

A1**FOR
ADVANCED
D & D™ GAME**

Dungeon Module A1

SLAVE PITS OF THE UNDERCITY

by David Cook

AN ADVENTURE FOR CHARACTER LEVELS 4-7



·D· '80

It is time to put a stop to the marauders! For years the coastal towns have been burned and looted by the forces of evil. You and your fellow adventurers have been recruited to root out and destroy the source of these raids. But beware, hundreds of good men and women have been taken by the slavers and have never been seen or heard from again!

This module was originally used for the official ADVANCED DUNGEONS & DRAGONS Tournament at GenCon XIII and is the first of four in a series of related tournament modules from TSR.

This module contains a challenging scenario, the tournament scoring system plus nine pre-rolled, playtested tournament characters. Also included are large scale referee's maps, notes, and background information. A1 is a complete adventure in itself, but it is also a companion to A2 (Secret of the Slavers' Stockade), A3 (Assault on the Aerie of the Slave Lords), and A4 (In the Dungeons of the Slave Lords). Be sure to look for other exciting adventure modules from the Game Wizards at TSR.



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Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd.

Distributed to the toy and hobby trade by regional distributors.

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ISBN 0-935696-25-3

Dungeon Module #A1

Slave Pits of the Undercity

Background: For several years, organized bands of pirates and slavers have made a living by raiding the coastal towns on the Sea of Gearnat. Ranging from Onnwal to the Wild Coast, they have descended quickly and ruthlessly on the small towns and villages, and carried off innocent citizens into the night. Although these marauders were not approved of by the lords and rulers of the lands they raided, they were allowed to continue their depredations. Feuding amongst the lords and lack of funds prevented all but an occasional naval battle with the villains and the slow fortification of towns. Bribery was often a more effective method of protecting one's lands from the incursions of these avaricious sea-wolves.

Recently, however, the slavers' attacks have become more frequent and vicious. Believing their prey to be weak and helpless, the raiders have burnt entire villages and pulled down the walls of towns. Women, children, and whole families have disappeared; and though bribes are accepted, the agreements are ignored. Vast tracts of coastline have been reduced to ashes, left barren except for packs of wild dogs.

The lords have finally become determined to take action, forgetting their petty squabbles to unite against the marauders of the yellow sails. Through information gained from escaped slaves, and those fortunate enough to have been found and bought by families or friends, the lords have traced the slavers to a port from which they launch their swift attacks on the coast — the despoiled city of Highport in wasted Pomarj. Some who have lost kin and fortune to the reavers have advised taking a fleet and crushing the outpost, but cooler heads have prevailed. They have pointed out that such a base is undoubtedly well-defended and that the slavers, if alarmed, might arrange that loved ones and kin are never seen again. Instead, they have chosen a plan of stealth. Several bands of adventurers have been gathered together and will be sent to infiltrate the base and destroy the leaders of this evil band. Caution is recommended, for the true strength and extent of this slave ring is not known, but they seem to be stronger and better organized than encounters with their small raiding parties would indicate.

Highport was once a human city, but the land and town have been overrun by humanoids — orcs, goblins, kobolds, ogres, and gnolls. Looted, burned, and ill-kept, the city has become a base for human outcasts wishing to deal with these unsavory creatures. Your party, provided with transport, has managed to arrive in Highport and pose as one of these groups come to deal.

Module Background: Sections of this module were used as part of the **ADVANCED DUNGEONS AND DRAGONS™** Open Tournament at GenCon XIII, 1980. Instructions are given for using this module (along with the other modules of the A series) to reconstruct this tournament. Information included for this purpose consists of the route taken, descriptions, a scoring sheet, and the characters used in the Open. In certain cases, information presented in this module will or will not apply to tournament use; this is clearly marked where it occurs. However, the DM should take special note of such instances to prevent confusion.

START

Play begins with the adventurers standing outside the walls of a ruined temple compound. Although the interior appears to be gutted and burnt, the walls and some attached out-buildings still appear to be solid and habitable. The walls are constructed of large blocks of stone, closely fitted together. The temple itself is located on the edge of the city and most of the buildings around it have been destroyed. There is little traffic about and those passersby that are around pay no attention to the party.

If the characters take time to observe the temple, they will notice several things. At infrequent intervals guards will be seen patrolling the walls. These will be humanoids or humans in small groups, apparently bored with their duties. At other times parties on foot or horseback will arrive at either the stable door or the main gate. These visitors will hail the guards, announcing themselves as having business; they are then admitted by the guards in small groups. These visitors appear to be either merchants with guards or parties of adventurers. At night, the guards will be more numerous and creatures will be seen to flutter up from within the compound to fly off into the night. No slaves or slaving parties will be observed in the time that the characters are in the area.

TOURNAMENT START

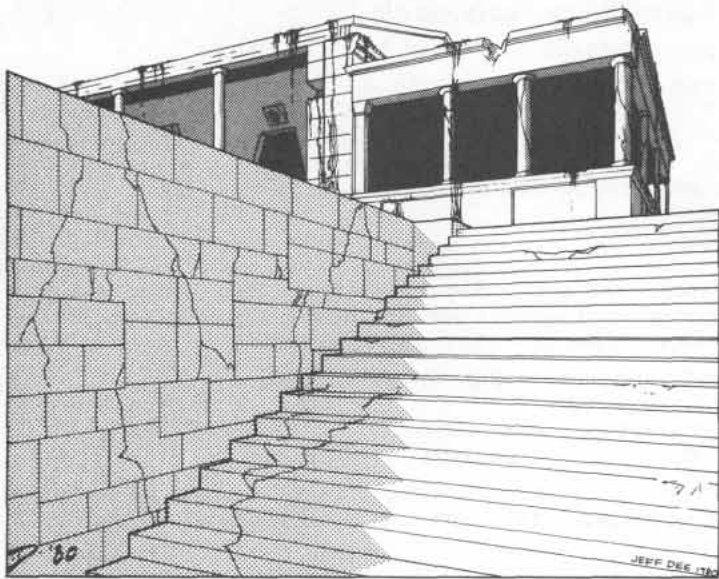
Play commences with the characters standing before a secret entrance at the back of the temple. This entrance was described clearly to the party before they left on their mission by an escaped slave and they have had no trouble finding it. It is nighttime and occasionally the shadows of guards pass overhead, but none of the guards seem to notice the party. The secret door in the outer wall has opened easily and the party enters and proceeds to the end of a 5' wide hallway.

Notes For The Dungeon Master

SLAVE PITS OF THE UNDERCITY has been designed for six to eight characters of moderate levels (4 to 7). A party wishing to attempt this adventure should contain several fighters, at least one or more clerics and magic-users, and at least one thief. Several members of the party should have magic weapons and every character should possess some minor magic item such as a potion or scroll. Characters of levels lower than those suggested for play may also find this module enjoyable if some safe method of entering and exiting the temple several times is provided. The characters which have been provided for tournament use at the end of the module are ideally suited for many of the situations encountered in the temple, as sections of the module are designed with their capabilities in mind.

Before commencing with play, it is recommended that the DM read the module *thoroughly* and become familiar with the information given. The DM must also decide whether to use this module as part of a campaign, or to run players through this as if in the tournament it was designed for. Should the DM decide to do the latter, it is advised that copies of the semi-final and final rounds contained in Dungeon Modules A2, A3 and A4 also be obtained. Particular attention should also be paid to the section entitled **TOURNAMENT NOTES**.

A random encounter table with attached explanations is included before each key for the upper and lower sections of the temple. These tables are provided for campaign play only, not for tournament use. Before each of the section keys is also a Wandering Monsters Roster. This roster is meant to



limit the number of creatures of each type that may be encountered by the party. *Whenever an encounter occurs, the DM should note the number of monsters slain (if any) alongside the listing for that particular creature. Once the maximum number given is reached, no more of that particular type of monster will be encountered.* If characters should leave the temple and return later, it will be possible for some creatures to refill their numbers from outside. How many replacements arrive and how long this takes is left to the DM's discretion.

Information presented in the key is generally divided into two sections. The boxed script is material which should be read to the players unless special circumstances prevent their knowing the information given there. The information not boxed is material for the DM only, so that he or she may referee the encounter. Characters may discover this information as play continues, but they will not know it from the start of the encounter.

The players or the DM must also decide which of several entrances will be used to enter the temple and its sewers. It is advised that unless the DM wishes to start the characters at the secret door at the back of the temple, the characters be allowed to observe and select their own entrance into the compound. It is possible for characters to pose as slave merchants and be admitted through the front gate, but this will place them under the close observation by the guards inside. Unless known and trusted, characters will have their weapons taken away from them and possibly even have their alignment checked through the use of a spell. Those living within these walls are not stupid and will never act or fight in such a way. The humans, orcs, half-orcs, and aspis (see information near the end of module) are experienced and have dealt with intruders before. They will therefore be on their guard against many common tricks that might be used to deceive them. Furthermore, they will learn from experience with the party and will guard entrances not guarded before and set traps in so-called "explored areas" if necessary.

The scope of the module is not limited to what is presented. After reading the introductory background, it will be obvious that an ambitious DM could design an entire town or city to complement the temple. Such a place would certainly be dangerous and a source of many exciting adventures. Likewise, the sewers are not complete and may be expanded by those who wish more underground adventure. The DM is encouraged to add and alter things which he or she feels will improve the module or help it fit into his or her campaign.

TOURNAMENT NOTES

Originally run at GenCon XIII, this module contains only two parts of the seven part **ADVANCED DUNGEONS & DRAGONS™** Open. To replay the entire GenCon Open Tournament it is necessary to have the following modules in addition to this one: **A2 (THE SECRET OF THE SLAVERS' STOCKADE)**, **A3 (ASSAULT ON THE AERIE OF THE SLAVE LORDS)**, and **A4 (IN THE DUNGEONS OF THE SLAVE LORDS)**. In the original tournament, modules A1, A2 and part of A3 were used for the first rounds, the second part of A3 was the semi-final, and A4 was the final round. A1 and A2 each contain two sessions (the above ground and underground sessions). Therefore there are 5 first rounds, each requiring nine players for a total of forty-five players in the tournament (minimum). However, since this number is beyond most people wishing to try tournament play, it is suggested that each module be handled as one entire round instead of two.

The small maps included in this booklet show those areas of this module to be used for tournament play. *The darker screened areas do not exist for the purposes of the tournament.* Doors and passages that lead to them should not be mentioned or indicated. In both cases, players start at #1 on the encounter areas if the module is to be used as two separate rounds. If the module is to be played as a single round, the characters should start at area #1 on the surface and continue to play until area #21 on the lower level is reached. The information found at the end of each session (assuming the party has been successful) should, if five separate rounds are being played, lead the characters directly to the Aerie of the Slave Lords.

Certain conventions were followed in tournament play to insure that many situations were handled in the same way:

1. The players are presented with precreated characters. All characteristics have been listed, along with equipment, spells, and magic items. *Players may not add to or alter this list.* This will guarantee that all players start with the same chances. Players should be allowed the use of the **PLAYERS HANDBOOK**, but not of the **MONSTER MANUAL** nor the **DUNGEON MASTERS GUIDE**, although all magic items they possess will be known and understood by the owner completely.
2. There are **no** wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.
3. Monsters will fight to the best of their ability and will show no mercy or quarter; attempts to bargain with them will result in failure. Monsters encountered in tournament play need never check morale and will not retreat or flee unless it is so noted in the text. Monsters will be fully aware of the capabilities of their weapons, magic items and spells and will use these to their advantage.
4. Note that between these modules, the tournament characters do not advance in level. Although tournament characters may accumulate experience points for their adventures, they will not be able to advance in level until the requisite amount of time is spent in training. The pacing of the modules is such that characters are not allowed sufficient time to do this between adventures.
5. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the GenCon Open but may be used as a method of determining top players from session to session.

Wall Encounter Table (roll d8)

Encounter occurs 1 in 6 (d6), check each turn.

1. 2-8 Ghouls; see below
2. 2-12 Zombies; see below
3. 2-12 Skeletons; see below
- 4.-6. Orcs (special); see below
7. 1-10 Stirges
8. 1-4 Harpies

Ghouls: There is a 50% chance that the ghouls will be accompanied by 1-3 ghouls. There is also a 1 in 4 chance that they will be returning from the city, carrying their foul meals with them. In such a case, they will be encountered climbing down the outer wall. Otherwise, they will be merely making a patrol and will ignore any creature on the ground outside the temple. They have befriended the cleric and will not attack her or any of the orcs.

Zombies and Skeletons: These have been created strictly to patrol the walls. They will ignore any activity on the ground outside the temple. They will not attack orcs nor the cleric of the temple.

Orcs: The exact composition of any wall guard of orcs will be as follows (roll 1d4):

- 1 — 2-8 orcs armed with short swords and light crossbows.
- 2 — 2-12 orcs armed as above and led by a 4th level half-orc fighter.
- 3 — 2-8 orcs armed with halberds led by a 5th level half-orc fighter and a cleric/assassin (levels 4/5).
- 4 — 2 half-orc fighters (levels 2-4), a half-orc fighter/thief (levels 1-3 each), and 2 half-orc cleric/fighters (levels 2-5 each).

Orcs will attack intruders on sight.

TEMPLE DESCRIPTION:

There are two main types of construction in the temple compound. The rooms and passages that are still intact show signs of a great fire at some time in the past. The walls originally beamed and plastered are now scorched and sooty. Small burnt sections show the beams and stone behind them. The walls are 10' high and large sections of plaster have fallen from the ceiling, sometimes showing the sky above. None of these openings are big enough for even a gnome to fit through. The other major section is the temple proper. This large three story structure was originally built of stone blocks with an arched ceiling. The fire has gutted and ruined the upper floors of the structure, so that it is nothing but a hollow shell. The original roof has collapsed and sections of its supports lie in ruins near the base of the temple walls. A new roof has been built onto what remains of the temple from wooden beams and the fallen stone. Ceilings are 35' high unless otherwise noted. The walls are decaying and pitted stone. The floors are stone, dirty and grey with ash and dust.

Those areas of the temple compound that are not part of the temple, a room or passage, or one of the courtyards are ruins. These areas are the remains of several totally burnt buildings that once lined the walls of the temple compound. Weeds grow up through broken beams, skeletons, and tumbled blocks. Dust and ash blow through the air. The dashed lines on the map indicate walls that still stand one to three stories in height, with doors and windows, but no roofs or floors. Throughout this area the following special encounter table should be used.

Ruin Encounter Table (roll d6)

Encounter occurs 1 in 6 (d6), check each turn.

- 1.-2. Orcs (special); see below
3. 1-2 Basilisks
4. 2-8 Ghouls
5. Wight
6. Slavers (special); see below

Orcs: When encountered in the ruins, there will be 3-18 orcs gathered around a small fire. There are also chances for the following extra creatures to be present:

- 10% human slaver (fighter, levels 5-8).
- 25% ogre, 1-3.
- 50% half-orc fighter (levels 2-5).
- 30% half-orc fighter/cleric (levels 4-6/4).

In addition to the fire, there will be 0-5 crude shelters constructed around the campsite. Each shelter will contain 1-100 gp.

Slavers: These humans will often be found in the ruins, carrying out business with the orcs and half-orcs who dwell there. A band of slavers will have a fighter of 8th or 9th level and 3-10 1st level fighters. There is a 50% chance that a cleric of 6th or 7th level will be present. If no cleric is with the group, there is a 75% chance that a magic-user of 5th or 6th level will accompany the band. In addition to the humans, 1-4 half-orc fighter/thieves (levels 4-6/3-5) will be acting as interpreters. The humans will try to deal with the party first, appealing to them as fellow men.

WANDERING MONSTER ROSTER

Whenever a wandering monster is slain, the listings below should be adjusted to show the number of creatures of that type remaining. Characters may never encounter more wandering monsters than the amounts given here. Except in noted instances, the death of wandering monsters will not affect the appearance of placed encounters.

Aspis	10
Basilisk*	2
Crocodile	10
Doppelganger	6
Ghast	6
Ghoul	20
Green Slime	Unlimited
Half-orc cleric/assassin	5
Half-orc fighter	15
Half-orc fighter/cleric	7
Half-orc fighter/thief	5
Harpy	6
Ogre	8
Orc	50
Rat, giant	Unlimited
Skeleton	20
Slave	40
Slaver	15
Stirge	30
Weasel, giant	5
Wight**	1
Zombie	20

* Remove the appropriate number of basilisks from encounter area #10, temple level.

** No wight will be encountered in the Inner Courtyard (area #9) if rolled on the Wandering Monster Table.

KEY TO THE TEMPLE LEVEL

1. SECRET DOOR AND SPIKE TRAP:

a. Outside Entrance:

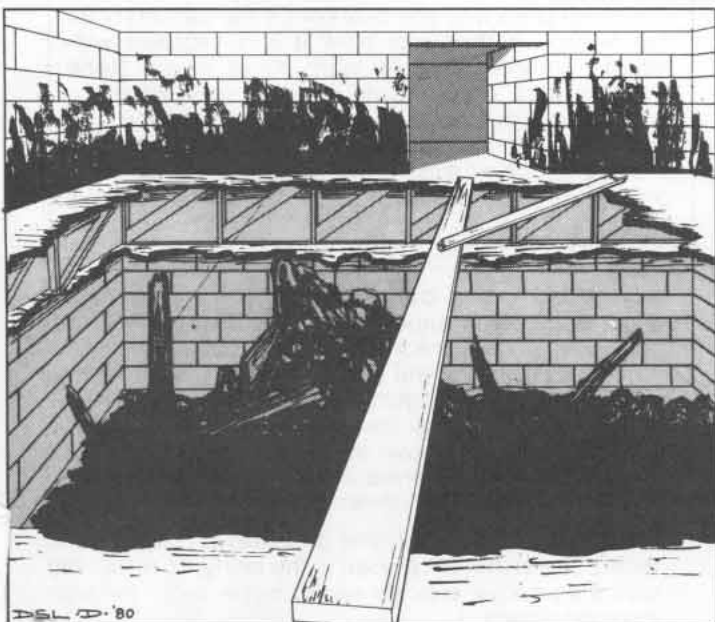
At the end of this 10' long passage is what is obviously the back of a secret door. Constructed to look as if it were part of the wall to those on the other side, no attempt has been made to disguise the presence of the door from this side. Light from the other side faintly outlines the door, and there is a handle to pull the door open.

The door is trapped from the opposite side so that any person who opens it will trigger the trap. This trap consists of a spiked, spring bar beside the door, bent back so that when released it will snap across the doorway at chest height with a great deal of force. Any character standing in the doorway will take 3-18 points of damage (FOR TOURNAMENT USE: 13 points of damage), unless they are a gnome or halfling, in which case the bar will pass harmlessly overhead. If a thief successfully detects traps, he or she will discover the trigger rope on the other side of the door by peering through one of the cracks. This rope may be cut (and the bar released) with a dagger inserted in the crack. The bar will smash into the panel of the door and will do 1-6 points of damage to any characters pressed against the door.

b. Inside Exit:

About halfway down the hallway is a wooden board, crudely but securely fastened to the wall at one end. The other end has nails, spikes, glass and other jagged items stuck into it. It has then been bent back towards the wall and held in place by a rope fastened to a pin. Another rope is connected to this pin and runs forward along the wall to a hook set in the wall. This hook is about the same place where the bar would strike if released.

This trap covers the secret door to the outside. If the rope is cut, the bar will be released to swing into the wall. Anyone standing in the arc of the bar will take 3-18 points of damage (13 points in TOURNAMENT USE) from the blow. If the board strikes the wall, it will crack the wood and plaster panel there to reveal a secret door giving onto passage beyond.



2. BRICKED UP ROOM:

This room is burnt and partially destroyed, much like others throughout the temple. The floor is crowded with debris and movement is difficult. Sagging and collapsed as it is, the ceiling still appears to be sound. The east wall is different from the others. It shows signs of recent construction and upkeep as it is patched in several places. On the whole this wall appears to be stoutly built.

This room is empty of monsters or treasure and in poking through the rubble no useful item will be found. The east wall is maintained in good condition to protect the rest of the compound from the basilisks that live on the other side.

3. COLLAPSED GUARD ROOM:

The wooden door to this room is charred with several boards missing and other planks obviously weakened. The handles, hinges, and other metal fittings are half-melted, soundly jamming the door shut. The room beyond, as seen through the holes, is severely burnt, its furnishings buried and ruined beyond recognition. The ceiling has collapsed for the most part, revealing another chamber on the second floor. About 5' of the ceiling still remains around the walls of the room, forming a narrow jagged ledge. The floor is littered with beams, plaster, ash, and unknown pieces of junk. The air is filled with the odor of rot.

The door cannot be forced open, although three solid blows with a mace or axe will knock an opening large enough for a man to step through. Likewise, a character in plate mail who throws his or her body against the door will smash through immediately, stumbling to the floor beyond (the next round for that character must be spent in recovering). Hidden on the ledge above this room are eight ghouls (AC 6, MV 9'', HD 2, hp 8 each, #AT 3, D 1-3/1-3/1-6, touch causes paralysis, immune to **sleep** and **charm** spells) and two ghosts (AC 4, MV 15'', HD 4, hp 24, 27, #AT 3, D 1-4/1-4/1-8, touch causes paralysis, stench causes save vs. poison or be -2 on "to hit" rolls, immune to **sleep** and **charm** spells). When anyone enters the room, the ghouls and ghosts will leap from above, howling. They will surprise a party on a 1-4 (d6). Once a character has been paralyzed by a ghoul or ghost, the monster will continue to attack that character automatically hitting, unless distracted by someone else (i.e. attacked). Ghoul paralysis will last for 3-12 turns. On the ledge of the room above are six 500 gp gems and a **pot**ion of fire resistance.

4. TREACHEROUS FLOOR:

At the top of the stairs are the remains of a door, beyond which is a room. The floor here is almost entirely gutted as is the floor below. 30' below is the gray stone of the cellar floor. There is an open doorway on the opposite side of the room on this level. Any exits from the first floor or the cellar have been completely filled with rubble. There are three possible ways to walk across the space — a charred and crumbling section of floor clings to the left wall, a narrow pathway of fallen beams stretches across the center like a bridge, and a sounder section of floor, only burned at the edge, runs along the right wall. All three paths are accessible from this end and lead to the doorway on the opposite side.

If the crumbling ledge is probed, large pieces of burned wood will crash to the floor. If any character steps on the ledge, it will collapse beneath them. The center path is narrow and will wobble slightly when stepped on. Plaster and ash will fall and the wood will creak and groan. As unsafe as it seems, the path is sturdy and may be crossed without falling. The ledge to the right is sound and solid. However, when the lead character reaches the halfway point, their weight will cause a loose beam underfoot to shift. The wall beside them will collapse inwards, knocking the figure off the ledge. If characters are roped together when this happens, each figure after the first must roll a successful *bend bars/lift gates* to stay on the ledge. Characters that fail will be pulled over the side. The fallen wall will block this ledge. A fall to the cellar will do 3-18 points of damage. (FOR TOURNAMENT USE: 12 points of damage).

5. a. Alcove:

A small alcove set along the center of the passage has three barrels in it. These barrels are sealed and dusty. The wooden staves are stained a dark brown.

The tops of these barrels may be opened by smashing them with a mace or axe; one round being required for each barrel. Inside each is a dark, thin, sour-smelling liquid. This is actually nothing but old soured wine, more vinegar than alcohol. The barrels may be rolled down the hall if unopened, or manhandled by two people if the top has been removed.

b. Sundew's Lair:

This room is almost bare except for the stairs on one wall and the door on the opposite wall. 5' from this door is a mound of tarry looking rags. Many flies buzz about the room and the air has a sweet honey smell.

The mound is actually a giant sundew (AC 7, MV 1", HD 8, hp 48, #AT 6, D 1-3 plus special — acid damage on 1 per tendril per round, suffocation on a "20", -1 on "to hit" per 3 hits, ½ damage from fire and missile weapons) that will attack any character within 5' of it. Having sprouted roots, it will not move from its position and will use its sticky tentacles to protect it from any attacks it can. The vinegar at #5a. may be used to dissolve its glue; each barrel will coat half the floor space of the room. If the barrels are released at the top of the stair, they will be broken by the time they reach the floor. Around the base of the sundew, hidden under its glue are 500 gp, three gems (500 gp, 1,000 gp, and 10 gp) and a **ring of spell storing (friends, shatter, jump)**.

6. STABLE:

This wooden building is in good condition. In it is a row of stalls for horses, three of which are occupied at the moment. Tack hangs from the walls and three saddles are piled near the double doors. Piles of hay line the walls opposite the stalls and several open sacks of grain are beside them. Four humans are sitting on the sacks, their short swords thrust into the hay beside them. A ladder near the single door leads to a loft.

The four humans are actually half-orcs (AC 7, MV 9", HD 1, hp 8 each, #AT 1, D by short sword D 1-6) who are assigned to work here as stable hands and guards. One of the four has a horn concealed under his cloak and at the first sign of trouble he will attempt to call for help by

blowing on it. If the alarm is raised, more half-orcs will arrive according to the numbers found under the random encounter tables. They will arrive in 2-5 rounds. The loft over the stable is filled with loose hay and more stacks of grain. Hiding among these is a doppelganger (AC 5, MV 9", HD 4, hp 20, #AT 1, D 1-12, surprise on a 1-4, immune to **sleep** and **charm** spells, saves as a 10th level fighter). He will pose as a half-orc, orc, human merchant, fighter, or slave according to the situation. He will attempt to join any party that defeats the half-orcs, probably claiming to be an escaped slave. If allowed to do so, he will attempt to lead a member of the party away from the others and then slay that character and take his or her place.

The half-orcs each carry 20 gp on their persons. Other than this there is nothing of value in the stables except for the horses and the saddles.

7. STONECUTTER'S SHED:

This ramshackle building is cluttered with a variety of tools and junk. There are hammers, chisels, axe handles, slabs of stone, and warped boards. The walls are covered with many different types of holy symbols, some of evil and some of good religions. Most of these look as if they have been pegged or nailed in place. Crouched around a dim and sputtering lantern are six orcs, nervously fingering their halberds and glancing about.

The six orcs (AC 6, MV 9", HD 1, hp 4,3,6,7,1,4, #AT 1, D 1-10 by halberd) have been ordered to stand guard here to prevent any intruders from entering the compound. All the exits are barred, but the doors are weak and easily broken. The orcs do not like this duty and are plainly terrified of the nearby cemetery, as they do not like the idea of becoming victims of some undead creature. To prevent this they have gathered any and every holy symbol available, including those of their victims, and hung them up. Nonetheless, they are apprehensive. If surprised, their first thought will be to flee (if possible). If they cannot get away, they will fight at a +2 on their chances "to hit" out of sheer ferocious panic. Each orc has 5 gp and a silver holy symbol of some religion, worth 40 gp.

8. CEMETERY:

This open area was obviously once the cemetery for the temple compound. Now it is overgrown with weeds, gnarled bushes and dying trees. Stone markers and small crypts can be seen at some points through the overgrowth. Paths twist through the cemetery and some show signs of recent use. Everything seems gray in color here — the grass is gray-green, the soil dusty gray, the stone markers brown and gray. A feeling of oppression hangs over the entire cemetery.

This area is avoided by the orcs and half-orcs unless they come in large numbers, for they dislike the plants that grow here. These plants have managed to become animated through the will of the goddess whose temple this was. Although unwilling to interfere more directly than this, she has made the garden unsafe for all who enter. As characters move through this area roll a d6 each turn. On a 1-3 an encounter has occurred. Roll on the following table (d8) to determine what happens:

1. Branches and weeds bend and move, blocking the path behind the last person in the party. To return the way they came, a party would have to cut through this overgrowth.

2. A tree branch strikes once at a random party member. It attacks as if it were a 2 HD monster causing 1-6 points of damage if it hits.
3. The branch of a bush will attempt to pickpocket a member of the party. The chance of success is 65%. Failure by greater than 20% will indicate that the character has noticed the attempt. A small item, randomly determined, will be taken from the character.
4. 2-8 giant worker ants (AC 3, MV 18", HD 2, hp 9 each, #AT 1, D 1-6) will attack the party.
5. Weeds will attempt to entwine the legs of the characters. Failure to save vs. paralyzation will result in entanglement. The weeds will hold characters until they are freed by others or killed by a wandering monster.
6. 2-5 ghouls (AC 6, MV 9", HD 2, #AT 3, D 1-3/1-3/1-6, touch causes paralysis) will attack the party.
7. Weeds and bushes will bend to block the way ahead of the party. Further progress ahead must be done by cutting (MV 1").
8. A tree will fall across the path, attempting to strike a random party member. The tree will attack once as an 8 HD monster and will do 4-24 points if it hits.

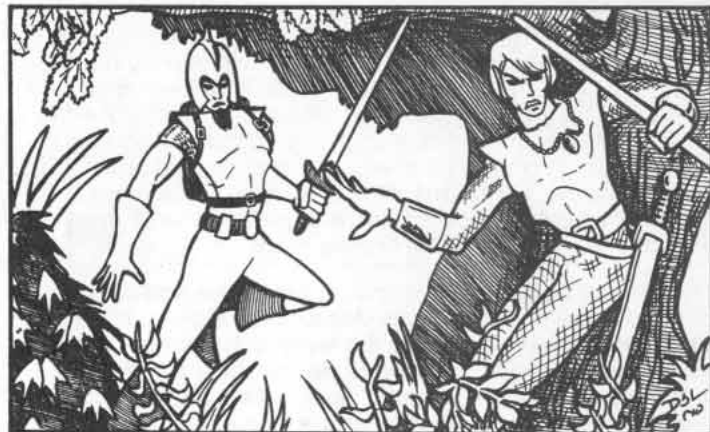
Should characters attempt movement off the path, the plants will become very active to stop them. Weeds will entangle them every step of the way and branches will constantly strike at members of the party. Should the characters become extremely destructive (i.e. cutting, chopping or burning), it will be discovered that trees have moved to block all the exits. Each tree will have 60 hit points, attack as a 10 HD monster and will be able to attack four times per round, D 1-6 each. There will be three trees guarding each exit.

There is a large crypt at the center of the cemetery with a heavy iron door in the front. The insides of this crypt have been removed and a staircase going down has been installed. This stair will lead to the dirt tunnels that eventually wend towards the aspis nest and room #21 on the underground key.

9. INNER COURTYARD:

This large courtyard is mostly dust and grass, although several large trees grow at one end. Near the edges of the yard are large blocks that have tumbled from the walls of the temple and its out-buildings. These ruined areas look like they will provide adequate cover for any creature of man size or smaller that wishes to hide in them.

Hidden in this pile of debris is a wight (AC 5, MV 12", HD 4+3, hp 27, #AT 1, D 1-4 plus energy drain, silver or magic weapons needed to hit) who stalks this courtyard. The half-orcs have managed to appease him through the regular offerings of victims, whether they be human, half-orc, orc, or otherwise, and the cleric of the temple has formed a shaky alliance with the creature. Consequently, the wight seldom roams outside the area of this courtyard. However, it considers any who enter this area to be fair game. Should the party be pursued into this area, their foes will halt outside and prevent the party from returning the way they came, hoping to watch the sport. Hidden in the debris are 2,000 cp, 1,000 ep, and a pair of **gauntlets of dexterity**.



10. BASILISKS' DEN:

There are no visible doors to this area; in fact, openings that might once have been windows or collapses in the wall have been repaired and maintained. Now there is a wall facing the inner courtyard that stands about 10' high. Inside this area is the ruin of a collapsed building. Several of the inner walls stand, broken and irregular at their tops, but there are no floors nor ceilings anywhere inside the walls of this area. Along the wall near the outer edge of the compound are a large number of chipped, cracked, and broken statues. These are in many different poses: people crouching, kneeling, praying, defiant or twisted into broken positions. They are all of exquisite workmanship and may have once been part of the furnishings of the previous temple.

This area actually contains two basilisks (AC 4, MV 6", HD 6+1, hp 45, 33, #AT 1, D 1-10, gaze turns to stone) who have been walled off by the half-orcs from the rest of the compound. This area is used to punish traitors and enemies (provided the half-orcs don't get carried away and kill them first). Many humans attempting to rescue their kin have also wound up here. Since the area is somewhat large, there is a chance that the basilisks will not be in the area of any intruders who enter. Every round spent in this pen there is a 1 in 6 chance of encountering one of the basilisks. Loud noises are sure to draw these creatures to their source. These creatures have no treasure.

11. BURNT DORMITORY:

This room is charred and burnt, and in a state of collapsed ruin. Although the walls are still intact, the ceiling has fallen in at several places. Fallen beams have crushed bunks and the tattered remains of blankets show under the ashes and plaster. Several small beetles and spiders scuttle from place to place, leaving tracks in the muddy ash.

This room is not used by the denizens of the temple as it is considered unsafe. Careful searching will reveal crushed bunks and charred bits of simple furniture (stools, tables, etc.) but nothing of value to the party. The room is dangerous and any major disturbance of its structure (knocking holes in walls, clearing away beams, etc.) is liable to cause another collapse. This will be of 6' to 15' (1d10 + 5) in radius from the point of the disturbance and will do 3-18 points of damage to all within that area. There is a 1 in 6 chance that any character injured by a collapse will be pinned under a beam and will need help to free him- or herself.

12. FALSE SLAVERS' LAIR:

The walls of this chamber are linked with twenty human slaves, their ankles and wrists shackled and manacled together. On the same wall as the door can be seen the shadow of a large ogre-like figure brandishing a whip. Guttural commands and pitiful screams can be heard. At each crack of the whip, the slaves cringe and cower. A trap door is set in the floor at the far end of the narrow room.

This room is actually a trap prepared by the half-orcs to catch those who would try to deceive the slavers. Whenever a new buyer comes to the temple, he or she is first taken to this room and his or her reactions carefully watched. Only after several visits, when the half-orcs feel sure the buyer is what he or she says he or she is will they take the person to the actual slave pens.

a. The twenty slaves are actually half-orcs whose appearance is good enough to pass for humans. Seventeen of these are normal half-orcs (AC 10, MV 9", HD 1, hp 6 each, #AT 1, D 1-6) armed with short swords carefully hidden under their ragged robes. Near the trap door are 2 half-orc assassins (AC 8, MV 9", Level 5, hp 23, 25, #AT 1, D by weapon type, backstab triple damage), hiding +1 short swords and wearing disguised leather armor. Near the door is the leader, a half-orc fighter/cleric (AC 7 due to dexterity, MV 9", Levels 5/4, hp 32, #AT 1, D by weapon type) armed with a +1 short sword (NSA) who will attempt to stand back and cast spells. He has the following spells memorized:

First level: bless, (x2) command, cure light wounds, darkness

Second level: hold person, silence 15' radius

The shackles and manacles worn by the "slaves" are false and will quickly drop off at a moment's notice. They are cleverly constructed and only a thief examining them can detect they are false. Once the party is well into the room, the half-orcs will rise, pull their short swords, and leap to the attack. While the party is occupied with them, the assassins will attempt to hide in shadows (automatic for tournament purposes) and then backstab, not assassinate, at the first opportunity. The half-orcs and the assassins each have 1-6 gp on their persons. The fighter/cleric has a ring worth 500 gp.

The trap door at the end of the narrow room is locked from this side. It leads to the aspis food storage chamber (level 2, room 7).

b. In this small alcove are three orcs (AC 6, MV 9", HD 1, hp 2, 6, 7, #AT 1 by weapon type). The smallest of the three carries a whip (D 1-3) and is standing in front of a bullseye lantern, casting his shadow on the far wall. He is also imitating the voices of the ogre and the slaves. To either side of him kneel the other orcs armed with light crossbows at ready (D 1-4) and short swords (D 1-6). These orcs will not be surprised at the "slaves" will have signaled them. Each orc carries 1-4 gp.

13. CLOISTER HALL:

This chamber is dusty and bare of furnishings. The floor is wooden and inlaid with simple geometric designs. Long narrow windows pierce the south wall. Near each door is a tallow candle mounted on a wall sconce.

This chamber is totally empty of creatures or treasure. If the candles are examined, it will be noticed that pieces have been pulled off of them. The windows are little more than slits and look into the garden at #14. There is

a 2 in 6 chance that any character looking through these will see and be seen by one of the harpies living in the cloister garden. Once prey has been spotted, these creatures will immediately begin to sing, hoping to lure their victims into the garden. If tallow from the candles is stuffed into the ears, it will provide effective protection from their songs.

14. CLOISTER GARDEN:

Though choked with weeds and untended, this garden looks almost pleasant. Bright flowers bloom in many places — yellows, violets, reds, blues, and many other colors. A path goes straight through the center to the door on the other side and it shows signs of recent use. The trees are blighted and dying, twisted boles and bare branches. Perched in the trees are four harpies.

The path through this garden is used by the half-orcs to reach the buildings beyond it. Near each door to the garden is a tallow candle to plug their ears with. Whenever anyone enters the garden, the harpies (AC 7, MV 6"/15", HD 3, hp 12,16,18,21, #AT 3, D 1-3/1-3/1-6, singing and touch **charm**) will start to sing. If after a round the victims show no reaction, the harpies will stop and ignore the party, considering them to have business in this place. Should some of the members proceed to the harpies' direction, they will immediately swoop to the attack. If two or more of their number are killed, the survivors will fly out of the garden and not return until after their foes have left.

15. WATER-FILLED PASSAGEWAY:

The corridor is narrow, plastered stone, and roofed by an arched ceiling. Heavy wooden beams form arches every 10'. Ahead, the floor of the corridor has collapsed, revealing a flooded sewer line below. This collapse extends for 60' and then ends, as the water flows out from a sunken opening. 15' above this water line is a door set in the end of the passage. Leaning against the wall at this end of the passage is a pole about 10' long and 3" thick. The water appears to be moving at a swift pace. Trash floats away from the door and disappears through a narrow opening under the collapsed edge of the corridor. The air is foul and smells of sewage.

Characters may attempt to swim to the far end of the hall, but to do so against the current is difficult and tiring. Current speed is 3" and the water depth is 8'. Only characters in leather armor or less (except those in magic armor) may swim the distance. Those in leather may not carry more than 200 gp of extra weight. Swimming characters will move at the same rate as their dungeon speed plus or minus the speed of the current. Many methods may be used to reach the opposite side including unhinging the doors to be used as rafts, **levitating** a person over with a rope, **spider climbing** along the walls, etc. A door will carry either one heavily loaded or armored character or two unarmored ones. If not poled or towed by a rope, it will drift with the current. Spikes driven into the doors and walls will support no more than one armored character at a time. It takes three rounds to travel the length of a rope to the opposite end.

16. MAIN COURTYARD:

a.

This courtyard is a large open area. For the most part it is bare dirt, but tall, rank weeds grow up in the corners. At the north end is a large gatehouse to the outside. This way is blocked by two heavy porticullises. There is a wooden door on either side of this gate. Opposite the gatehouse is a pair of huge double doors leading to the temple proper. In the courtyard are two tables, one near the gate and the other near the temple doors, and an unusual looking pushcart. Three orcs stand near each table and four humans or half-orcs are standing around the pushcart.

If not surprised, the orcs (AC 6, MV 9", HD 1, hp 4 each, #AT 1, D by weapon type) will immediately push the tables over and take cover behind them. These tables will give them 50% cover, rendering them AC 2 and adding +4 to any saving throws from physical attack forms (lightning bolts, fireballs, etc.). From behind these tables, the orcs will fire their light crossbows and defend with their spears. At the same time as they are doing this, the half-orcs (AC 6, MV 9", HD 1, hp 7, #AT 1, D by weapon type) will turn the pushcart so that it faces the intruders. This cart is a primitive flamethrowing device. The front of it has been fixed with a mantlet, giving the half-orcs 90% cover (AC -4), +10 on all frontal attack saving throws, 1/2 or no damage if save is successful). Protruding from this mantlet is a nozzle with a slow burning torch mounted on a bracket in front of it. Behind the mantlet is a barrel containing a volatile oil mixture which is sprayed out the nozzle by a bellows arrangement. This cart may be worked to flame three times before the fuel is exhausted. The flame has a range of 30' and is 5' wide at the end of its range. This flame will cause 4-24 points of damage (FOR TOURNAMENT USE: 18 points of damage) to the first person struck. If others are behind this person, they will suffer half damage from the flame. A successful saving throw vs. dragon's breath will reduce the damage by 1/2 for the first person and will indicate that no damage has been suffered by those characters behind him or her. The cart is able to move 6' per turn. If it is attacked by a fire based spell, it must undergo a separate saving throw, regardless of the success of the half-orcs. A 10 or better will indicate that the cart has saved; failure to save indicates that the cart has caught fire and will explode the next round. There is a 25% chance that the half-orcs will remain and attempt to put the flames out. A roll of 1-2 on a d6 is required for the half-orcs to be successful at this. Failure to put out the flames will result in an explosion doing 3-18 points of damage (FOR TOURNAMENT USE: 11 points) to all within 10' of the cart (no saving throw).

Unless in danger of being flanked, neither the half-orcs nor the orcs will advance from behind their respective cover. They will attempt to slay the party with arrows and use the cart to force them into a corner.

The operation of the cart is not as simple as it seems, due to the valves controlling the oil flow, nozzle adjustments, and other controls. Characters will not be able to manage the operation of this device without lengthy study and practice. Likewise, it requires a special oil mixture to operate this device, one that is not readily available.

The orcs and half-orcs carry no treasure.

b. OUTER PORTCULLIS WINCH:

This room is cluttered with ropes, wooden blocks and stools. In the main section is a table with a candle and a bowl of gruel on it. In the alcove at the back of the room is the winch for raising the outside portcullis. Sitting at the table is a man eating dinner. Sullenly staring at him from the far wall are three slaves, apparently unchained.

The man is a half-orc fighter (AC 3, MV 9", Lvl 4, hp 32, #AT 1, D by weapon type) dressed in chainmail. On the table beside him rests a dagger (D 1-4) and a longsword (D 1-8). If attacked he will attempt to escape from the room. On his finger he wears a +1 ring of protection. The slaves are actually chained to the wall by neck collars and so cannot move about freely. Should the half-orc ever venture within 5' of them, they will attempt to grapple and overbear him, provided that he does not have his weapon at ready. In the pockets of the fighter's clothes are the key to release these slaves and a gem worth 1,000 gp.

c. INNER PORTCULLIS WINCH:

This small room is almost featureless. A small window looks into the space between the two porticullises, a large winch dominates the center of the room, and two humanoids are sitting on stools facing each other at the other end of the room. One, an obvious half-orc, is holding a sword and pointing it at the other.

The half-orc (AC 4, MV 9", HD 1, hp 8, #AT 1, D by weapon type) has realized that he is sitting in the same room with a doppelganger (AC 5, MV 9", HD 4, hp 13, #AT 1, D 1-12, surprise on a 1-3, immune to sleep and charm spells, save as a 10th level fighter) and is trying to hold him at bay with his sword. If the doppelganger is not surprised by the entrance of the party, it will shape itself into the likeness of a slave. When the party enters they will see the half-orc holding his sword on a slave. If the doppelganger is surprised, the party will see a half-orc holding a sword on his perfect double. Given the circumstances, the doppelganger will either try to join the party or convince them that the half-orc is really the doppelganger. The doppelganger has 20 gp and the half-orc carries 5 gp.

17. TEMPLE DOORS:

These double doors are each 5' wide and 10' high. Beyond them is a corridor stretching as far as the eye can see. Every 10' there are statues in niches on both sides. These statues are life-like carvings of orcs and gargoyles, set on 5' high pedestals. They are in a series of orc-gargoyle, orc-gargoyle. Each orc carries a different weapon in an attack position, while the gargoyles are crouched, ready to spring at an unknown foe. All the statues are clean and look relatively new.

A **glyph of warding** has been cast across the 10' section of passageway marked by the X. If stepped on without proper precautions, this glyph will release its energy at the gargoyle statues to either side, causing them to be flung into the hallway. Characters in the second rank must save vs. paralyzation or suffer full damage (16 points) from one of these statues. A successful save will reduce damage by 1/2. The statues will make a great deal of noise, negating any chance for surprise in encounter area #18. The statues are not animated in any way.

18. TEMPLE CHAMBER:

Beyond these double doors (fitted like those at area #17, is a large open room, lit by braziers and candles. The scent of incense is faintly noticeable. Across the room opposite the door is a dais and an altar. This consists of a semi-circular 3-step raised platform projecting out from the wall. On the dais rests a gigantic statue. This statue is of a one-eyed orc-like humanoid standing with legs spread, holding a sword in both hands above his head. In front of this statue, standing on the main floor, are 3 half-orcs dressed in plate mail and carrying halberds. Behind them stands a woman wearing plate mail and carrying a mace. To the right of the double doors is a poorbox mounted on the wall. To the left and in the corner is a font with 10 slaves chained hand and foot beside it.

The woman is a 6th level evil cleric (AC 1 due to dexterity, MV 6", Level 6, hp 30, #AT 1, D by weapon type) carrying a +1 mace and a **potions of speed**. She has the following spells memorized:

First Level: command (x2), cure light wounds (x2), protection from good

Second Level: hold person (x2), resist fire, silence 15' radius, spiritual hammer

Third Level: bestow curse, blindness, prayer

The half-orcs in front of her are 3rd level fighters (AC 3, MV 6", Level 3, hp 20, #AT 1, D by weapon type). They will attempt to melee with a party, preventing attackers from reaching the cleric. She will stay behind them, attempting to cast spells.

If the cleric is alerted of the party's presence before they enter this area (through loud noise, etc.) she will cast the following spells (if time permits) in the order listed:

The **silence** spell will be cast in the area round the door.

A **prayer** will be cast over herself and the fighters in front of her.

A **resist fire** will be cast upon herself.

A **protection from good** will be cast upon herself.

Hidden in the poorbox is a troll made tiny by a **stone of diminution**. (A small grey stone, this device acts in the same manner as a **potions of diminution** with respect to the size of the creature when the device is operating. This diminution will last for 2-5 turns or until the user lets go of the stone. Each use requires one charge. A stone will have 1-6 charges). Two rounds after the party enters the room, the troll (AC 4, MV 12", HD 6+6, hp 37, #AT 3, D 5-8/5-8/2-12, **regeneration**) will burst out of the box at full size and attack the party. It will have normal chances for surprising the party.

Hiding in shadows behind the font is a 4th level assassin (AC 7, MV 12", hp 12, #AT 1, D by weapon type, backstab for double damage) who will attempt to backstab an unarmored figure if possible. Unless precautions are taken to protect the rear of the party, the assassin will be able to make a backstab attempt.

The slaves are ordinary slaves and will avoid combat if at all possible. No figure may pass through this group due to their chains; they must always be circled. Figures forced into the slaves will stumble and trip, requiring one round to regain their feet, during which time they may not attack. The slavers will suffer an extra 1-6 points of damage if forced into the slaves as they will be struck by chains, fists, and feet.

On the floor between the legs of the statue is an ornamental trap door. This leads to the lower sections of the

temple, through the aspis lair. In a niche at the top of this shaft are three bags with 300 gp each, a gem worth 2,000 gp, and papers detailing when the next caravan will leave and where it will go.

FOR NON-TOURNAMENT USE ONLY: The trap door to the lower level has been trapped to prevent unwanted people in the lower level. If the trap door is opened without first locking the secret catch located on the left foot of the statue, the arms of the statue will fall forward. The sword blade will swing directly over the trap door and will do 6-36 points to any person in its path.

19. RUINED CHAPEL:

This was once a large high-ceilinged chamber, obviously the altar room of the previous temple. The ceiling was once built from stone arches, but now it has all collapsed and crashed down, crushing the altar. Great shattered blocks and columns cover the floor, and the roof is open to the sky. Sheets of roofing material and jagged beams thrust up from the floor. Ivy covers the walls. Fluttering and squeaking can be heard.

The squeaking sound comes from ten stirges (AC 8, MV 3"/18", HD 1+1, hp 5 each, #AT 1, D 1-3, strikes as 4 HD creature, drains blood for 1-4 per round) nesting in the creepers on the walls. Hungry, they will attack any who enter this chamber, avoiding those with open flames and attacking other characters first. If four or more stirges are killed the survivors will retreat to their nests. They will return to attack in 5-8 rounds. Under one of the vines is a jeweled dagger worth 1,000 gp.

TOURNAMENT START FOR THE SEWER SECTION:

After your arrival in Highport, you were able to pose as evil humans and mingle with the creatures that lived throughout the city. Through careful questioning, you discovered that the slavers led their prisoners to the sewers and there disappeared, prisoners never to be seen again. Finally you have been contacted by an escaped slave, who hurriedly told you of a way in before attempting to flee the city. Now, night has come and you stand next to a boulder that you have rolled aside to reveal a shaft with a ladder leading down

The Tournament Start for the Sewer Section is only for those players using this module in tournament play — either individually or in sequence.

As a point of reference, the boulder that has been rolled aside is located in the same position as the ornamental trap door where the temple (room #18) would be. Both shafts are the same, opening into area #1 of the sewer level.



KEY TO THE SEWER LEVEL

Sewer Encounter Table

Encounter occurs 1 in 6, check each turn.

- 1-4 Aspis Drones (AC 3, MV 15", HD 6, #AT 2, D 1-4/1-4 or by weapon type).
- 2-3. 2-12 orcs (AC 6, MV 9", HD 1, #AT 1, D 1-8 or by weapon type); see below.
- 4-5. Slave Band; see below.
6. 2-20 Giant Rats (AC 7, HD 1/4, #AT 1, D 1-3).
7. 1-2 Giant Weasels (AC 6, MV 15", HD 3+3, #AT 1, D 2-12).
8. 1 Green Slime (AC 9, MV 0", HD 2, #AT 0, D special).
9. 1-3 Dopplegangers (AC 5, MV 9", HD 4, #AT 1, D 1-12); see below.
10. 1-6 Crocodiles (AC 5, MV 6"/12", HD 3, #AT 2, D 2-8/1-12).

Orcs: There is a 10% chance that an ogre will be present with any band or orcs. The orcs will be armed with light crossbows and battle axes or short swords.

Slave band: 2-12 slaves shackled and manacled together will be herded through the sewers by 2-8 orcs armed with whips and short swords. There is a 25% chance that a human fighter (Level 6-7) will be present along with a half-orc fighter (Level 1-3) acting as interpreter. This human will be preparing a caravan to leave the city.

Doppleganger: There is a 50% chance that these creatures will be posing as orcs when encountered.

NOTE: There are three main types of construction found throughout the underground passages of the temple — dirt tunnels and chambers, sewers, and passageways and rooms. Dirt tunnels are dug from the soil, are hard packed, and are roofed by wooden planks. There are beams every 5' supporting the ceiling. The passageways are normally 10' wide, but this will vary considerably from section to section. The ceilings are about 7' to 8' high. The chambers have also been delved from the earth and are supported by beams, although there is no planking to cover the ceiling. The walls and floors in chambers and passages are slightly muddy, but show no signs of crumbling. If the beams supporting the ceiling are destroyed (due to removal, fire, **lighting bolt**, etc.), there will be a collapse in a 5-10' radius. Persons caught in this area will suffer 2-20 points of damage (no saving throw). If more than 15 points are sustained by a character, that person has been totally buried and must be rescued within 5 rounds or die of suffocation. Players may dig 2' per round without tools or 5' per round with shovels. A collapse will totally block a passage.

Sewer tunnels are 20' wide arched passageways of brick and stone. The walls are rotting, crumbling brick, covered with harmless molds and slimes. Along one side is a 5' wide stone ledge. The remainder of the passage is filled with a runoff mixture of sewage and water, 6" below the level of the ledge. The water depth varies from 5' to 12' at any given point (roll d8+4 to determine the depth when necessary). Garbage floats sluggishly at the surface, not revealing the stronger undercurrent. This current, 2' beneath the surface, moves at a rate of 3" per turn in the direction of the **GRUB HATCHERY** (room 2). Those swimming downstream may add this amount to their movement rate; those swimming upstream must subtract this amount. The ceiling is formed of stone blocks, and stone arches support it every 10'. The ceiling is 7' high at the sides and 10' at the center of the arch. Water drips from cracks in the stone and calcification has formed tiny stalactites hanging from the ceiling. In some places, small plant roots hang down from above.

The passageways and rooms are of standard dungeon construction. These areas are comparatively dry. The walls, ceilings, and floors are made of large blocks of smoothly dressed stone. Doors are made of heavy oak, bound in iron and studded with large rivets.

1. ESCAPE LADDER:

A ladder extends from a circular stone shaft to a dirt tunnel. The ladder is wood and in good condition. It does not appear to be fixed to the wall. There are many tracks in the mud about the ladder. The air is damp and foul.

This ladder leads to the temple altar on the surface (room #18). A stone lid covers the top of the shaft, but this may easily be moved aside from below. The tracks are those of orcs coming and going, and an unknown creature (aspis) of great stature.

2. GRUB HATCHERY:

The floor of this room is completely covered with drying garbage and other foul materials; characters must wade through this muck to enter the room. The air is steamy and condensation appears on the walls, which are already covered by pale moist slime growths. The heat of rotting garbage rises from the floor, rendering infravision useless. There are four exits from the chamber, one at each compass point. The exit to the east is a brick and stone passage; the others are dirt tunnels. The odor of rot filling the air is almost nauseating in its intensity.

The room is actually a pit, filled with sewage waste up to the level of the surrounding passages. The sewage is 5'6" deep and has a consistency of slimy quicksand. Beneath the sewage at the entrances are 5' x 5' platforms, and connecting them is a 3' wide ledge. The forward edge of the platform becomes steps going down into the pit, six steps in all. The platforms are covered by 6" of sewage while the ledge quickly slopes down to a depth of 2".

Living in these pits are five aspis larvae (AC 6, HD 5, hp 20,21,26,16,10, #AT 1, D 2-7, surprise on 1-3, immune to acid) in different stages of growth. These blind 1 1/2-3' long creatures will attack any disturbance in the sewage choosing greater disturbances over lesser disturbances. They are capable of attacking while submerged, but may only rise 1/2' above the surface. None will attack figures on the 5' x 5' platforms. Up to three may attack those standing on a ledge, and all may attack those in the pit.

When entering the room, if no precautions are stated, the front rank will automatically stumble on the steps, plunging into the pit. Characters in the pit move at 1/4 their normal movement rate, fight at a -4 to hit, defend at -4 from their normal armor class, and may only use thrusting weapons. The sewage is mildly corrosive and burns flesh and weakens cloth or leather. Each round, characters standing on the ledge will take 1-2 hit points of damage; those in the pit will suffer 2-5 points of damage. Characters submerged in the sewage take an extra 8 points of drowning damage at the end of the second round characters with constitution scores of 16 or better take only 4 points. Thereafter damage will continue for every round the character remains submerged. Characters may float to the surface by releasing held items and swimming. No other actions may be taken if this is done.

If the sewage is collected and carried to be thrown at opponents it will do no damage, but the stench of the fluid will cause all within a 3' radius of the burst sewage pots to save vs. poison or be helpless with nausea for 2-8 rounds. The sewage fluid may only be carried in ceramic or metal vessels. If the container is not stop-

pered, the smell will affect the party. Even if the sewage is carried in a stoppered container, the stench gained in obtaining the fluid will remain for 5 turns, negating surprise during that time.

3. EGG CHAMBER:

The passageway rises quickly above the level of the sewage and the chamber floor seems dry. The space is large and the dirt ceiling is supported by many beams. Ten feet away, spaced in a ring around the only entrance to the chamber, are 3 large insect creatures. Each carries 2 battle axes, one in each upper forelimb. Beyond them near the far wall are many glistening white ovoids, about 6" to 1' in length.

Three drone aspis (AC 3, MV 15", HD 6, hp 30,27,45, #AT 2, D: by weapon type) are guarding the egg chamber. They will instantly attack any strangers who enter the room (+2 on their "to hit" rolls due to morale). They will neither retreat nor surrender. If not surprised, they will attempt to summon aid by making loud clicks and whistles. If any aid should come (50% base chance, subject to DM's modification), it will be a few of the drones from the **ASPIS CHAMBER** (area #5). The twenty white ovoids on the ground beyond the drones are the eggs of the nest. Their soft membranes may be easily slit open to reveal partially formed aspis larvae inside. Hidden under one of the eggs along the south wall of the chamber is the combined treasure of the 3 drones — 3 gems worth 500 gp, 1,000 gp, and 100 gp respectively.

4. FOOD STORAGE:

A 5' wide path runs through the center of this room from exit to exit. To either side of the path is a trench (5' wide) filled with grain. Beyond the trenches are piles of dried carcasses and mounds of rotting vegetation. Hung from stakes driven into the walls are leather skins and full bladders.

This chamber is the food storage area for the aspis. The trenches to either side of the path are 3' deep. The southern one contains nothing but grain, but the one to the north is inhabited by a gray ooze (AC 8, MV 1", HD 3+3, hp 19, #AT 1, D 2-16, corrodes metal, affected only by blows and lightning) at the bottom of the trench.

It will attack creatures that disturb its trench. The mounds of decaying vegetation are infested with rot grubs, 15 in all (AC 9, MV 1", hp 1 each, **burrow** into flesh if touched, will kill host in 1-3 turns unless flame or **cure disease** is applied). The aspis consider the grubs a delicacy. Under one of the piles may be seen the thongs of a leather sack. This sack contains three apples covered with a glittering silver-blue mold. The mold is beneficial and will cure any non-magical disease if one apple is eaten. The piles of carcasses are those of 26 giant rats and 14 humans. The bodies are unclothed and unadorned. The leather skins and bladders are filled with honey and wine.

5. ASPIS CHAMBER:

This large dug-out chamber has several exits visible. Three of these are man-sized in height and lead off in different directions. The other exits are smaller, near the floor, and appear to be large enough for only gnomes or halflings to use. There is much activity, and the room appears to be a meeting area. Four insect men are occupied with various tasks — mending straps, eating, sharpening weapons. Around their feet run five giant ants.

Just before each tunnel entrance is a silken trip cord set about 4 inches above the floor. This trap will release a camouflaged net hung over the tunnel entrances. These nets have been soaked in the sap of the giant sundew, making them particularly sticky. The nets cover a 5' x 5' area; any creatures caught in them will fight at a -2 due to entanglement on the first round and will suffer an additional -1 on his or her chance to hit each round thereafter. Characters with an 18 strength or greater may break the net in three rounds. All other characters must be cut free with the aid of another person. When a party enters, the insect men will first order the five giant worker ants (AC 3, MV 18", HD 2, hp 13 each, #AT 1, D 1-6) to attack while the drones prepare. The drones (AC 2, MV 15", HD 6, hp 44,36,20,34, #AT 2, D by weapon type) will each attack with two broadswords (D 2-8) and defend with two shields. They will attempt to stab at the defenseless players caught in the nets while they are preoccupied with the giant ants. If forced to retreat, the drones will attempt to go to the **BREEDING CHAMBER** (area #6) to help protect the cow. No reinforcements will come to this chamber unless the party is already being pursued.



6. BREEDING CHAMBER:

This chamber is a large cavern dug from the earth, its ceiling supported by long beams that extend from wall to wall. The ceiling is 12' high. The floor is puddled with water. Several openings are visible, some 4-5' high while others are only high enough for a halfling or gnome to crawl through. Towards the center of the room is a gigantic white larva, almost 12' long and 4' wide. Around it are several insect men, six in all, armed with halberds and shields. On the floor against the south wall may be seen four leathery white balls, about 1' in diameter.

This is the main breeding chamber of the aspis. It is occupied by the giant grub-like cow (AC 7, MV 3", HD 6, hp 60, #AT 1, D 3-18) and six aspis drones (AC 2, MV 15", HD 6, hp 40 each, #AT 2, D 1-4/1-4 or 1-10/1-10 with halberd). Due to their fanatical devotion to the nest, the drones will fight at +2 on their chances "to hit" and will not surrender or flee unless the cow is slain. If the cow should be killed, the aspis will attempt to flee to the egg and grub chambers to defend the young.

In 2-5 rounds after the party enters, 2-4 giant soldier ants will appear from the mouths of the ant tunnels (determine which tunnel randomly) to assist the aspis. They will retreat before a stoutly wielded open flame. Every round for five rounds after the ants first appear, two more worker ants will enter the chamber, until a total of ten have arrived. The entrances may be temporarily blocked with any suitable material (bundles of sacks, a full backpack, a body, etc.). Each blockage will require 2 rounds for the ants to remove.

Along the south wall are four egg cases. These have been collected after the larva have hatched, then cleaned and sewn back together to form sacks. Three of these cases contain 100 pp each while the fourth contains a +1 **cloak of protection**, a **potion of healing**, and a **scroll of protection from petrification** (10' radius).

7. SPARE FOOD CHAMBER:

This chamber appears empty although the floor has four 3' deep pits dug in it. There is ample room between the pits to safely walk across the chamber. The pits appear to have nothing in them. On the east wall is a ladder to a trap door in the ceiling.

This chamber is a reserve food storage area, presently not in use. Inspection of the pits will reveal a scattering of grain, but nothing else. The trap door is locked from the top side, but there is a secret catch on the underside which a thief may locate if a successful *open locks* roll is made. Otherwise, the trap door may be forced as if it were a normal door, although all attempts are made at a -1 to the die roll.

8. GIANT ANT LAIR:

These tunnels are small holes dug through the earth, obviously unsupported by beams or other fittings. They are only wide enough for gnomes or halflings to crawl through.

a. NESTS:

Each chamber will contain 2-12 giant worker ants (AC 3, MV 18", HD 2, hp 9 each, #AT 1, D 1-6) and 1-3 giant soldier ants (AC 3, MV 18", HD 3, hp 14 each, #AT 1 and 1, D 2-8 and poison sting if the first attack hits — D 3-12, or

save vs. poison for 1-4). The chamber will also contain either food (60%) or eggs (40%).

b. QUEEN'S CHAMBER:

In this chamber, protected by 10 soldier ants (hp 15 each) and 10 worker ants (hp 9 each), is the queen (AC 3, MV nil, HD 10, hp 55, #AT 0, D nil). The soldier ants will fight to the death while the workers attempt to remove the eggs (20 total) from the chamber. If the workers succeed, they will then attempt to push the queen to another nest. Should the queen be killed, the ants will be **confused** for 6 melee rounds and will then begin to leave the nest. The collected treasure of the giant ants may be found under the body of the queen. It consists of 7 gems (one 10 gp, two 50 gp, three 200 gp, one 1,000 gp) and a potion bottle of **oil of slipperiness**.

9. LEDGE TRAP:

The only noticeable feature here is that a greater than normal amount of trash floats on the surface of the sewer runoff.

If the characters spend a turn observing this, they will note that garbage floats in from both directions and collects here although the amount of trash never really seems to increase. There is a drain in the center runoff channel and a trap has been set to make use of it. The 10' shaded area of ledge on the map has been fitted to tip over. Unless precautions are taken, the ledge will tip, the edge closest to the wall tilting up and the other edge dropping towards the water, tossing the characters into the sewer. Precautions that would be effective include wedging the ledge, providing counterbalancing for characters as they cross, moving across the trap pressed against the wall, etc.

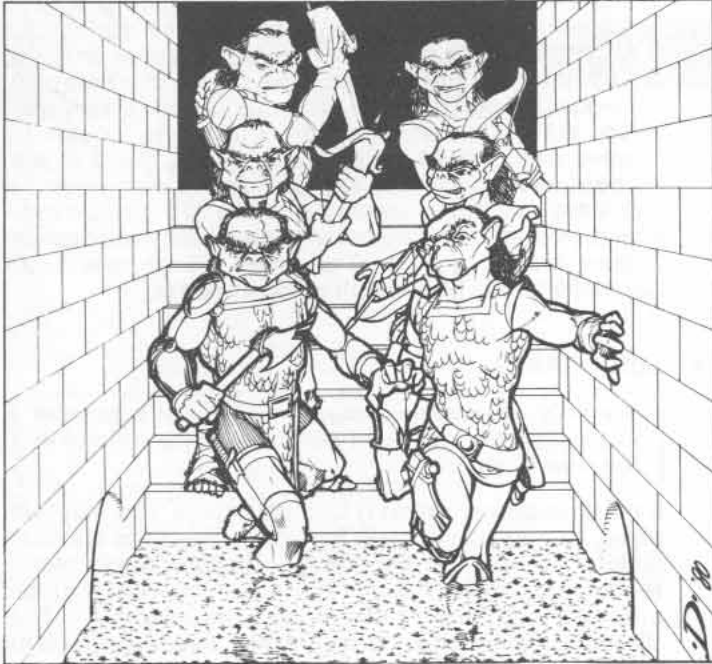
Once in the water, the drain suction will start pulling the character down. The character must drop all items in hand to attempt to stay afloat. The base percentage chance for keeping one's head above the water is 40%; +1% for every strength point (and +1% for each 10% of exceptional strength over 18), -15% for leather armor, -20% for shield (which may be released the next round) or studded leather armor, -35% for chainmail, -40% for banded armor, -45% for splint or scale armor, -50% for plate mail, and -10% for each round submerged after the first. All magic armor — except shields — improves survivability by 5%.

A character pulled under the surface has two rounds to surface. If the character has not reached the surface by the 3rd round, the person will suffer 10 points of damage each following round. The drain is wide enough for a man to fit through, but progress is slow down it. If someone on the surface does not have a rope in hand, it will take one round to ready one. Suction will draw a weighted rope within reach of the submerged person, and the person will find it on a roll of 1-5 (d6). A combined strength of 36 points is required to free a person from the suction in two rounds (each 10% over 18 equals another point), 72 points will free the person in one round.

When leaving this area, characters will begin to hear a thumping of "drums", coming at a steady, but slightly irregular beat. The sound will echo throughout the passage and will be obviously coming from somewhere ahead.

a. SEWER BRIDGE:

There is a wooden bridge supported by stone pillars that crosses the river of sewage at this point. The bridge is 5' wide and has no railing. It is well built and appears to be sturdy.



10. a. FALSE DRUM:

The sewer passage ends in a tumble of ruin, completely choking the passageway. Part of the collapsed tunnel forms a ledge extending into the water. Little current moves through here and the water is stagnant and slimy. An old tun rests upside down at the end of the ledge.

This tun acts as a drum when drops of water strike it from above. This sound resounds throughout the sewers at almost regular intervals. Should the tun be moved or disturbed, the intelligent creatures of the sewers will be aware that someone is wandering around in their area. Orcs and aspis will be ready for any attackers and will not be surprised.

FOR NON-TOURNAMENT USE ONLY: At the end of the passageway, in the rubble of the collapse, is a door carefully camouflaged to appear to be part of the ruined wall. This should be treated as a concealed door. Once found, it may be easily opened.

b. SECRET DOOR:

This secret door is a stone slab that pivots around a vertical axis, and is thus hidden from both directions. It is activated by a large mass (such as a human body) striking the 10' wide slab within 3' of either edge. The slab will pivot in either direction. The DM should consider the possibility of the swinging end of the door striking any character in its path and possibly depositing them in the slowly flowing sewage.

11. SMALL SEWER CHANNELS:

The construction of the sewer changes here, the main channel dividing into three smaller tunnels. The walls are still made of brick and the ceilings of stone, but there are no longer any dry ledges to walk upon. The floor is solid, but is covered by about 2' of sewage flowing towards the main channel. Wading through this is difficult and tiring. All movement is reduced by $\frac{1}{4}$ and all "to hit" rolls must be made at -1.

12. ORC AND OGRE OUTPOST:

This irregular-shaped room has apparently been enlarged by the inhabitants of the sewer. The western half of the chamber is raised about 6' above the level of the sewage and the three passages that enter the west side of the chamber each go up a short flight of stairs to reach the room. The eastern half of the area appears to have been recently dug. It has dirt floors and a ceiling supported by beams. The stone wall connecting it to the western half has been partially removed. There is a ladder in the eastern section that leads to a trap in the ceiling and there is a door on the northern wall. A great number of orcs and three ogres are in this room. They appear to be armed and standing watch.

Three ogres (AC 5, MV 9", HD 4+1, hp 24, 19, 20, #AT 1, D 1-10, throw rocks 80' for 1-8 damage) act as captains for eighteen orcs (AC 6, MV 9", HD 1, hp 6 each, #AT 1, D by weapon type) guarding this area. If approached from one of the three sewer passages from the west, six of the orcs, if not surprised or alerted because of the drumming stopped, will form three ranks on the steps. The bottom rank will be armed with hand axes (D 1-6), and the two ranks above them with light crossbows (D 1-4) and hand axes (D 1-6). Behind the third rank will stand two of the ogres with six rocks each. Of the remaining twelve orcs (also armed with light crossbows and hand axes), six will remain out of sight to act as reinforcements, while the other six orcs and the third ogre move down one of the side passages to attack the party from behind. In the time it takes the party to close with the orcs on the steps, their ogre captains and those armed with crossbows will attack with missile weapons. Once the front rank of orcs has been closed with, the orc crossbowmen will fire at unarmored characters to prevent spellcasting. As orcs in the front rank fall, their places will be filled by those orcs above them, dropping their crossbows and stepping down into melee. Reinforcements will then fill their positions. The orcs will not flee, due to their fear of the ogres and lack of a suitable escape route.

If the party enters from the northern door, the orcs, unless previously warned, will be unprepared for defense. They will simply rush the party and rely on greater numbers to win the battle.

In the ceiling of the chamber is a false trap door with an old ladder bolted to the wall leading to it. In a corner is the group treasure of 180 cp and 360 gp. Each ogre carries one 500 gp gem and the largest carries a +1 dagger, +2 vs. magic-users and enchanted creatures.

13. SEWER COLLAPSE:

The sewer ahead appears to have undergone a major collapse and the passageway is almost entirely blocked. A narrow path crosses over the tumble of rocks that the sewer water flows under. In the center, it is blocked by a large beam that extends from a crack in the floor to the ceiling. The beam appears to support a large stone block and prevents a total blockage of the passageway. The ceiling height here is 7'. To either side of the beam are spaces that a gnome or halfling could squeeze through. On the ground around this area are five flat pieces of rock (each about 6" thick), two broken beams (each 5' long) and a broken set of manacles. On the walls are scrawled samples of orc graffiti. (Samples: "Elves are fairies", "Grom the kobold takes baths".)



The beam blocking the center of the passageway does indeed support the stone block in the ceiling. If this beam is removed without any precautions, the block will immediately fall and block the passageway; nor can the passage be widened as the walls and floor here are made of wide sections of tumbled stone. If attempts are made to push the beam to the side, no improvement will result and the block will slip down a few inches in a clatter of small stones. Examination of the crack from which the beam thrusts will disclose that the crevice extends to a substantial depth and that the beam is precariously balanced on a small outcropping of rock a short distance down. Evidently, the weight of the block prevents the beam from slipping off this ledge. Any character with 18 or greater strength may lift the block for one round and may hold it for every round thereafter that a successful *bend bars/lift gates* roll is made. When the weight is lifted off the beam, the beam will shift with a rattling crash and slide into the crevice out of sight. This noise may alert any nearby creatures, or attract the attention of wandering monsters. The block may be supported by the character for as long as possible while other characters slip through, or it may be supported by placing three to four of the flat rocks under one of the 5' beams and wedging this in place. Should the block fall (either by dropping it or knocking away the support) it will do 3-30 points of damage (FOR TOURNAMENT USE: 18 points) to the person releasing it, unless the support was pulled out by a rope or some similar means. The block will completely close the passageway. The stone may be levered up with beams and stones, but this will require 50 combined strength points and three turns to accomplish.

14. ORC GUARD POST:

This is a small dirt chamber. In the east corner is a small glowing brazier that provides a dim light and little heat. The odor of burnt meat and uncured leather hangs in the air. The walls are hung with the hides of various creatures, all poorly prepared and ragged. About the room are six orcs armed with short swords and spears. Near each exit is a gong hung from a large bone stuck into the wall.

The six orcs (AC 6, MV 9", HD 1, hp 5,6,2,7,7,4, #AT 1, D 1-8 or by weapon type) are guards to alert the main chamber of any attacks. If not surprised, 1-4 orcs will remain in the area to fight the party while the others flee the chamber, pounding on the gong as they go. These fleeing orcs will attempt to join either the main group or one of the other guard posts. Those that remain will fight until one of their number is killed. When this happens, the survivors will attempt to flee in any direction. All orcs will fight if surprised. The skins on the wall are worthless, being too poorly prepared to have any value. The brazier is made of bronze and *might* be worth 1 gp if it were cleaned and restored. Each orc carries all of his personal treasures (2-12 gp each). Beyond this, there is nothing of value in the room.

15. ORC CHAMBERS:

a. Main Chamber:

This crudely fashioned room is large and somewhat crowded, being occupied by many orcs engaged in daily tasks. The walls throughout are hung with weapons, shields, skins, and tribal banners (such as gaudily decorated manacles, etc.). There are several small cooking fires, giving off little light, but just enough heat to ruin infravision around them. Near these fires are low mounds of dirt. The air is smoky and rancid smelling.

There are twenty-four orcs, six males and eighteen females (AC 6, MV 9", HD 1, hp 5 each, #AT 1, D by weapon type, +1 on "to hit" and morale because of standard) in the chamber. All will fight with equal ferocity attempting to capture or kill intruders. There are also twenty young who will not fight. A variety of weapons will be available to the orcs — hand axes, spears, short swords, and daggers. If six or more orcs are killed, one will attempt to summon aid from one or more of the following chambers: the **Chief's Den (#15b)**, the **GUARDPOST (#14)**, or **(#16a)**. If possible, these reinforcements will attempt to circle around behind the party, although this will take five rounds. If the orcs are forced to retreat, they will not allow themselves to be trapped in the Chief's Den if at all possible.

The skins on the walls are of no value, being like those in room #14 — poorly cured, ragged, and dirty. The other items that can be found in the chamber — chipped pots, worn baskets, bone dice (probably loaded), utensils made of human bones — are also of no particular value. The weapons, though battered, are sturdy and sharp. Each male will have 1-6 gp on their person. The females carry no treasure.

b. Chief's Den:

This room appears much like the others in this orc lair. It is an earthen chamber, its walls hung with furs and worn tapestries instead of skins. These tapestries are dingy and drab-colored, and depict various scenes of torture. The floor is covered with skins and furs concealing the dirt floor. At the north end of the chamber is a raised platform with even more furs (decorated tastelessly). Upon one end is a chest. In the chamber are eight large orcs, armed and ready. Furthermore, on the platform sits an extremely large orc flanked by two ogres.

The chief of the orc tribe (AC 4, MV 9", HD 3, hp 15, #AT 1, D by weapon type), his bodyguards (as the chief, hp 12 each), and his 2 ogre advisors (AC 5, MV 9", HD 4+1, hp 22,25, #AT 1, D 1-10) reside in this room. All except the ogres are armed with long swords (D 1-8) and flails

(D 2-7). These creatures will fight to the death, expecting no mercy from their opponents and having no place to flee. If possible, they will attempt to rush an opposing group, pushing them aside and then turning and trapping their opponents in the room. If this is successful, but they still cannot defeat their enemies, they will fetch fire from the main chamber and burn the room or fill it with smoke.

The chest is the only thing of obvious value in the room, the rest being too stained, poorly maintained, or trashy to be worth taking. This chest is locked and there is a keyhole in the front. The chest also has a **glyph of warding** cast on it, a rune which only the chief knows. Any who open the chest without the proper precautions must save vs. paralyzation or be paralyzed. This paralysis may only be removed by a **remove curse**. The key to the chest is buried in the northwest corner. In the chest are three bags of copper pieces (400 pieces in each) and four gems (50 gp, 5 gp, 5,000 gp, 2,000 gp). There are also three daggers: one copper-hilted, one bronze-hilted, and one brass-hilted. The blades appear to be coated with rust, but is really dried smears of orcish poison. The merest scratch by one of these blades necessitates a save vs. poison. Only one successful strike with each dagger may be made before the poison is rubbed off. While the daggers are worth 25 gp, 40 gp, and 60 gp respectively, lawful merchants and armorers will recognize the orcish make and poison and refuse to have anything to do with the sellers, believing them to be chaotics to carry such weapons.

16. WITCH-DOCTOR'S CAMP:

Here the sewer resumes with water to the east side and a 5' wide ledge to the west. A low wall of rocks (3' high) block the ledge at this point. Across the water to the east from the wall of rocks are three ledges extending 5' into the water. Each is ringed by a low rock wall (2' high).

- a. Eight orcs live in the chamber just west of the ledge (AC 6, MV 9", HD 1, hp 7 each, #AT 1, D 1-6), armed with spears and short swords. At present, two are on guard duty behind the wall across the ledge. They will not attack until a party is within 20' of them. If fired at with missile weapons, these orcs are considered to have 50% cover, if they remain behind the wall (AC 2 instead of 6, +4 on saving throws vs. frontal attacks).

On the first attack the orcs will hurl their spears and then draw their swords. If any members of the party close with the orcs, these guards will engage them with swords, staying behind the wall. If the party does not close with the guards and rather attacks with missiles the orcs will retreat out of sight up the west corridor until the party attempts to cross the wall, at which point the orcs will charge. Replacements will arrive from the side cavern to assist as needed. If two or more orcs are killed, the rest will fall back from the wall, forcing characters to cross the wall to engage. On the round spent climbing over the wall, the characters automatically lose initiative; if not engaged, the orcs will attack with thrown spears.

In the chamber are 1,000 gp in a stone chest. In a small pit under this chest is a magical **scroll** with one spell, **invisibility**. There are also two 15' long planks for crossing the sewer.

- b. Six orcs (AC 6, MV 9", HD 1, hp 4 each, #AT 1, D by weapon type) and an orc witch-doctor (AC 4, MV 9", HD 1, hp 6, #AT 1, D by weapon type, spells, see below) also live here. The orcs carry light crossbows (D 1-4) and three have pots of particularly vile sewage (when thrown all within a 3' radius of the burst must save vs.

poison or be helpless with nausea for 2-8 rounds).

The witch-doctor (cleric/magic-user, levels 3/3) is armed with a sling (D 2-5) and a mace (D 2-7), has a clerical scroll of one spell, **prayer**, (10% chance of error in reading) and has the following spells memorized:

Clerical Spells

First level: **cure light wounds, darkness**

Second level: **resist fire**

Magic-User's Spells

First level: **shield, affect normal fires**

Second level: **scare**

As the party approaches (the noise at area #13 or #15 will alert the witch-doctor and his minions), the witch-doctor will cast the **prayer** upon himself and the six orcs. The orcs will then move to the entrances on the east side of the sewer (two on each ledge) and hide behind the low walls. One at each position will have a sewer pot. Once the adventurers have engaged with the guards on the opposite side, these orcs will attack the rest of the party first with the pots and then with missile fire. They will remain behind their walls, receiving the benefit of 25% cover (AC 4 instead of 6, +2 on saving throws vs. frontal attacks).

As soon as the **prayer** is cast, the witch-doctor will cast a **shield** on himself and then go to the southern-most ledge. Once there he will cast **darkness** at the lead figure and then **scare** at the second in line. Given a chance he will use **affect normal fires** to reduce the light of a torch or lantern to almost nothing. Due to cover, the witch-doctor has an armor class 2 places better than that given by the **shield** spell (i.e. 0/1/2). Given the opportunity, he will cast a **resist fire** on himself.

If four or more orcs on this side of the sewer are killed, the survivors will flee back into the chamber. They will not pursue the party. In the chamber are two sacks, each containing 250 gp; there are also 2 gems, 100 gp, 1,000 gp; and two 15' planks for crossing the sewage.

17. GAS FILLED ROOM:

A short flight of steps leads up to a landing on the north end of the sewer above the sewer runoff. There is a door in the center of the north wall. The air here has a bitter odor different from the rest of the sewer. The torches flare and flicker as if in a breeze.

If the door is opened, the characters will see:

Beyond the door is a room, cluttered with rags, rusting weapons, splintered armor, and dirt. The air is bad and stings the eyes slightly, but not enough to cause any ill effects. Likewise, breathing the air seems to have no dangerous consequences. There is a door on the opposite wall, 5' from the right end.

The entire chamber is filled with colorless explosive gas. Nothing will happen until a character enters the room with a burning light source. Torches will ignite the gas instantly, but lanterns will require 1 round before the gas explodes in a cloud of fire. All who are in the room or within 5' of an open door must save vs. dragon's breath. Failure to do so will result in 4-24 points of damage (FOR TOURNAMENT USE: 16 points of damage) and blindness for 2-5 rounds. A successful saving throw will result in 1/2 damage (no blindness). The gas is consumed so quickly that the entire explosion will last but a second. Nothing will be set on fire, but clothes, hair, eyebrows, etc. will be scorched. If one or both doors are left open for one turn, the gas will dissipate. If the doors are closed, the room will refill in three turns. There is no treasure in this room.

18.

a. THE SLAVE PITS:

This room is large and high ceilinged. Two pillars, 5' diameter, reach twenty feet from ceiling to floor, in the middle of the room. A grid of 10' square trap doors form the floor of the entire room. They are hanging open, forming a grid of 6' wide beams between them. Fifteen feet below may be seen empty slave pits. These are 10' square and are separated from each other by iron bars that reach up to the trap doors.

Standing out of sight, one behind each pillar, are two aspis drones (AC 2, MV 15", HD 6, hp 32 36, #AT 2, D 1-4/1-4 or by weapon type, immune to electrical and cold attacks, 1/2 damage from fire). Each drone carries two swords (D 1-8), two shields, and twelve darts (D 1-3) strapped to the inside of their shields. The drones will not advance to attack, preferring to cast their darts and use the pillars as cover. Once a party advances over the pits, the aspis will close and melee with the party. The aspis use the hind feet to sling to the beams and are practiced at maintaining their balance, characters however must take care when attempting to melee while standing on the beam. Any *aspis* scoring a hit of 2 or more greater than the number required to hit will have managed to knock a character off the beam into one of the pits below, inflicting 1-6 points of damage from the fall. The trap door at the top will be closed by the operator at #18b once a character has fallen in. If a character crosses over a closed pit, the operator at #18b will open it long enough for the person to fall in.

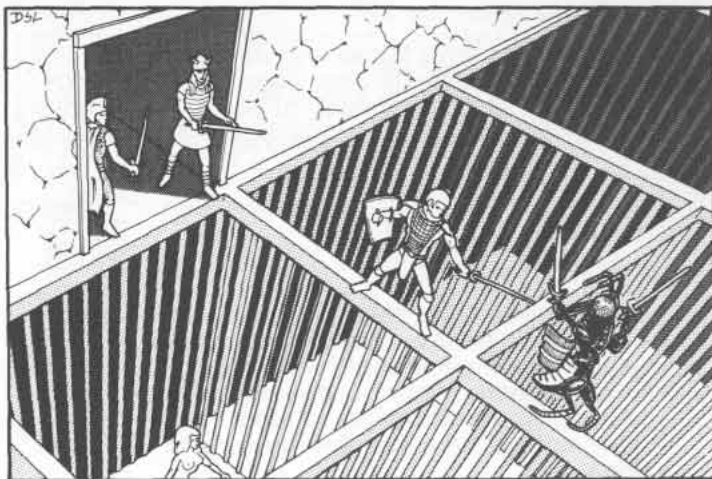
If a *character* strikes an aspis with a roll that is four or more greater than the number needed to hit, the aspis will lose one attack that round as it regains its balance. Two such successful attacks will cause it to lose both of its attacks that round, while three such hits will knock it over the edge. Trap doors will *not* close over an aspis, and they will be able to climb out in one round.

The pits are separated from each other by iron bars spaced 6" apart. These extend from the beams above to the floor. There are no doors in the bars. One attempt to *bend bars* may be made per wall. The trap doors are connected to levers and long rods that run along the beams and disappear into the wall.

b. TRAP DOOR CONTROL BOOTH:

This is a small room, sparsely furnished. On the east wall are a large number of levers and above them at eye level is a narrow horizontal slit. A large insect man stands in the room. He is carrying a 2-handed sword, 2 shields and wears two belts that cross his thorax.

This drone aspis (AC 2, MV 15", HD 6, hp 33, #AT 2, D 1-4/1-4 or by weapon type, immune to electrical and cold attacks, 1/2 damage from fire) operates the controls to the trapdoors of area #18a and usually watches through the slit for signs of activity. Any who successfully pass through the slave pit room will be met by it in the hallway, as it will not allow unknown humans to pass. If the slit is seen from the chamber, it will still be difficult to see the aspis beyond it. This viewslit is too small for missile weapons to be shot through it, nor may the aspis be struck by a *magic missile* as the aspis cannot be seen. Fire attacks (e.g. a *fireball*) will do some damage if the center point of the attack is within 5' of the opening. Damage from such attacks will be 1/4 the normal amount. The aspis drone has one treasure that he was carrying back to the nest — a *pearl of wisdom* set into a brooch that he wears at the cross of his belts.



19.

a. MAIN SLAVE CHAMBER:

This broad, long room is filled with two rows of cages, whose bars reach from floor to ceiling. Each has a door with a heavy locking mechanism in it. On the floor of the cells are straw and wooden bowls. Each cell holds a man or a woman, although each could hold more. Strolling down the central corridor between the cages are three humans and five orcs.

The humans and the orcs are viewing the selection of slave stock in preparation for selecting the hardiest to march out of town on the caravan route. One of the humans is a merchant (AC 10, MV 12", HD 1-1, hp 3, #AT 1, D by weapon type) armed with a dagger under his robes. The second person is a female 7th level fighter (AC 5, HD 7, hp 44) wearing chainmail armor and carrying a battle axe (D 1-8). She is also carrying a *luckstone* (+1 on all saving throws). The last person is a magic-user (AC 6, Lvl 6, hp 12) wearing robes, *bracers of defense* AC 6, and a *ring of shooting stars* on one of his fingers. He carries a staff, dagger, and his spells are as follows:

First level: burning hands, friends, magic missile, spider climb

Second level: invisibility, web

Third level: monster summoning I, slow

Accompanying the humans are five orc guides and interpreters (AC 6, MV 9", HD 1, hp 4 each, #AT 1, D by weapon type) armed with light crossbows (D 1-4) and spears (D 1-6). The leader of the group carries a ring of keys that will open the cell doors. The prisoners, thirteen in number, are ragged and beaten looking. Eleven of these are common folk, both male and female (AC 10, MV 12", 0 level fighters, hp 2-7), while one of the remaining two is a 4th level fighter (hp 20) who will join the party if equipment can be provided for him. The remaining slave is actually a doppelganger (AC 5, MV 9", HD 4, hp 16, #AT 1, D 1-2, surprise on a 1-4, immune to *sleep* and *charm* spells, save as a 10th level fighter) who, when accidentally captured by the orcs, decided to pose as a slave while preying on any creature he could find. At times when he is unobserved, he will attempt to slip free of his bonds and hunt for prey.

Each of the caravan organizers carries three gems worth 500 gp each. The merchant also carries a map showing the route the caravan will take when they leave here. If followed, it will lead to Dungeon Module A2: **SECRET OF THE SLAVERS' STOCKADE**. The orcs each carry 2-8 gp.

b. STOREROOMS:

These rooms have tables and shelves neatly piled with clothing, dried rations, manacles, whips, rope, branding irons, and tuns of wine. These have evidently been kept in good order and free of pests like giant rats or insects.

There is no treasure, armor, or weaponry in either of these rooms.

c. MACHINE ROOM:

This chamber is set about 5' higher than the level of the floor of the slave pens. The ceiling is 10' high. Mounted along the length of the ceiling are a series of pistons and springs that operate the opening and closing of the trapdoors in room #18a. Presently maintaining these are five slaves and an insect man.

This room is beneath #18b and the corridor. The aspis drone (AC 2, MV 15", HD 6, hp 34, #AT 2, D 1-4 or by weapon type, immune to electrical and cold attacks, 1/2 damage from fire) directs the activities of five slaves (AC 10, Lvl 0, hp 2-7) who maintain the machinery of the slave pits. The drone is armed with two long swords and carries a shield on his back. If the drone is attacked, the slaves will attempt to assist the attackers by grappling with it. Due to their desire for freedom, the slaves will press their attack regardless of losses, so long as the hope of rescue remains. There is nothing of value in the room.

20. TRICK STAIRS:

A staircase goes down about 10' and ends in a small landing with a door facing the stairs. The steps are made of flagstones set in mortar. The flagstones are loose.

This staircase will become a slide if the door to room #21 is not opened properly. A thief may not detect the trap, but a dwarf could detect shifting stone if checked for. If the door is opened without first locking a secret catch (detectable only by a thief), the stairs will suddenly slant, creating a steep incline. Unless previous precautions have been taken, characters will slide into room #21, automatically losing surprise and initiative for the first round. Characters roped together, but not fastened to anything, will have even greater difficulties (the characters will be surprised for two segments and may not take any action during that time). After the door is closed and pressure released from the slope, the stairs will return to normal. If the door is opened after locking the catch, nothing will happen and the party will find stairs going down.

21. SLAVE LORD'S DEN:

This chamber is circular with a moat of sewage surrounding a bare platform in the center. Around the outer wall of the room is a narrow 3' ledge connected to the center of the chamber by three arched stone bridges. On this ledge stand ten orcs. From the west side of the room a staircase descends into the center of the platform. Opposite the stairs to the east, is an alcove containing a table, chairs, and many crates and boxes. There is a man sitting at the table with five giant weasels around him. A ladder at the back of the alcove leads to an opening high in the wall. The entire area is torch lit.

The man sitting at the table is a thief (AC 5, Lvl 7, hp 26, #AT 1, D by weapon type, backstab for triple damage; leather armor, sword, sling, a +2 ring of protection and a potion of invisibility). The five giant weasels (AC 6, MV 15", HD 3+3, hp 20,24,18,19,21, #AT 1, D 2-12, drain blood for 2-12 points per round) are trained to obey his commands. If not surprised, he will order the weasels to leap the moat and attack. After this, he will run behind the boxes where he cannot be seen and take a sip (1/8 of the total) of the potion to become invisible for 3-6 turns. Thereafter, he will await an opportunity to backstab any character he can, sipping the potion again after attacking.

The ten orcs (AC 6, MV 9", HD 1, hp 4, #AT 1, D by weapon type) on the ledge are armed with light crossbows (D 1-4) and short swords (D 1-6). Two will stand at each bridge while the remaining four will position themselves halfway between the bridges. The orcs will not engage in melee now, but will fire crossbows at any characters not fighting the weasels. If any characters enters the alcove, any surviving orcs will rush there to attack. Also, they will try to prevent characters from crossing the bridges.

The crates contain rations, chains and other supplies in preparation for a slave caravan. In one crate are bags of coins, 5,000 gp total. In another sack in a different crate are three pieces of jewelry, each worth 1,000 gp. On the table are the records of the slavers' activities in the area and a map of the caravan route and the stops on the way.

The ladder leads to a dirt tunnel that exits in the cemetery of the temple above ground (see **Temple #8**).

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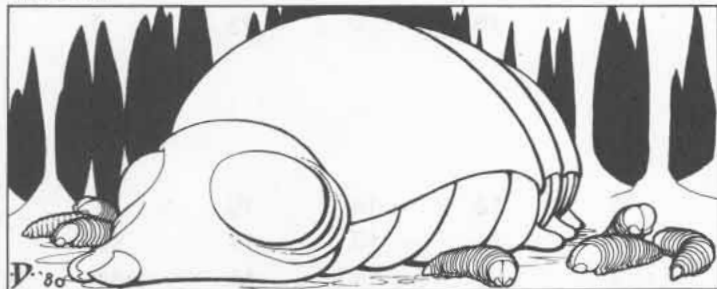
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ASPIS

	Drone	Larva	Cow
FREQUENCY:	Rare	Rare	Very rare
NO. APPEARING:	2-20	3-30	1
ARMOR CLASS:	3(2)	6	7
MOVE:	15"	1"/16"	3"
HIT DICE:	6	2-5	10
% IN LAIR:	30%	90%	95%
TREASURE TYPE:	F	Nil	Nil
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-4/1-4 or by weapon type	2-7	3-18
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	Immune to acid	See below
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Very	Non-	Low
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M	S	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil
LEVEL/X.P. VALUE:	V/300 + 6/hp	2 HD - II/28 + 2/hp 3 HD - II/50 + 3/hp 4 HD - III/85 + 4/hp 5 HD - III/130 + 5/hp	VII/1,350 + 14/hp

Considered unfathomable by humans, aspis are seldom encountered in populated lands unless raiding for food. They commonly live in small groups, tending to their own business and only occasionally dealing with outsiders. Few people can report of ever meeting one of these creatures, and the existence of larva and cows is only a subject of rumor. These do exist, however, as they are necessary for the survival of the race.



Aspis Cow: Unlike other larvae who harden their skins and metamorphose into drones, the cows retain their larval form, becoming huge and bloated females, 10' to 15' in length. Their sole purpose in life is to lay eggs for the nest. They are sluggish creatures, but their large size makes their bite dangerous. In addition, their skin exudes a milky acidic slime that will eat through metal or wood in 1 round and will burn exposed flesh for 1-8 points of damage each round until washed off.

Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 graneries, 1-6 grub hatcheries, and a central chamber. The tunnels are commonly about 4' high and will be well defended by traps and guards. The grub hatcheries will contain 1-10 larvae each. Only one cow will be found in any nest. There is a 10% chance that 10-100 giant ants will share the nest with the aspis.

Aspis larvae are the offspring of the nest. Ranging anywhere from 1½' to 3' in length, they resemble fat, white grubs. They are blind and deaf but can locate and identify other creatures through vibrations and scent. They have voracious appetites and require an almost constant supply of food. They are most commonly found in hatcheries maintained by the drones — usually pits of rotting materials in which the larvae swim or burrow and feed. Occasionally the drones will select one larva and feed and treat it in such a way that it will not develop along normal lines, but will instead become an aspis cow.

Aspis drone are the adult males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names. Fierce warriors, they are capable of using all weapons but bows, and can fashion items they need with skill. Although they prefer to travel on all six legs, in combat they will stand on their hind legs, using the other four to wield two weapons and two shields (making them armor class 2). They are fanatically loyal to a single cow and will defend her to the death. They are immune to electrical and cold attacks and will only take ½ damage from fire-based attacks.

Aspis drones speak their own language and 5% will be able to speak common. They do not have a written language per se, but may communicate in a similar manner by using subtle scents and perfumes.

Description: Drones are 6' long and appear to be giant weevils. They have an extremely long proboscis and multifaceted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink amongst them.

SUNDEW, GIANT

FREQUENCY:	Uncommon
NO. APPEARING:	1-4
ARMOR CLASS:	7
MOVE:	1"
HIT DICE:	8
% IN LAIR:	0%
TREASURE TYPE:	Nil
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	1-3 (see below)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Semi-
ALIGNMENT:	Neutral
SIZE:	M
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil
LEVEL/X.P. VALUE:	VII/1,075 + 10/hp



Unlike its smaller cousin, this plant is almost sentient, being slightly aware of its surroundings. Preferring shaded, cool places to grow, the giant sundew grows only hairlike roots to lightly anchor it in place. Furthermore, it may at will withdraw these roots and pull itself along the ground with its sticky tendrils. It primarily derives its sustenance from the prey it catches.

The giant sundew is able to detect moving creatures by vibrations and when anything moves within 5' of it, it will lash out with its tendrils. Its lump-like body is covered with hundreds of these, so up to six may attack each creature in range each round. These tendrils end in sticky globs of sap. For every three tendrils that strike a victim, that creature will suffer a -1 on the victim's subsequent "to hit" rolls. This effect is cumulative, so that if 6 tendrils hit, the victim will be -2 on its "to hit" roll. If a 20 is rolled "to hit" by the sundew, that tendril will have struck the character across the mouth and nose, clogging these with its sap. The character will suffocate in 2-4 rounds unless the sap is removed. In addition to these attacks, the sap is composed of a mild enzyme acid that will cause 1 point of damage per tendril each round until the tendril is broken. These tendrils may be broken at the same chance as that for opening doors for each character and each tendril should be checked for individually. The sap will dissolve and become harmless if soaked with vinegar or alcohol (such as wine), and this is the only nonmagical way to prevent suffocation. Due to the plant's sticky exterior, missile and firebased attacks will only do ½ damage.

Description: Giant sundews appear as 3 to 4' large mounds of gray-green tarry ropes or rags. Areas where they are found are often heavily fly-infested. If found in a closed area, the air will often have a thick odor like sweet syrup.

TOURNAMENT CHARACTERS

CHARACTER NUMBER	Elwita 1.	"Ogre" 2.	Freda 3.	Karraway 4.	Blodgett 5.	Dread Delgath 6.	Phan- stern 7.	Eljayess 8.	Kayen Telva 9.
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Cls	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/III	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3'10"	6'	5'3"	6'	3'	6'1"	5'8"	5'4"	5'6"
WEIGHT	131 lbs	183 lbs	129 lbs	175 lbs	60 lbs	162 lbs	204 lbs	123 lbs	98 lbs
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	-2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	12"	12"	12"	12"	12"	12"	12"	12"	12"
STR	17	18(56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	11	11	13	9	11	13	14	10	13
PETRIFY	12	12	14	12	10	11	13	13	13
RODS	8	13	15	13	7	9	11	14	11
BREATH	13	13	16	15	13	13	15	15	15
SPELLS	9	14	15	14	14	10	12	15	12
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	0
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	+1
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%
THIEVING* ABILITIES:	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language	
	65%	62%	50%	60%	56%	25%	75%	20%	

* Blodgett's Thieving Abilities.

	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	+ 1 shield + 2 war hammer	Pouch belt, (lg) 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50' rope	
"Ogre"	Long sword Short bow (comp) Throwing knife	+ 1 long sword + 2 splint mail	Backpack, waterskin, flask of oil, blanket, quiver and 20 arrows, 50' of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Eight + 2 arrows + 3 chainmail Potion of Healing	Backpack, quiver & 12 arrows, tinderbox, 6 torches, 50' rope	
Karraway	Footman's mace Hammer	Potion of Clair-audience , Scroll of Raise dead	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes	Bless, Command, Cure It. wounds (x2), Light, Find trap, Hold person (x2), Silence, Spiritual hammer, Cure disease, Dispel magic
Blodgett	Short sword Dagger Sling	+ 1 ring of protection, boots of elvenkind	Pouch belt, (sm) tinderbox, 2 flasks of oil, 20 bullets, 20' of rope, 4 spikes, waterskin, thieves tools	
Dread Delgath	Dagger Staff	Bracers of Defense AC 6, Wand of fire (4 charges)	Pouch belt, (lg) 2 oil flasks, material spell components, 3 tallow candles, 2 torches, 1 tinderbox	Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow
Phanstern	Dagger (silver)	Potion of Extra healing , Scroll of Blindness and Blur	Pouch belt, bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation
Eljayess	Spear Long bow Hammer Long sword	+ 1 spear Potion of Speed	Quiver & 20 arrows, vial of holy water, wooden holy symbol, small pouch, 50' of rope, waterskin	Command, Cure It. wounds (x2), Light, Chant, Hold person, Silence 15' R
Kayen Telva	Long sword Long bow Hand axe Dagger	Two Javelins of piercing , Scroll of Hold portal and Suggestion	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle	Charm person, Shocking grasp, Sleep, Invisibility, Knock

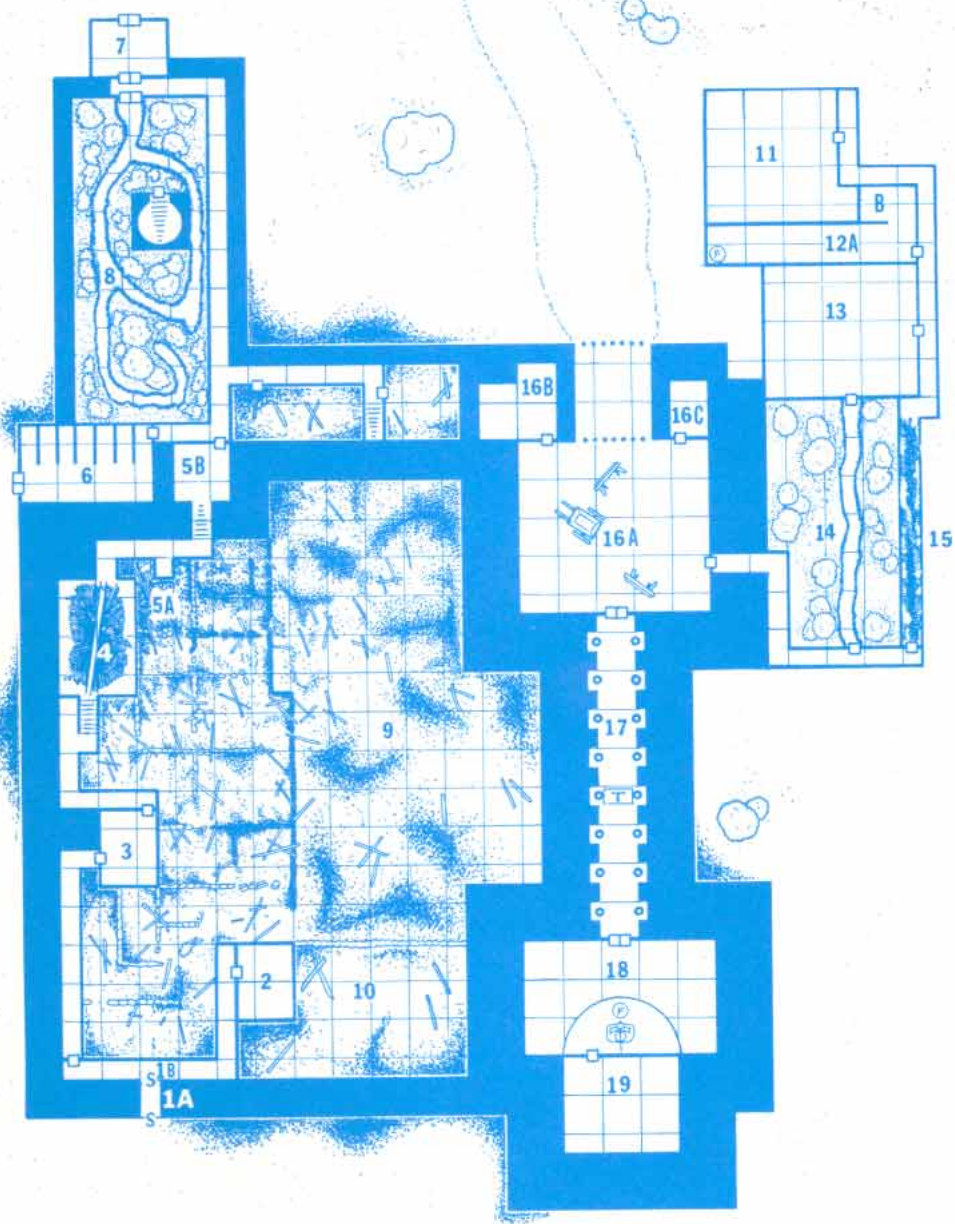
TOURNAMENT SCORING

For this tournament, the highest scores will be awarded for completing the most room encounters before time runs out. Scoring also takes into consideration the number of characters surviving.

	ROOMS ENCOUNTERED								
	1	2	3	4	5	6	7	8	9
Number of Characters Surviving	1. 5	50	95	140	185	230	275	320	365
	2. 10	55	100	145	190	235	280	325	370
	3. 15	60	105	150	195	240	285	330	375
	4. 20	65	110	155	200	245	290	335	380
	5. 25	70	115	160	205	250	295	340	385
	6. 30	75	120	165	210	255	300	345	390
	7. 35	80	125	170	215	260	305	350	395
	8. 40	85	130	175	220	265	310	355	400
	9. 45	90	135	180	225	270	315	360	405

SCORING ADJUSTMENTS

Start	+ 7 for casting invisibility on halfling
Rm. 1	+ 4 for attempting to find trap
Rm. 2	No adjustments
Rm. 3	-4 for sending one character in alone -4 for attempting to use sleep spell. + 4 for attempting to turn undead
Rm. 4	-4 for attempting to cross on charred section + 4 for using spider climb , levitate or climb walls
Rms. 5a, b	-4 for destroying barrels + 8 for using vinegar in barrels on sundew + 4 for using missile fire/avoiding direct contact
Rm. 12	+ 8 for checking manacles + 8 for <i>not</i> charging down the hall -8 for casting fireball
Rm. 15	+ 4 for levitate , spider climb or climb walls + 4 for making raft out of door -4 for attempting to swim in metal armor
Rm. 16	+ 4 for casting slow spell + 4 for casting wall of fog + 8 for casting paralyzation
Rm. 17	+ 4 for attempting to find trap + 8 for casting dispel magic
Rm. 18	+ 4 for casting blindness on cleric + 4 for casting silence on cleric + 8 for casting dispel magic or avoiding silenced area



SECRET DOOR



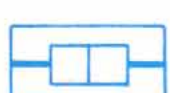
DOOR



RUBBLE



STAIRS UP



DOUBLE DOOR



GARDEN



OVERTURNED TABLE



STATUES



TRAP



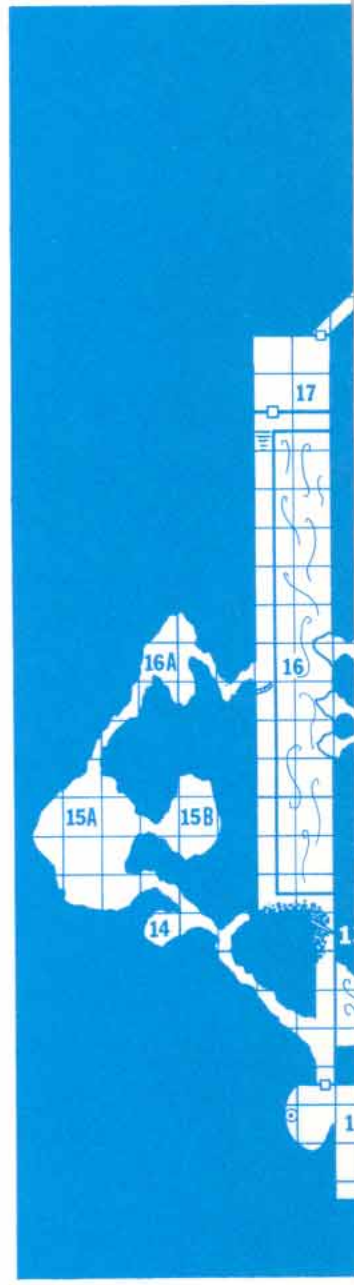
TRAP DOOR IN FLOOR



ROCK WALL



STATUE





TRAP DOOR CEILING



ROCK WALL



WATER, SLUDGE



PILLARS



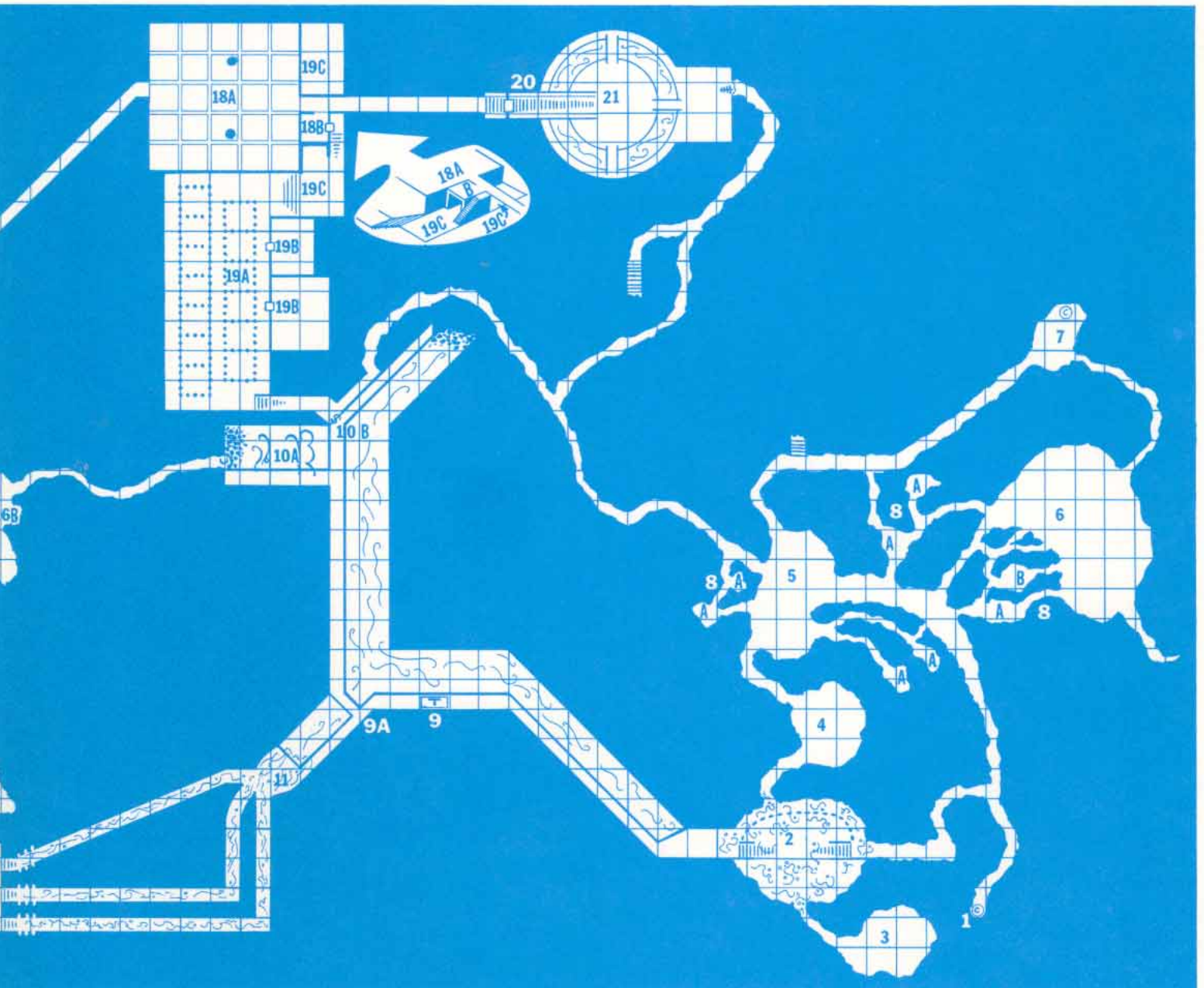
STAIRS DOWN



CAGE BARS



LEDGE





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