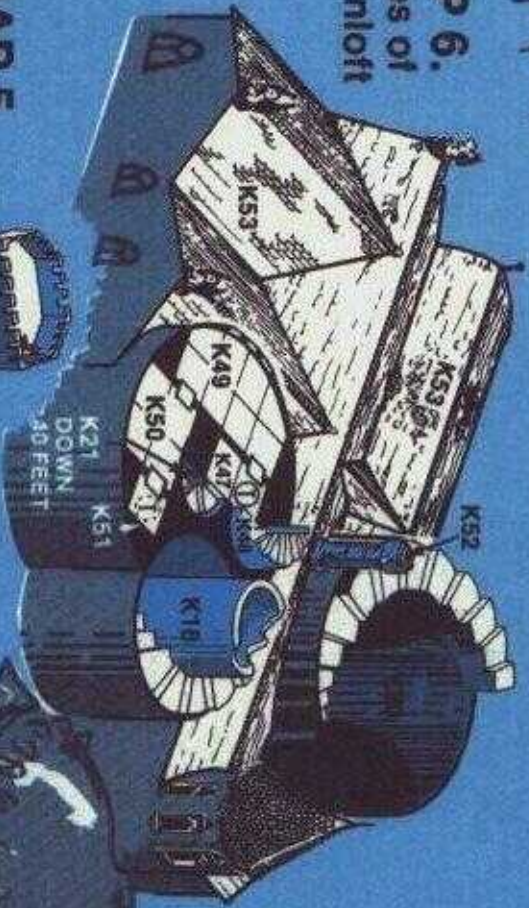
**MAP 7.**

**MAP 2.**  
Walls of  
Ravenloft

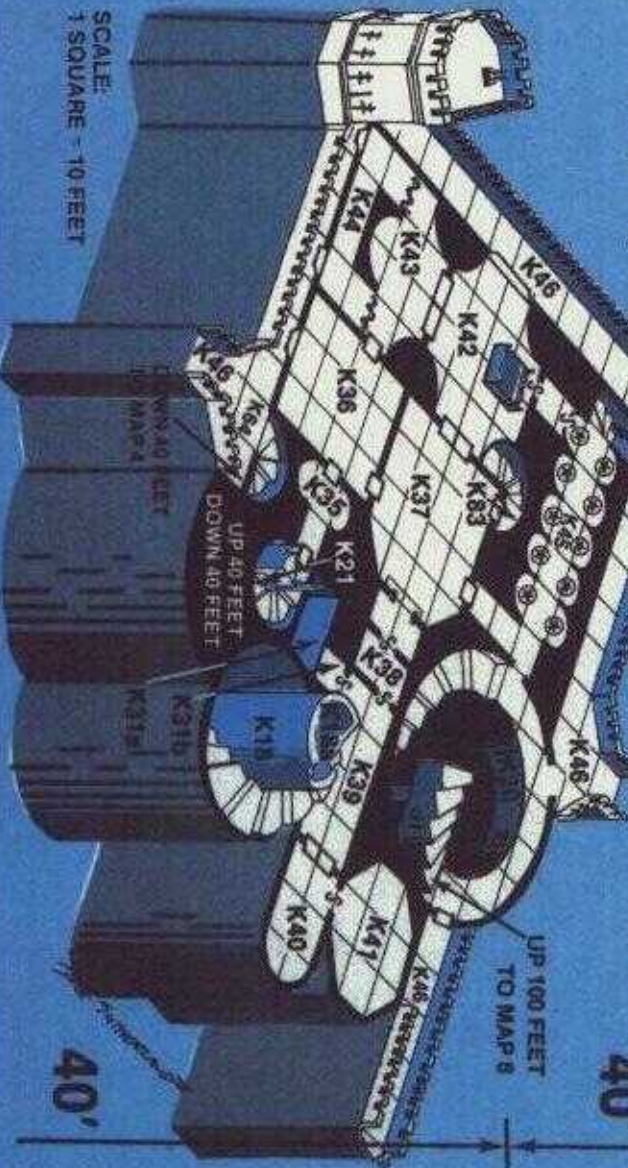


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**MAP 6.**  
Spires of  
Ravenloft



**MAP 5.**  
Rooms of  
Weeping

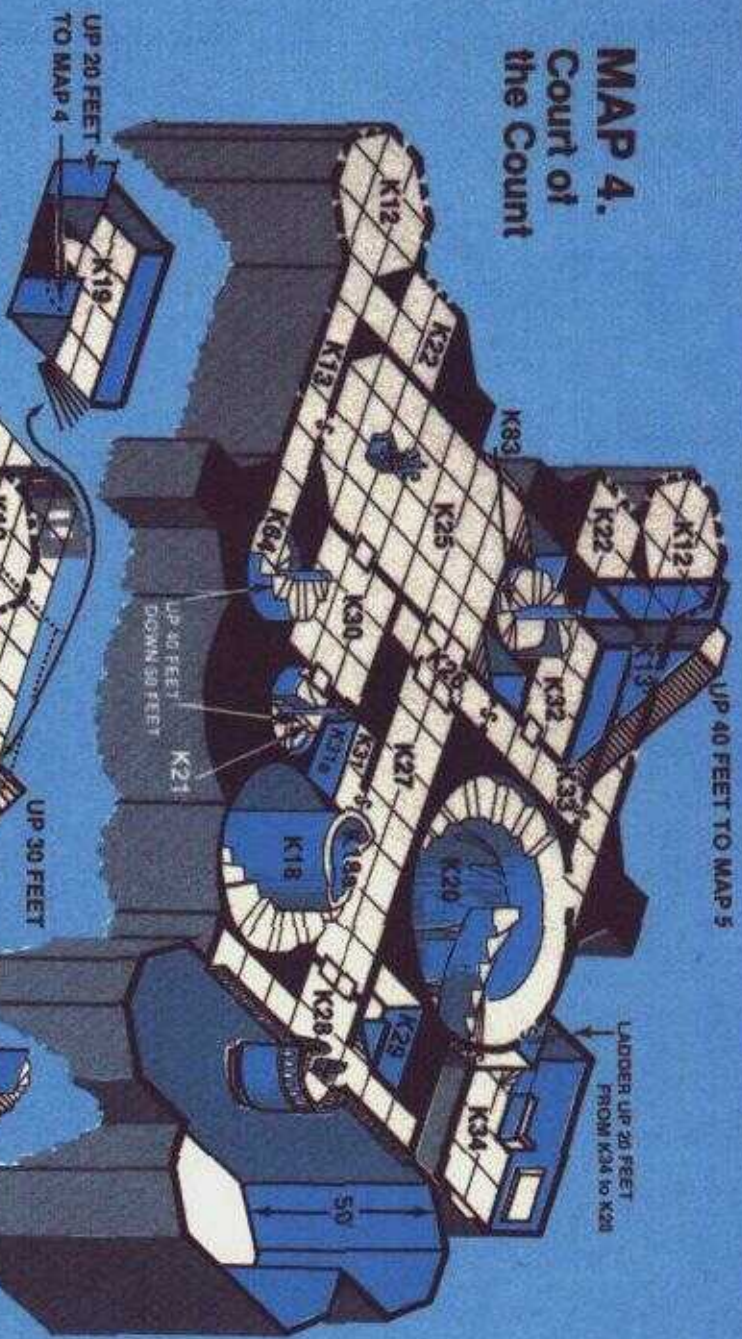


SCALE:  
1 SQUARE = 10 FEET

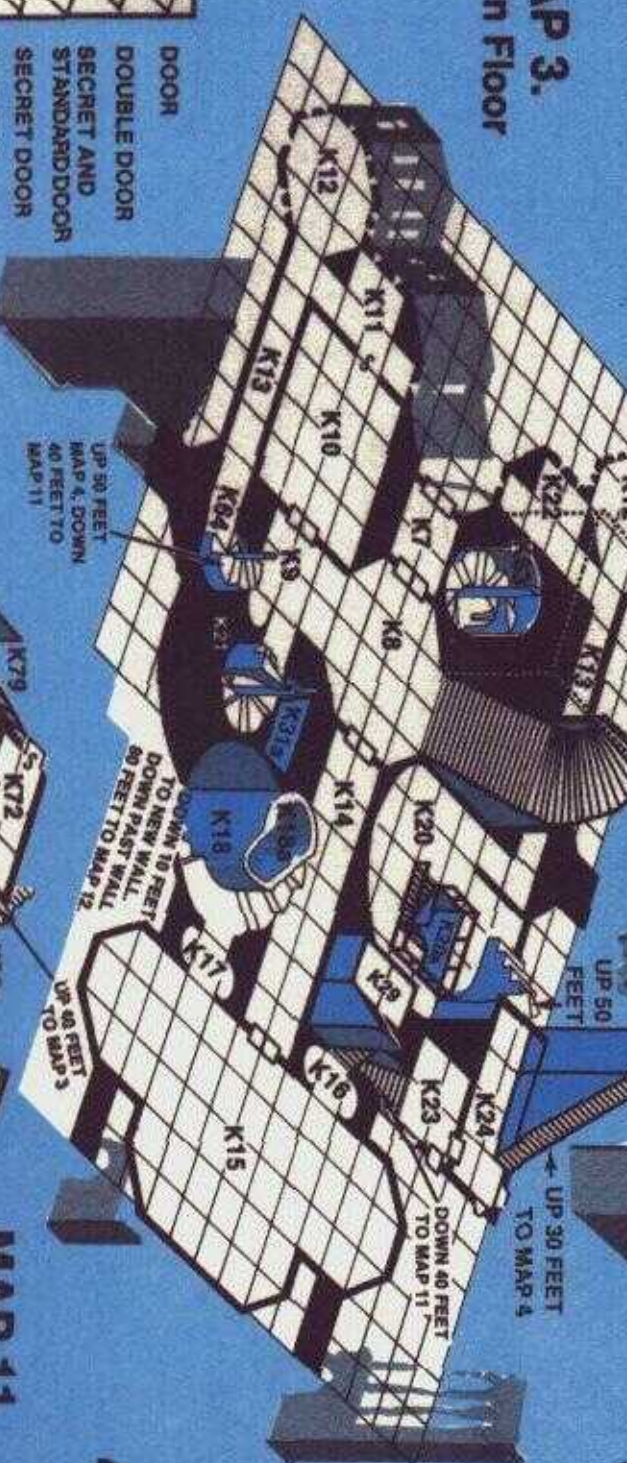
**MAP 7.**  
Spires of  
Ravenloft



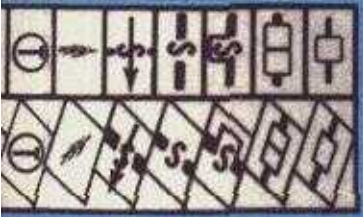
**MAP 4.**  
Court of  
the Count



**MAP 3.**  
Main Floor



**KEY**



- DOOR
- DOUBLE DOOR
- SECRET AND STANDARD DOOR
- SECRET DOOR
- ONE WAY SECRET DOOR
- TELEPORT TRAP
- TRAP DOOR IN FLOOR

**MAP 11.**  
Larders of  
Ill Omen



40'

50'

40'





# Ravenloft

	ELEVATION 0-49 FEET		ELEVATION 1500 + FEET		OCCUPIED HOUSE
	ELEVATION 50-99 FEET		CLIFF WALLS		UNOCCUPIED HOUSE
	ELEVATION 100-999 FEET		ROAD		UNOCCUPIED STORE
	ELEVATION 1000-1499 FT.		TRAIL		ENCOUNTER BUILDING

SCALE: 1 HEX = 200 FEET

MAP 1. Lands of Barovia



# Advanced Dungeons & Dragons®

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## Ravenloft

by Tracy and Laura Hickman

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Under raging stormclouds, a lone figure stands silhouetted against the ancient walls of castle Ravenloft. Count Strahd von Zarovich stares down a sheer cliff at the village below. A cold, bitter wind spins dead leaves about him, billowing his cape in the darkness.

Lightning splits the clouds overhead, casting stark white light across him. Strahd turns to the sky, revealing the angular muscles of his face and hands. He has a look of power — and of madness. His once-handsome face is contorted by a tragedy darker than the night itself.

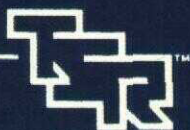
Rumbling thunder pounds the castle spires. The wind's howling increases as Strahd turns his gaze back to the village. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms a twisted smile as his dark plan unfolds. He knew they were coming, and he knows why they came, all according to his plan. He, the master of Ravenloft, will attend to them.

Another lightning flash rips through the darkness, its thunder echoing through the castle's towers. But Strahd is gone. Only the howling of the wind — or perhaps a lone wolf — fills the midnight air. The master of Ravenloft is having guests for dinner. And you are invited.



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