Dungeon Module C2
The Ghost Tower of Inverness

by Allen Hammack
AN ADVENTURE FOR CHARACTER LEVELS 5-7

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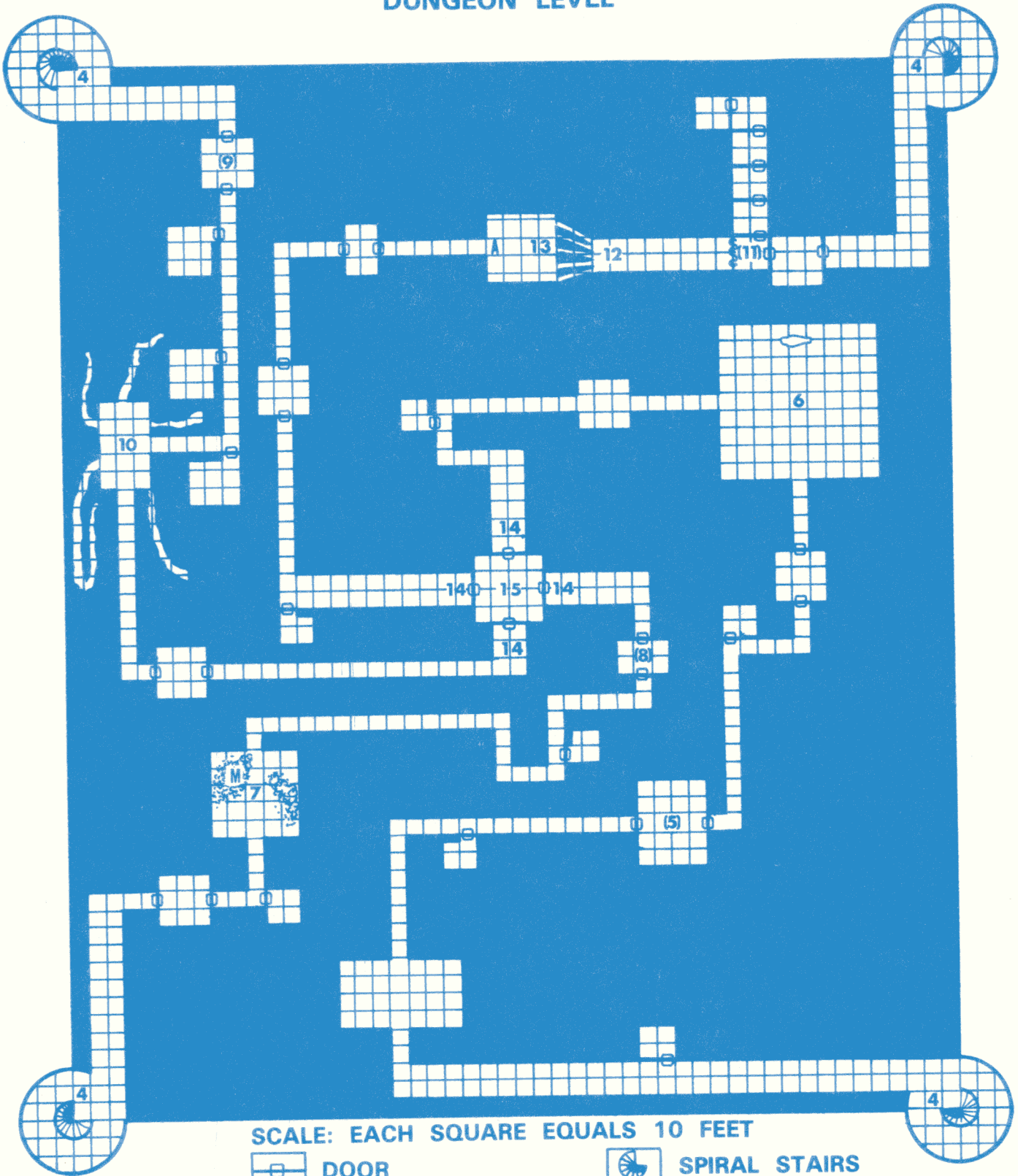
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DUNGEON LEVEL

SCALE: EACH SQUARE EQUALS 10 FEET

⊟ DOOR	🌀 SPIRAL STAIRS
░ RUBBLE	▤ ROUGH TUNNEL
⬭ SARCOPHAGUS	

(#) NON-TOURNAMENT
    ENCOUNTER

NORMAL ENCOUNTER

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Advanced Dungeons & Dragons®

Fantasy Adventure Game

Competition Module #C2

THE GHOST TOWER OF INVERNESS

Know you that in the elder days before the Invoked Devastation and the Rain of Colorless Fire, when the ancient peaks of the Abbor-Alz still thrust skyward sharp and majestic and the Flan tribesmen were but newcomers to the land, there existed between the Bright Desert and the mouth of the river Selintan a great fortress called Inverness. The walls of this castle were said to be proof against enemies and all things magical or natural. Know you also that here was said to dwell the great wizard Galap-Dreidel at the height of his power and glory, and that he did lift the Castle Inverness from the very foundation of rock upon which it rested.

Most grand and terrible of all Galap-Dreidel's work was the keep's great inner tower; for it was there that the wizard's most prized possession, an eldritch jewel known only as the "Soul-Gem", was said to rest. Legend says that it was like a great white diamond and that it glowed with the brilliance of the sun. In years long past it had fallen from the sky and landed in the foothills of Abbor-Alz where Galap-Dreidel discovered it as it lay in the fires of its glory. Through magicks most arcane and knowledge forbidden to mortal men he did bend its power and shape the stone to his will. Stories say that the light of the gem dragged the souls of men screaming from their mortal flesh and trapped them within its many facets. Galap-Dreidel, it was said, harnessed this power and used it against those who opposed his will. They also say that he who controlled the gem could call forth the stolen souls of men and make them do his bidding.

For the stone Galap-Dreidel raised up the great central tower and filled his castle with many horrible creatures and deadly traps and, using a great incantation, he did wrest the tower from the very fabric of time and set it apart so that those within would not be affected by the passage of years. Thus it was that his traps never faltered nor did his guardians age or need food. Townsfolk whispered that Galap-Dreidel would, at times, set a prisoner free in the tower merely for the sport of his beasts. Some legends tell that his power was so great that he even taught the gem to protect itself from those who would take it from him.

But despite his great power there came a time that Galap-Dreidel did leave on a journey northwest, over the river Selintan, and did not return. At this time there came a great multitude of superstitious peoples from surrounding lands who laid siege to the castle and threw down the great tower. And it came to pass that despite this seeming victory over their feared former master the people did shun the area and it was said that on fog-shrouded nights the great central tower of the Fortress Inverness could still be seen.

MODULE BACKGROUND

The Ghost Tower of Inverness was designed as the official AD&D™ tournament module for Wintercon VIII, held in Detroit in November, 1979. The module is designed to be usable with the **World of Greyhawk™** fantasy world setting. **Ghost Tower** may be played as a tournament, or it may be made part of an ongoing campaign.

WORLD OF GREYHAWK MAP LOCATION

The **Ghost Tower** is located in the foothills of the Abbor-Alz, on a rocky outcropping overlooking Woolly Bay, just northwest of the Bright Desert.

BACKGROUND:

For many years legends of the Soul Gem persisted. And so it happened that one day, not long ago, while researching in some ancient tonnes, the great Seer of Urnst discovered the strange account of the Soul Gem and the legend of its master. He recognized the power of the stone and through further research unlocked the secret of its control. Armed with this knowledge he took it upon himself to recover the gem and went so far as to investigate the ruins of the keep. But even with all his power he was turned back from his quest by several unfortunate encounters in the upper ruins.

Turning to Justinian Lorinar, Duke of Urnst for aid, the Seer recounted to him the story of the Soul Gem and of the magician's own unsuccessful attempt to recover it. He convinced the Duke that the gem could be both a very powerful protection from one's enemies and a great tool with which to battle the forces of evil. He confided that he, the Seer, knew how to use the gem's power and could teach Duke Lorinar this knowledge, if he could but obtain the jewel.

The Seer advised Lord Justinian that a small band of powerful and experienced adventurers might succeed where he alone had failed. He assured the Duke that with the power of a geas, or means of more subtle persuasion, he could insure that the quest would be properly carried out.

Notes for the Dungeon Master

This module was designed for tournament play. It is a test of the ingenuity and resourcefulness of the players involved. There is little "hack and slay" involved once the players are in the Tower. **The Ghost Tower of Inverness** can also be used in an existing campaign, in which case the party should be composed of characters who are of levels 5-7 or higher (see **non-tournament play**).

It is necessary that the DM read the module thoroughly before play. It may be useful to make notes in the margins at some points. The texts in the Encounter keys are divided into two sections: boxed and unboxed. The boxed sections are descriptions that should be read to the players. The unboxed sections are information that is initially known only to the DM. It is likely that the players will, through their actions, discover the information in the unboxed sections, but it should not be handed to them on a silver platter.

All tournament encounter areas are specially indicated by boldface **numbers.** Additional non-tournament encounters are listed as parenthesized (numbers).

There are three sets of maps for this module, plus some VISUAL AIDS to show details of encounters. The maps are of the **Upper Ruins**, the **Dungeon Level,** and the **Ghost Tower.** The VISUAL AIDS should be shown to the characters at points noted in the text; the number of the VISUAL AID to be shown is given in each case.

Due to the unstable condition of the ruins, certain spells are potentially disastrous if used in the **Dungeon**. A **fire ball** or **lightning bolt** spell will cause a collapse within a 20' radius of the impact, doing an additional 2-20 points of damage to all within that area (save vs. wands for $1/2$ damage). The resulting collapse may be dug out in 24 rounds (12 rounds for 2 persons, 8 rounds for 3 persons) with a *maximum* of 3 persons working at one time. Note that this condition does not apply to the **Ghost Tower** itself, only the ruins.

In tournament use, a real time limit of three hours is recommended. Play should begin when the character sheets are passed out and end when 3 hours have passed. There is no scoring bonus for finishing early, but parties that react quickly and avoid time-consuming situations will have the advantage of more time to spend on the later (more lethal) en-

counters. An accurate count of the turns played must be kept, as there is a cost (1 point per turn) for each turn used. Players may be informed of the number of minutes remaining if they request it of the DM. A stopwatch is ideal for keeping time, as it can be stopped if the DM needs to look something up in other playing aids, such as the **DUNGEON MASTERS GUIDE.**

Read the background material being used to the players, then hand them the character sheets and the price lists, and tell them to equip themselves. The tournament has begun. Players may use as much time as they wish to equip themselves (many groups use about 30 minutes). Standard items are priced as per the **PLAYERS HANDBOOK,** and this and any other reference materials may be used during the set-up. When the group announces they are ready to begin, collect **all** reference materials except the **PLAYERS HANDBOOK** and store them until the adventure is over. When the last round of the tournament has been played, all handout materials should be collected.

The following general guidelines will apply throughout the module during *tournament* use:

1. All damage in tournament play is averaged and constant. Tournament damage usually follows the typical damage ranges in the text.

2. Monsters will not pursue characters beyond the room or area they are placed in.

3. No wandering monsters will be encountered.

4. Any rooms that are not keyed are considered empty and may be described as dusty, dirty, and cobwebby, with some piles of rubble and rotten timbers, or whatever the DM desires.

5. Several of the encounter areas included with this module were not designed for tournament use and should be ignored. All non-tournament encounter areas are indicated by the number in parentheses.

6. Any carvings referred to are undecipherable or obviously purely decorative.

Any or all of these guidelines may be altered if the module is not being used for tournament play (see **NON-TOURNAMENT PLAY**).

HOW TO SCORE TOURNAMENT PLAY

Located on the tearout sheets of this module are the DM'S SCORING SHEET and RECORD SHEET. On the DM'S SCORING SHEET, the bottom section is used to record the amount of time (in turns) the party uses. Calculate the movement base of the slowest party member and cross off one turn each time that distance is covered, or when the group engages in a prolonged activity (searching, listening, etc.). The only other scoring that is done on this page before the final tallying is the KEYED INDIVIDUAL SCORING, which should be recorded as it occurs. If there is any INDIVIDUAL SCORING for a particular encounter area, it is noted in the **KEY** after the description. If there is no **SCORING** notation after or during an encounter description, there is NO score for that encounter.

The DM'S RECORD SHEET should be marked with the armor classes and movement rates calculated after the party has equipped themselves. If any magic items are bought before leaving (or discovered in the dungeon), these should be noted in the appropriate section so that the DM will be aware of the fact (for example, if Zinethar has found a **mace +2**) but will not have to disclose this to the player. The *To Hit and Damage* bonuses can be changed in this manner to facilitate melee.

When a character inflicts or sustains damage, that number of points is recorded in the appropriate section (damage received is recorded even though it may later be healed). Collectively, the scoring of *Hit Points Inflicted* and *Hit Points Received* is referred to as **COMBAT SCORING.** Note that damage healed is not erased from *Hit Points Received,* which is a permanent record (for scoring purposes) of the total damage a character has received.

Below the spaces provided for *Hit Points Infliected.* the open bottom section **(NOTES)** is for subjective scoring, how the DM felt the group performed. There is no way to predict all the responses possible to every situation, and so a provision is made to reward outstanding creativity or cleverness in solving the problems of the dungeon. The DM may choose to award 1% to 20% more points for overall clever play, but should not deduct for bad decisions by the party. This should not exceed 20%. Since the Individual scores comprise part of the Team score as well, an entire group will benefit from any ingenious members!

To calculate the Individual score of each player:

1: Add up the number of *Hit Points Inflicted.*

2: Subtract from this the number of *Hit Points Received.*

3: Enter this number under *Combat Scoring* on the DM'S SCORING SHEET.

4: Calculate the Subjective score (if any) for this player (remember it can't be more than 20% of the total *Keyed Individual Score).* Multiply the player's score by any Subjective bonus given and add it to the player's score.

5: Add together the *Combat score,* the *Subjective score.* and the *Keyed Individual score* to find the *Total Individual Score* for that player.

To calculate the Team score:

1: Find the total of the *Keyed Team Scoring.*

2: Find the value (in gp) of all of the treasure and magic items brought back by the party (including those drained by the **Soul Gem,** as they can be restored by the Seer); divide this gp value by 1000 and enter this result under *Treasure score.*

3: Add the *Total Individual Scores* of the characters, alive or dead, in the team, and take one-half of this amount (drop any fractions). Enter the result under $\frac{1}{2}$ *Sum of Total Individual Scores.*

4: Enter the *Number of Turns Elapsed* (as taken from the DM'S SCORING SHEET).

5: Add the *Keyed Team Score,* the *Treasure Score,* and the $\frac{1}{2}$ *Sum of Total Individual Scores.* Subtract from this total the *Number of Turns Elapsed* to obtain the *Total Team Score.*

In tournament play, the team with the highest *Total Team Score* is the winner; if individual prizes are awarded, the *Total Individual Scores* are compared by class (all fighters compete against each other, etc.) to give a winning fighter, a winning magic-user, and so forth, all, some, or none of whom may be on the winning team.

Non-Tournament Play

If **THE GHOST TOWER OF INVERNESS** is to be used as part of an ongoing campaign, rather then as a tournament scenario, there are several things that the DM should consider. First, a party of adventurers should be strong, and well balanced with respect to class. The party should consist of 5-10 adventurers of levels 5-7, and should contain at least one thief, one cleric, and one magic-user. Parties of lower level

characters should either be much larger, or (a much better alternative) equipped with one or more NPCs (such as one of the tournament characters or the sergeant of the guard). Parties of higher level characters should be fewer in number. The party should be reasonably equipped with magic items.

It may also be necessary for the DM to establish a new reason for the players to enter the **GHOST TOWER.** The idea of criminals might be used by your party, but it may be simpler to have them hired for the job, geased by the Seer, or some other relatively easy method of guaranteeing that the players will undertake the mission. A new scenario, if designed, may be as simple or complex as the DM desires, possibly stretching over several sessions as the players travel to Keep Inverness.

Some of the guidelines contained within this module may be altered; monsters, for example, might pursue the party out of the areas specified for tournament play. Wandering monsters may be added to the **Upper Ruins** and the **Dungeon Level**; tables have been provided for these areas. Wandering monsters may also be added to the Tower itself, but this has been left to the discretion of the DM.

Some encounters specifically designed for non-tournament use have been included in this module. The numbers for these encounters are always enclosed in parentheses (for example, encounter area **4.** is a normal tournament encounter area, whereas encounter area (5) is a non-tournament encounter area). All of these special encounter areas are completely optional, and may be used or omitted during non-tournament play. The DM may also desire to write new or different encounters for the other empty rooms not detailed in the Keys.

THE GHOST TOWER OF INVERNESS has been designed for experienced players, and the mistake of equating experienced *characters* with experienced *players* should be avoided. A party of inexperienced *players* may become frustrated in a short period of time (especially under tournament conditions). Experienced players, on the other hand, should find **GHOST TOWER** an enjoyable and challenging experience, whether used for a tournament or a normal game.
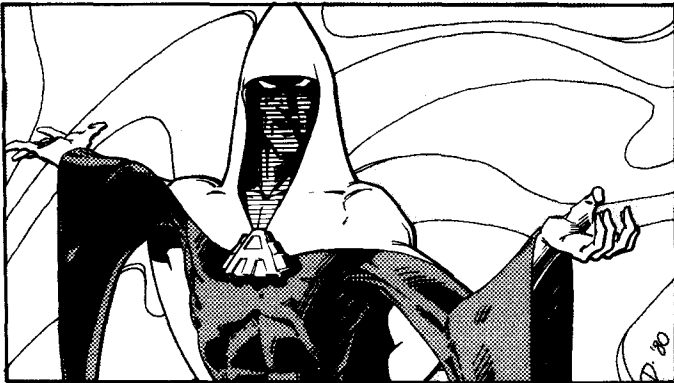
Tournament Background:

You don't know what time it was when you were awakened, for the room stayed in had no windows. All you know is that you have been roughly dragged from your cot by the palace guard, and that you now find yourself walking down a long, dimly-lit corridor. With you are four people whom you have never met before, each escorted by several heavily-armed guards similar to the ones who walk by your side. You wonder what the others could have done to deserve so dubious an honor.

In front of you a great iron door swings open, filling the corridor with an almost blinding light. Before you stretches a huge room ornately decorated with elaborate columns and finely detailed wall hangings. One of your group, a simply clad woman steps out onto the finely polished floor before you and into the throneroom ahead of her guards. The rest of you follow behind her, urged forward by the spears which the guards impatiently press into your backs.

Across the chamber sits Duke Justinian Lorinar of Urnst. To his right, partially shrouded in shadow stands his advisor, the mysterious magician known only as the Seer. At a motion from the Duke your party is urged forward to stand before the ducal throne.

A smile creeps across the Duke's face as he speaks to your small band. He seems strangely pleased with the turn of events. "I imagine you are wondering why you have been brought to appear before me today." His eyes sweep approvingly over the five figures in your group; none of you betray any apprehension about what is to come. "Most of you," he continues, "have been convicted of crimes for which you should spend the greater part of your lives in my dungeons."

His gaze falls upon one of your party, a thin man with a short black beard. "Hodar," he begins, "you dared to defy a royal order and continued to dabble in sorceries which I had forbidden to all the people of my realm."

Hodar's face remains calm as the Duke turns to the next of your group. "I should have thought that a warrior of your caliber, Lembu, would have known better than to slay a captain of the guard in a bar room fight." A broad grin is the huge warrior's only reply. "Never mind the eleven guardsmen you killed while resisting arrest."

"Zinethar," says the Duke, shaking his head as he addresses the next in line, a distinguished-looking man with gray hair, "your wisdom must have left you when you decided to lead that ill-fated Temple Coalition revolt these three months past."

"And you, Discinque, your rash daring and bravado is really to be marvelled at. One has to wonder where you would be now if not for that broken cornice which caused you to fall — with the Crown Jewels in hand — on top of sergeant Norlik and his men while they were out on patrol." The thief merely shrugs.

The Duke then turns and slowly bows to the last of your group; the tall barefoot woman. "Of all you five," declares the Duke, "Li Hon is the only one here who should not spend the rest of her life in prison for some crime. I am deeply honored, Li Hon, that your monastery saw fit to offer your services to me as payment of this year's taxes."

As the Duke finishes speaking the shadowed figure of the Seer steps forward to address you. His features are indistinguishable beneath the long robe which hides all but his gnarled hands from view. "It is fortunate for all of you that the Duke is both a wise and merciful ruler." His words are almost musiclike but have a strangely malevolent undertone. "He is willing to make you a most generous offer. Discinque, Hodar, Lembu, and Zinethar, you shall be granted amnesty, and Li Hon, you shall be freed from your bond of service if the five of you can perform but one *small* task for his majesty."

"Yes," the Duke interrupts, "Recently my advisor, the Seer, has discovered legends of a fabulous treasure rumored to lie somewhere in the ruins of the ancient Keep Inverness — an almost mythical jewel called the **Soul Gem.** If you can bring it to me, I will grant all of you your freedom."

"You will be given enough gold to equip yourselves for the

adventure as you see fit," the Seer adds, "I will provide your party with a most wonderous magical amulet. This amulet will return you to the royal palace when you press the center stud. It will work wherever you may be, for such is the extent of my power that I could locate a single grain of sand on some far distant beach. Be assured that your former stations shall be awaiting you if you return without the gem."

The Duke motions for the group to follow the Seer. "Go now and prepare yourselves for the task," he commands.

START:

After the preliminary set-up is finished, inform the players that they have been escorted to the ruins of Keep Inverness. The great walls loom before them, and the captain of their escort of guards delivers a letter to them before riding off with his men and all the horses. The letter bears the seal of the Duchy of Urnst, and when opened reads,

"You are hereby granted title to, and ownership of, any and all treasures (save only the Soul Gem) that you remove from Keep Inverness and its grounds. These gains shall be subject to the Ducal treasure tariff of 20%.

"When you are ready to return join hands and press the center stud of the amulet you have been given. Preserve the gem at all costs, your continued freedom depends on its return. Remember that the Seer has many eyes. Good luck and may all the gods smile upon you."

WANDERING MONSTERS
(Not For Tournament Use)

UPPER RUINS (roll d10) Chance of encounter is 1 in 6

Die Roll	Monster	Number Appearing
1	Wight	1-4
2	Weretiger	1-3
3	Beetle, Bombardier	2-5
4	Doppleganger	1-3
5	Giant Lizard	1-4
6	Giant Snake	1-3
7	Brown Bear	1-3
8	Giant Ant	1-8
9	Stone Giant	1
10	Horned Devil	1

DUNGEON LEVEL (roll d12) Chance of encounter is 1 in 8

Die Roll	Monster	Number Appearing
1	Giant Centipede	3-18
2	Gelatinous Cube	1
3	Giant Badger	1-6
4	Ghoul	1-8
5	Green Slime	1-3
6	Gray Ooze	1-3
7	Leucrotta	1-2
8	Rust Monster	1-2
9	Basilisk	1
10	Ogre Mage	1-2
11	Hydra, 6 heads	1
12	Illusionist	1

Details On Wandering Monster Encounters

Ant, Giant (AC 3, MV 18", HD 3, hp 23, 21, 20, 18, 15, 13, 10, 8, #AT 1 and 1, D 2-8 and 3-12 poison sting — save for 1-4)

Badger, Giant (AC 4, MV 6" (3"), HD 3, hp 24, 21, 20, 18, 15, 10, #AT 3, D 1-3/1-3/1-6)

Basilisk (AC 4, MV 6", HD 6 + 1, hp 33, #AT 1, D 1-10, meeting gaze results in petrification if no saving throw is made)

Bear, Brown (AC 6, MV 12", HD 5 + 5, hp 40, 34, 27, #AT 3, D 1-6/1-6/1-8, hug if roll of 18 or better - D 1-12)

Beetle, Bombardier (AC 4, MV 9", HD 2 + 2, hp 18, 15, 14, 11, 9, #AT 1, D 2-12, 50% chance for acid cloud 2x per day — D 3-12 plus 20% chance of stun or deafness)

Centipede, Giant (AC 9, MV 15", HD $1/4$, hp 2 each, #AT 1, D nil plus save vs Poison at +4 or die)

Devil, Horned (AC -5, MV 9'/18", HD 5+5, hp 35, #AT 3 and 1, D 1-4/1-4/2-5 and 1-3 plus bleeding 1 per round until bound, MR 50%, at will: **animate dead**, **charm person**, **detect magic**, **ESP**, **fear 5' radius**, **gate** — 50% chance for another horned devil, **Illusion**, **know alignment**, **produce flame**, **pyrotechnics**, **suggestion**, **teleport** — no error; once per day; **wall of fire** triple strength — D 3-24, immune to fire, $1/2$ damage from **cold,** + 1 or better weapon to hit)

Doppleganger (AC 5, MV 9", HD 4, hp 25, 21, 17, #AT 1, D 1-12, surprise on 1-4, save as 10th level fighter, immune to **sleep**, and **charm** spells)

Gelatinous Cube (AC 8, MV 6", HD 4, hp 28, #AT 1, D 2-8 plus paralysis, surprise on 1-3, immune to **electricity**, **paralyzation**, and **polymorph** spells)

Ghoul (AC 6, MV 9", HD 2, hp 16, 14, 13, 12, 11, 10, 8, 5, #AT 3, D 1-3/1-3/1-6 plus paralysis, immune to **sleep** and **charm** spells)

Giant, Stone (AC 0, MV 12", HD 9 + 3, hp 61, #AT 1, D 3-18, hurls rocks to 30" for 3-30 points of damage)

Gray Ooze (AC 8, MV 1", HD 3 + 3, hp 22, 17, 13, #AT 1, D 2-16, corrodes metal, affected only by **lightning** or blows)

Green slime (AC 9, MV nil, HD 2, hp 15, 12, 8, #AT nil, D nil, if touches flesh will turn creature to green slime in 1-4 rounds, affected only by **fire, cold**, or **cure disease** spell)

Hydra, 6 headed (AC 5, MV 9", HD 6, hp 48 - 8 per head, #AT 6, D 1-6 each)

Illusionist human male (AC 4, Lvl 10, hp 35, Algn LE, S 10, I 17, W 9, D 18, C 15, CH 7, cloak of protection +2, dagger + 1). Spells:

First level: **color spray** (C 1s, R 100'), **darkness** (C 1s, R 100', DR 12-18r), **detect invisibility** (C 1s, R 100', DR 23r), **hypnotism** (C 1s, R 30', DR 11r), **wall of fog** (C 1s, R 30', DR 12-18r)

Second level: **blur** (C 2s, DR 13r), **hypnotic pattern** (C 2s), **improved phantasmal force** (C 2s, R 160', DR concentration + 3r), **invisibility** (C 2s)

Third level: **fear** (C 3s, R 60'), **paralyzation** (C 3s, R 100'), **spectral force** (C 3s, R 160', DR concentration + 3r)

Fourth level: **improved invisibility** (C 4s, DR 14r), **phantasmal killer** (C 4s, R 50', DR 10r)

Fifth level: **shadow magic** (C 5s, R 150')

(C = casting time, R = range, DR = duration, s = segments, r = rounds; see the **PLAYERS HANDBOOK** for more detailed spell explanations.)

Leucrotta (AC 4, MV 18", HD 6+1, hp 39, 24, #AT 1, D 3-18, retreat allows 2 kicks for D 1-6 each)

Lizard, Giant (AC 5, MV 15", HD 3+1, hp 25, 20, 18, 13, #AT 1, D 1-8, double damage on roll of 20)

Ogre Mage (AC 4, MV 9"/15", HD 5+2, hp 39, 33, #AT 1, D 1-2, **regenerate** 1 hp/round, **Invisibility, darkness 10' radius, polymorph** to humanoid, **fly** — 12 turn maximum; once per day; **charm person, sleep, cone of cold** — D 8-64)

Rust Monster (AC 2, MV 18", HD 5, hp 25, 19, #AT 2, D nil plus corrode metal — magical metal saves 10% plus 'plus')

Snake, Giant poisonous (AC 5, MV 15", HD 4+2, hp 30, 26, 23, #AT 1, D 1-3 plus poison — deadly unless save for 2-12 points)

Weretiger (AC 3, MV 12", HD 6+2, hp 42, 37, 23, #AT 3 and 2, D 1-4/1-4/1-12 and rake — if front claws hit, rear claw attacks for D 2-5/2-5, silver or magical weapons needed to hit)

Wight (AC 5, MV 12", HD 4+3, hp 30, 25, 23, 17, #AT 1, D 1-4 plus drain 1 level, immune to cold, **sleep**, **charm**, and **hold** spells, silver or magical weapons needed to hit)
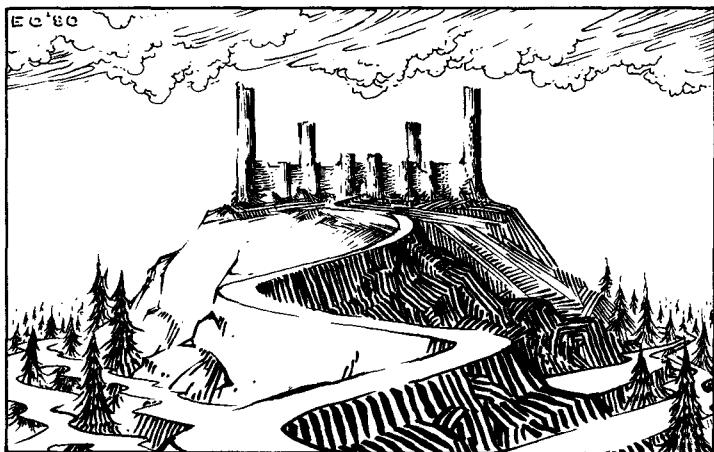
KEY TO THE RUINS OF KEEP INVERNESS
(Map on page 18)

THE UPPER RUINS

1. THE GATEWAY

> High on a hilltop above the trees and mists that surround Woolly Bay, there stands the ruined Keep Inverness. The Keep's four towers pierce the dark clouds above, its massive walls anchored deep in the living rock upon which they rest. It must have been potent forces, indeed, that brought his once-proud Keep to destruction.
>
> The walls of the Keep are 50' tall and 8' thick, with numerous large crumbling holes piercing them at various places. The four towers are each 150' tall. A large, rusty portcullis blocks the 15' wide tunnel-like entrance.

The holes in the walls are at the heights indicated on the map. The portcullis may be lifted a few feet if characters wish to do so (requiring a combined total of 45 strength points). However, much easier entry may be gained by climbing in through one of the low holes in the walls. Although a little dust will be shaken down if a character probes a hole, these entries are completely safe.

Scoring: -5 to Team score if the portcullis is forced open.

2. RUBBLE

> An enormous pile of rubble, 20' tall, lies in the center of the courtyard. It consists of old but worked stones which range in size from pebbles to 6' boulders. Ancient carvings are visible on some stones. They are now worn but clearly show traces of ancient magic.

This is all that remains of a large central tower, though this fact cannot be verified by mere observation. The four shaded areas on the map look like the larger rubble pile, but the ground beneath them is unstable and they are actually loose pitfalls. If they are stepped on, the pile will collapse and the victim(s) will fall 20' and take 2-12 points of damage (8 points in tournament play save vs. Wands for $^1/_2$ damage — no damage to monks of 4th level or greater). Prodding ahead *will* spring a pitfall. Monks and thieves may easily climb out of the resulting pit, but characters in metal armor must use ropes (or some other means) to escape from the trap. Note that there are 4 separate pitfall areas; the collapse of one will not affect any of the others.

Scoring: +10 to Team score if any pit collapses by prodding; +10 to Individual score of first character to suggest prodding.

3. TOWER DOORS

> The door is large, made of metal, and has a lock set into the very center of it. The lock is very old and rusted, and does not appear to work. The stone surrounding the door is weatherbeaten but solid; it is decorated with ancient scrollwork and decorative designs.

The doors must be forced open (normal chances). If a Tower door is opened, read the following to the players:

> Behind the door is a circular room with a wrought iron spiral staircase in the center of the chamber, leading down. In the far end of the chamber is a stairwell leading upward, clogged with boulders, rubble, and rotting timbers.

The descriptions above are used for each of the four entrances to the Dungeon Level. The characters may try to remove the blockage in the rising stairwell, but the effort will be fruitless and require days of work. The upper parts of the towers are filled with rubble and anyone teleporting upward will most likely materialize in a solid object. As characters proceed down the spiral stair, illumination will become necessary after descending 30'. The party will approach a landing (4., below).

Scoring: -5 to Team score if 3 turns or more are spent clearing rubble.

THE DUNGEON LEVEL

Note for The DM: The objective in exploring this level should be the collection of all 4 parts of the KEYS (as explained below) to enter room **15.**. One part lies somewhere in each of the four routes to the center room. The following area descriptions are arranged by entrance: the southeast entrance leads to areas **5.** and **6.**, the southwest entrance to areas **7.** and **8.**, the northwest to areas **9.** and **10.**, and the northeast to areas **11.**, **12.**, and **13.**. All routes eventually lead to the impenetrable door, **14.** and the central room beyond **15.**.

Remember: Using a **fire ball** or **lightning bolt** spell will cause a collapse of 20' radius for an additional 2-20 points of damage (save vs Wands for $^1/_2$ damage), requiring 24 rounds to dig out.

THE KEYS: Each of the **KEYS** is a blue-gray rectangular bar 6" long, 1" wide, and $^1/_4$" thick with a 2" (diameter) circle on one end (see illo.). It is smoother than glass.

harder than steel, and is treated as **+3 Hard Metal for** saving throw purposes. All four KEYS are necessary for entry into the center room. Whenever two KEYS are held together overlapping a square end with a circular end at a right angle and flat *(not* box-like), the juncture will glow a soft blue color, then become warm, and then disappear — leaving the bars permanently joined into an "L" shaped one-piece unit. When the last KEY is joined to the others, the resulting 8" semi-square figure (see illo.) will glow with a stronger blue light, not stopping until it is pressed into the matching indentation in one of the four doors (**14.**, hereafter). (Note that this shape somewhat resembles the configuration of the outer walls of the castle and the round towers at each corner.)
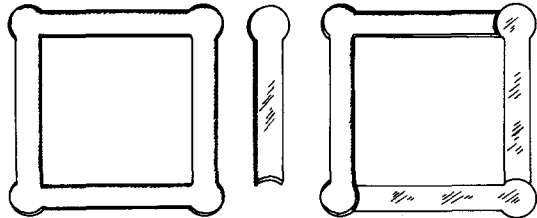
Galap-Dreidel used the KEYS but he knew the area so well that he could easily bypass all of his own traps and so the gathering of the KEYS took him comparatively little time, and he could teleport from room **15.** straight up the tower into the **Jewel Room**.

Only Galap-Dreidel (or perhaps the Sage) could separate the KEY into its component parts again once the parts had been joined.

SPECIAL KEY SCORING: + 10 to Team score if the party realizes that four keys will be necessary for entry; +10 to the Individual score of the player who first vocalizes this; +5 to both Team and each Individual scores when the four KEYS are assembled properly.

The following description of the **STAIRCASE LANDING** should be used at each entrance to the **DUNGEON LEVEL.**

SOUTHEAST TOWER ENTRANCE

4. STAIRCASE LANDINGS

> The wrought iron staircase spirals down to a landing in the center of a circular chamber 60' in diameter, which is dusty and filled with cobwebs. A 20' wide corridor of worked stone leads into the darkness.

There is nothing of interest in this chamber. Give the direction of the corridor appropriate to the entrance used.

(5) **THE MONSTER SQUARES** *(Not For Tournament Use)*

If a player steps on a numbered square the following should be read:

> There is a sizzling sound as a monster appears — out of thin air! — and attacks.
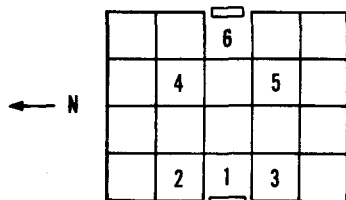
Whenever a player steps on any of the numbered squares, the DM must roll one die (d6). One monster will appear on the square indicated by the die roll; the type is indicated by the same roll, referring to the following chart:

Die Roll	Monster
1	Hell hound
2	Giant lizard
3	Giant spider
4	Leucrotta
5	Rust monster
6	Giant spitting snake

Hell hound (AC 4, MV 12", HD 7, hp 41, [#]AT 1, D 1-10 plus fire breath for 7 points — save vs Spells for $\frac{1}{2}$ damage)

Giant lizard (AC 5, MV 15", HD 3+1, hp 20, [#]AT 1, D 1-8, double damage on a roll of 20)

Giant spider (AC 4, MV 3" * 12", HD 4+4, hp 28, [#]AT 1, D 2-8 plus poison)

Leucrotta (AC 4, MV 18", HD 6+1, hp 37, [#]AT 1, D 3-18)

Rust monster (AC 2, MV 18", HD 5, hp 30, [#]AT 2, D nil plus corrode metal — magical metal saves at 10% per 'plus')

Giant spitting snake (AC 5, MV 12", HD 4+2, hp 26, [#]AT 1 or 1, D 1-3 plus poison or spit poison to 30')

Each monster will only appear once; if any number is rolled a second time, nothing will appear. Any monsters appearing in this room will immediately attack, and *will* pursue beyond this area. None of them will ever retreat or surrender.

6. BUGBEAR ROOM (Use VISUAL AID #1)

> This 90'x90' room has a 20' high ceiling; there is a 10' wide passage in the center of the west wall. In the room are 16 bugbears without weapons, standing perfectly still; however, they do not appear to be statues. In the center of the north wall is a 10' long, 5' wide, 5' tall stone sarcophagus engraved with lettering.
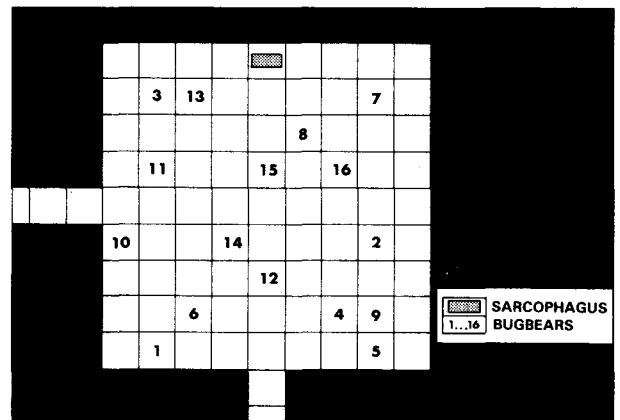
The bugbears are in a type of temporal stasis; 4 will animate (in their numerical order, as shown in the illustration below) and attack any intruders within the room each time one of the doorways is passed through. (For example, if a party member steps into the room and then out again, 8 bugbears will be animated.) The doorway, and not the floor, is the trigger: **flying** and **levitation** spells will still animate the monsters, characters using **dimension door** and **teleport** spells will not activate the bugbears, regardless of whether the room is entered or passed thereby.

The bugbears (AC 5, MV 9", HD 3+1, hp 18 each, #AT 1, D 2-8) are led by a chieftain, bugbear#5 (AC 4, HD 4, hp 27, D 4-10 — 2d4+2). In tournament play, a normal hit by a bugbear will do 5 points of damage, while the chieftain will do 7 points of damage. If an inanimate bugbear is attacked, it will suffer no damage that round, animating and attacking in the following round.

A total combined strength of 35 points (or more) is needed to move the heavy stone lid of the sarcophagus. The engraved runes on the sarcophagus can be deciphered with a **read languages** spell. If this is done the letters will read "Beware the death that will someday end", a reference to the temporal stasis of the bugbears. Opening it will reveal 6,000 cp and 2,000 sp. Mixed in with the coins are 4 gems (values 10, 50, 60, and 1,500 gp) and a flat piece of metal with a circle at one end (one of the **KEYS**).

Scoring: In addition to Combat and Treasure scoring, subtract 1 from the Team score for each bugbear animated after the first four (so a maximum of -12 can be scored); +5 to the Individual score of the first player to correctly identify the method of animation (stepping through the doorway); +5 to Team score for locating the KEY.

SOUTHWEST TOWER ENTRANCE

7. RUBBLE ROOM

> This room is 50' square; its 20' high ceiling has collapsed in 2 places, leaving rubble, rotten timbers, and two piles of rocks (8' high) beneath the holes. A 10' wide passageway continues north from the opposite wall.

Behind the western pile of rubble (indicated by an **M** on the map) is the lair of a manticore (AC 4, MV 12", HD 6+3, hp 45, #AT 3, D 1-3/1-3/1-8, throws tail spikes — 4 groups of 6 each, D 1-6 per spike). In tournament play, the manticore's attacks will cause D 2/2/5, with spikes doing 4 points of damage each. It will spring to the top of the western rubble pile when anyone gets within 30' of that pile, and will throw its tail spikes until engaged or until out of spikes. Note that a monk may dodge these missiles with a successful save vs Petrification.

M. If the party searches the area after slaying the manticore, read the following description to them:

> Poking around the manticore's lair, you find several skeletons — at least some of them are human — covered with filth and dried droppings. There are also various rusted suits of armor, rusted weapons, rotting pouches, and so forth. One of the skeletons is wearing a suit of chain mail, remarkable for the fact that it is not rusty. In a pouch are two glass vials filled with liquid, an ivory scroll case lies beneath one skeleton, and a flat piece of metal with a circle on one end partially covered by filth is in one corner.

The chain mail is +1, the vials contain potions of **flying** and **water breathing** (1 dose each), the scroll case contains a magic-user's scroll with one spell **rope trick**, and the metal bar is a KEY (see the Notes for the DM at the beginning of this section). A sip of a potion will give a clue to its purpose without draining the dose (for example, for **water breathing**: "Your throat burns, and the air seems to feel thin."). Note that if a potion is consumed while another is still in effect, the POTION MISCIBILITY TABLE in the **DUNGEON MASTERS GUIDE** should be consulted.

Scoring: Combat and Treasure scoring.

(8) **ILLUSORY BALL** *(Not For Tournament Use)*

> When you open the door, you see a 9' diameter stone ball rolling very quickly towards you.

The ball is a programmed illusion; it will roll at the rate of 12" towards the RUBBLE ROOM (**7.**, above) with a great rumbling roar. If players are "struck" by the ball, it will pass through them with no effect, but others in the party will think that they saw the victims being crushed by the ball. The "victims" must touch the "survivors" to dispel this illusion; these "victims", of course, take no actual damage.

Unless dispelled, an illusory ball will appear each time the door to room (**8.**) is opened; the "ball" thus created will roll to room **7.** and fall into an illusory pit. More than one "ball" may accumulate in the "pit". The illusions may be dispelled by entering room (**8.**) or by casting a **dispel magic** spell at a ball (the illusions being created at 12th level of magic use).

NORTHWEST TOWER ENTRANCE

(9) **THE CRYSTAL PEDESTAL** *(Not For Tournament Use)*

> The room is 30' square, the ceiling 10' high; a door is in the center of the opposite wall. In the center of the room is a 3' tall crystal pedestal with an 8' diameter crystal ball on top of it. There are engravings on the pedestal, and there seems to be movement within the ball. Upon examining it more closely, you see that there are four different (but unidentifiable) shapes moving around inside the crystal ball. The engravings on the pedestal are of four unfamiliar words.

The south door will not open until at least 4 figures have been released from the ball by the method described hereafter. The ball and the pedestal are absolutely immobile, impervious to physical force or spells. The pedestal and ball may be detected as magical. The words have no exact meaning, other than as triggers for releasing creatures; therefore, **comprehend languages** and other related spells will not provide

any clues to the secrets of the ball.

Each time a character says one of the words engraved on the pedestal, one of the creatures in the ball is released. If more than one word is spoken, or if a word is repeated, multiple creatures may be released simultaneously. Any creatures released will immediately attack the character saying the word(s). The words and the creatures they release (respectively) are found on the following chart:

Word	Creature
IXAM	Carnivorous ape
ALRASTIL	Ice toad
PENTUKO	Minotaur
MYRG	Owlbear

Carnivorous ape: AC 6, MV 12", HD 5, hp 30, #AT 3, D 1-4/1-4/1-8, rending if both hands hit for D 1-8 additional damage

Ice toad: AC 4, MV 9", HD 5, hp 30, #AT 1, D 3-12, once every 2 rounds will emit cold for 3-18 points of damage to all creatures within 1" of the monster

Minotaur: AC 6, MV 12", HD 6+3, hp 30, #AT 2, D 2-8 vs large or 1-4 vs small or man-sized (each attack)

Owlbear: AC 6, MV 12", HD 5+2, hp 30, #AT 3, D 1-6/1-6/1-12, hug — if either claw hits with roll of 18 or better - for D 2-16

Any creatures released will fight to the death without retreating. If exactly one of each type of creature is released from the ball, the ball will shrink and become a magical **crystal ball** (no additional powers) and may be removed from the pedestal.

10. THE TUNNEL ROOM

> This room is 30'x50', the ceiling 20' high; a 10' wide passage continues from the center of the south wall. Four irregularly shaped tunnels open into the room in the northeast, north, northwest, and southeast walls; each is roughly cut out of the rock and about 8' tall. Between two tunnels, in the northwest corner of the room, is a large chest of iron, secured with a lock.

After entering the room, the party has 1 round in which they may investigate the chest or leave the room. The chest is not locked, and contains 7,000 gp and 4,000 sp; a flat piece of metal with one circular end, one of the KEYS is buried amidst the coins, and will not be found until 2 additional rounds are spent searching the chest. If the party ignores the chest and proceeds through the room, nothing will occur. If time *is* spent in the room, read the following to the players:

> You hear a rumbling sound from the southwest; it sounds like huge quantities of earth falling into the room, perhaps it is a cave-in.

Any character who turns to look at the source of the noise — or asks the DM what it is — has looked at an umber hulk (AC 2, MV 6", HD 8 + 8, hp 60, #AT 3, D 3-12/3-12/2-10, meeting its gaze causes **confusion** for 3-12 rounds — save vs Spells), a "tall, yellowish-brown creature with beetle-like mandibles", and must save vs Spells or become **confused**. If a character becomes **confused**, determine the resulting action each character will take by rolling 1d10 and consulting the following chart:

Die Roll	Action
1	Wander away for 1 turn
2-6	Stand confused for 1 round, unable to attack
7-8	Attack nearest creature for 1 round
9-10	Attack the umber hulk for 1 round

Note that until a 1 is rolled, confused characters must reroll their actions each round (using the table above) until the DM informs them that they are no longer confused. Any character confronting the umber hulk will either fight at -4 on "to hit" rolls from not looking at the creature or must make a saving throw before each round of attacks. The umber hulk will not retreat and will fight to the death, but will not pursue a party out of the room; if characters flee the encounter, it will return to one of its 5 tunnels (determined at random) and burrow into the room in a new spot (DM's option) if the party returns.

In tournament play, the umber hulk's attacks will cause D 7/7/6.

Scoring: Combat and Treasure scoring, +5 to Team score when the KEY is located.

NORTHEAST TOWER ENTRANCE

(11) THE BEAD CURTAIN *(Not For Tournament Use)*

> Directly in front of you, completely blocking the hallway, is a curtain of beads. Somehow, you cannot see through the beads into the area beyond.

The curtain blocks sight and sound from this side, and may only be destroyed magically (by **dispel magic** or two **knock** spells). A character may pass it by force, but only by running through it at full speed; the chance of its parting is the same as that character's chance for opening doors. If the curtain does not part, the charging character will take 1-6 points of damage. Upon bursting through the curtain by force, there is a base 50% chance of stumbling and falling, modified by dexterity: +5% per point less than 9 or -5% per point greater than 12.

If a character falls, he or she will automatically be completely surprised by the creatures on the other side of the curtain allowing 2 free attacks by the monsters. If a character does not fall, the following table is used:

Die Roll	Degree of Surprise	Effect
1	complete	2 free attacks by monster
2-4	partial	1 free attack by monster
5-6	none	none (normal initiative)

A monk should add +2 to the die roll before referring to the above table (regardless of level). The encountered monsters will never be surprised. The monsters first encountered on the unexplored side of the curtain are 6 gnolls (AC 5, MV 9", HD 2, hp 12 each, #AT 1, D 2-8), armed with morning stars and each carrying 8 ep and 5 gp.

Any monsters encountered will attack immediately and fight to the death without retreating. If the curtain is passed, and not magically destroyed, an encounter similar to that explained above will recur whenever characters return to the curtain (from either direction). The monsters thus encountered on the second, third, and fourth passage through the curtain will be those listed below. Further encounters are left to the discretion of the DM, as needed; a continued increase in the difficulty of the encounter (as demonstrated below) is recommended.

2nd: 6 bugbears (AC 5, MV 9", HD 3+1, hp 16 each, #AT 1, D 2-8), each with 12 sp, 10 ep, and 4 gp.
3rd: 4 ogres (AC 5, MV 9", HD 4+1, hp 22 each, #AT 1, D 1-10), each with 50 gp.
4th: 3 gargoyles (AC 5, MV 9"/15", HD 4+4, hp 26 each, #AT 4, D 1-3/1-3/1-6/1-4, +1 or better weapon to hit), each with 60 gp.

12. THE FIVE CUBICLES

> The corridor ends in a wall lined with five cubicles. Each has a human-shaped indentation in it, surrounded by scrollwork and other ancient carvings.

No traps can be detected here, although a successful **find traps** will indicate the presence of something mechanical in nature. When a character steps into a cubicle (back against the stone), metal bands will spring out from the sides of the indentation and quickly pin the wrists and ankles. The stone cubicle will pivot, and the character will be carried along a narrow passageway to a room (see the illustration below). Each cubicle will travel rapidly along its pathway, arriving in the appropriately numbered square in room **13.**; e.g., a character that activates cubicle **B** will end up on square **B** in the room. At this point the metal bands will disappear into the stone, and the square the character is standing on will glow with a bright white light. The five cubicles will work simultaneously, or they may be operated individually. Each cubicle only travels one way until the room is crossed, but if the statue in the room is touched or passed, the cubicles may be operated in the same manner to return the characters to area **12.**.

(Non tournament use only.) There will always be one cubicle in area **12.**; a new one will slide up to replace one that carries a character to room **13.**. This new cubicle will operate in the same manner as the old one. Any or all cubicles may function any number of
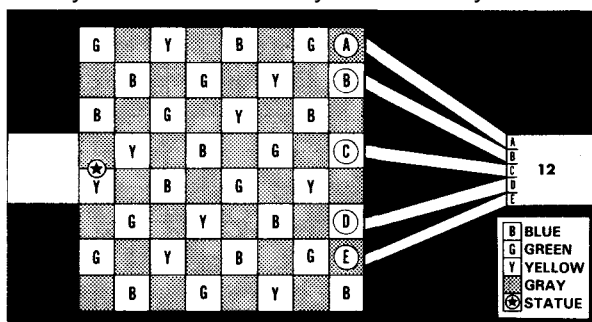

times but none will be able to return characters to area **12.** unless the statue is touched or passed (see **13.**).

Scoring: +25 to Team score if all characters enter the cubicles simultaneously. No Team score if they don't, but +10 to the Individual score of the first character who enters a cubicle, +5 to the second character, and no score for the remaining characters. Full scoring is awarded for magically bypassing the cubicles by means of a **teleport** spell or other magical means.

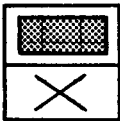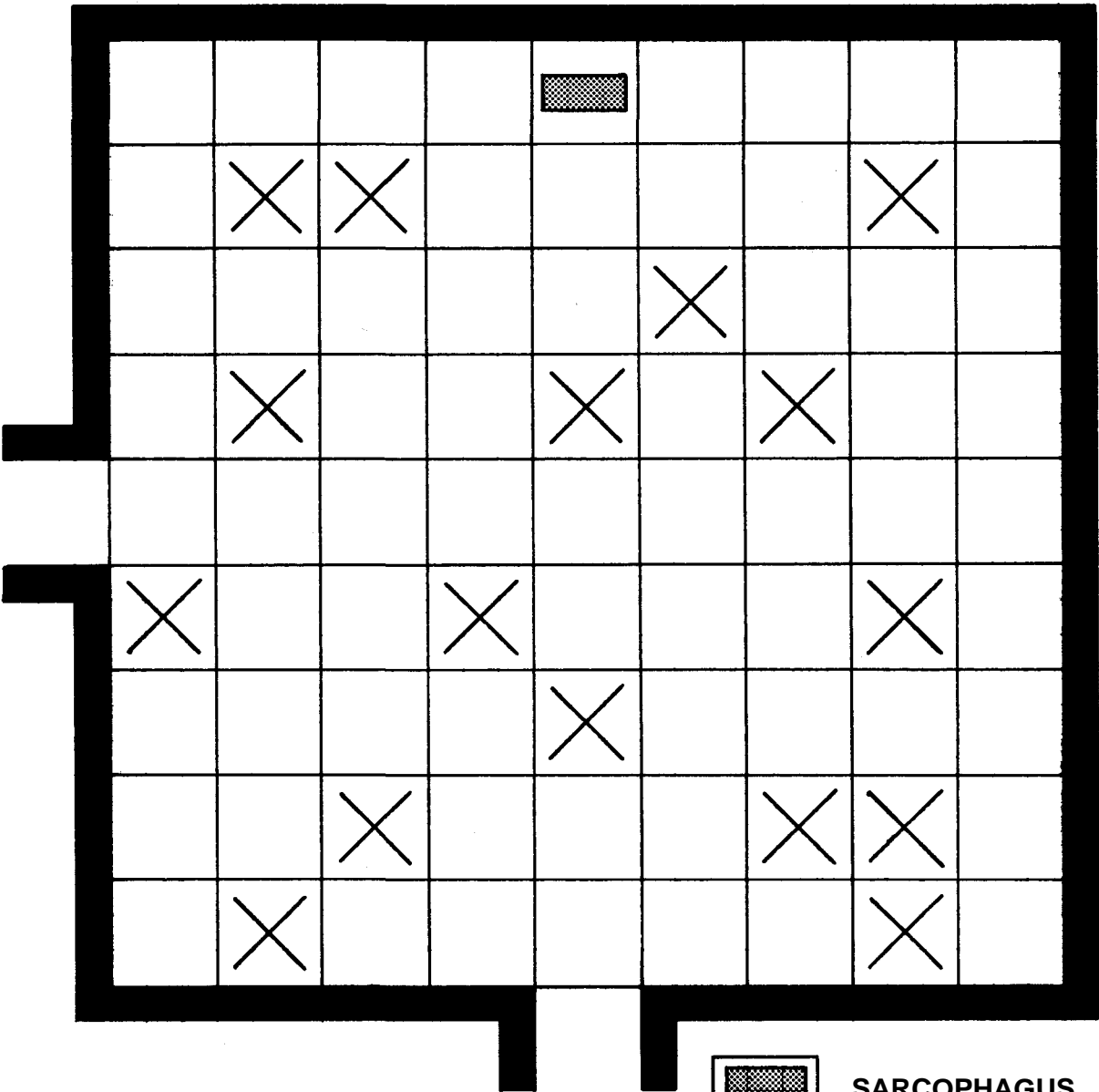## 13. THE CHESS ROOM (Use VISUAL AID #2)

> The cubicle forces you out onto a 5' x 5' square that glows with a cold white light. The other squares in this 40' x 40' room are gray, blue, green, and yellow. In the center of the far wall is a 10' wide passageway. In front of the opening, straddling two squares, stands an intricately detailed statue of a handsome man, 7' tall, wearing a richly jewelled crown. His left hand is resting on the hilt of a longsword, and his right arm is outstretched, palm down, toward the center of the east wall, as if in greeting — or in warning.
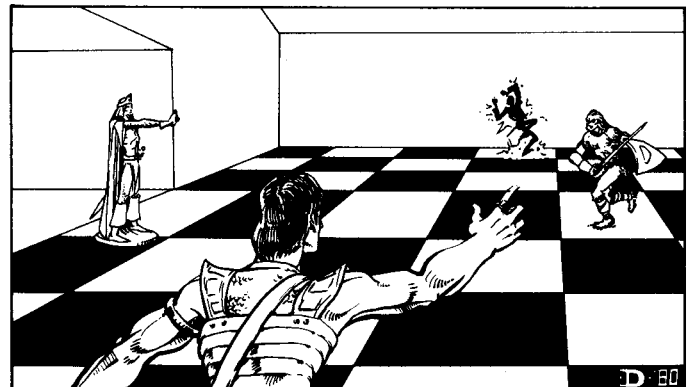
Note that if specific colors are ignored and the floor pattern is just considered to be colored and gray, a normal checkerboard pattern is formed. The trick is that each character must move across the board in the manner of the chess piece that starts the game in that character's initial square (**A** must move like a rook, **B** and **E** must move like knights, **C** must move like a king, and **D** must move like a bishop). Each time a character moves correctly, the square he or she is standing on will glow white; however, each time a character deviates from the pattern, the square will glow red, the character will sustain 5 hit points of damage (no saving throw), and the square will then glow white again. **Whenever a character takes damage from a square, that square becomes the legitimate starting square for the character's next move (hence the white glow).**
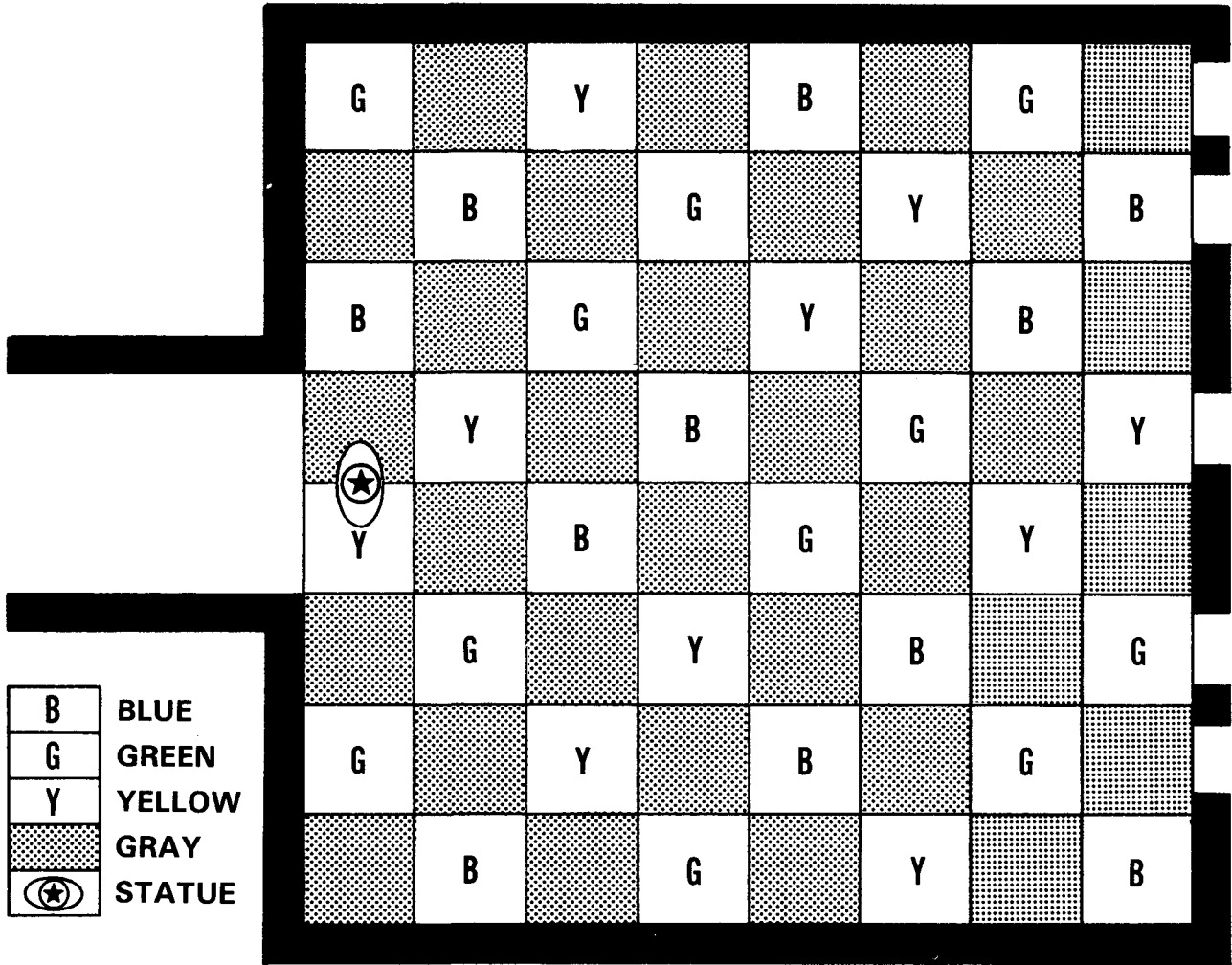
When a character reaches either of the squares on which the statue is standing, that character is **safe** and will never again suffer movement restrictions or hit point losses in this room. Any character **flying**, climbing on the walls, **teleporting**, and who otherwise do not contact the ground will *not* suffer any hit point losses but will also *not* obtain the immunity described above and are still considered as the piece (rook, knight, etc.) of their original designation. Thus, later in the game they may still suffer damage if they travel on the floor in an incorrect pattern. It is important that the DM record which square the character starts on for future reference, as needed.
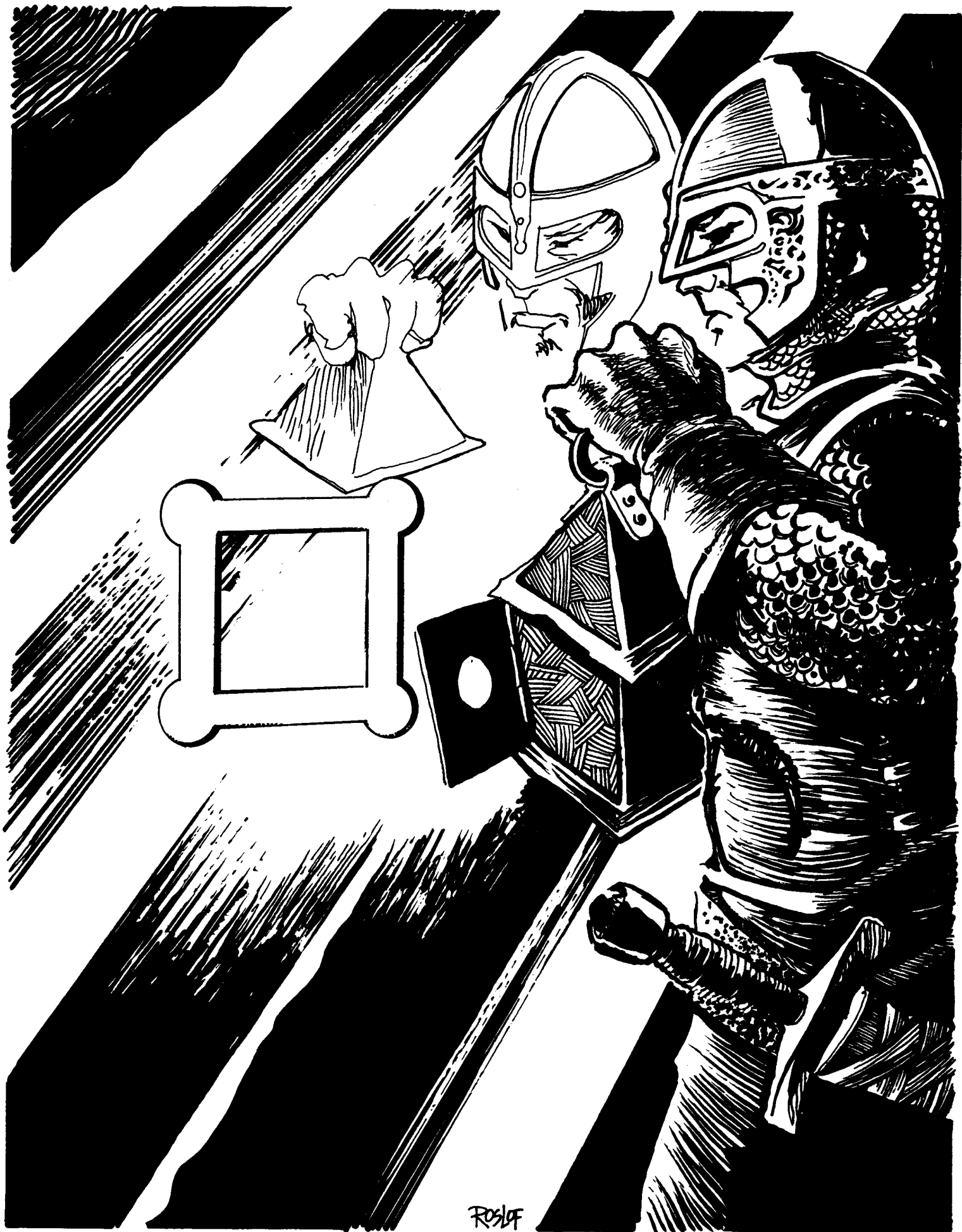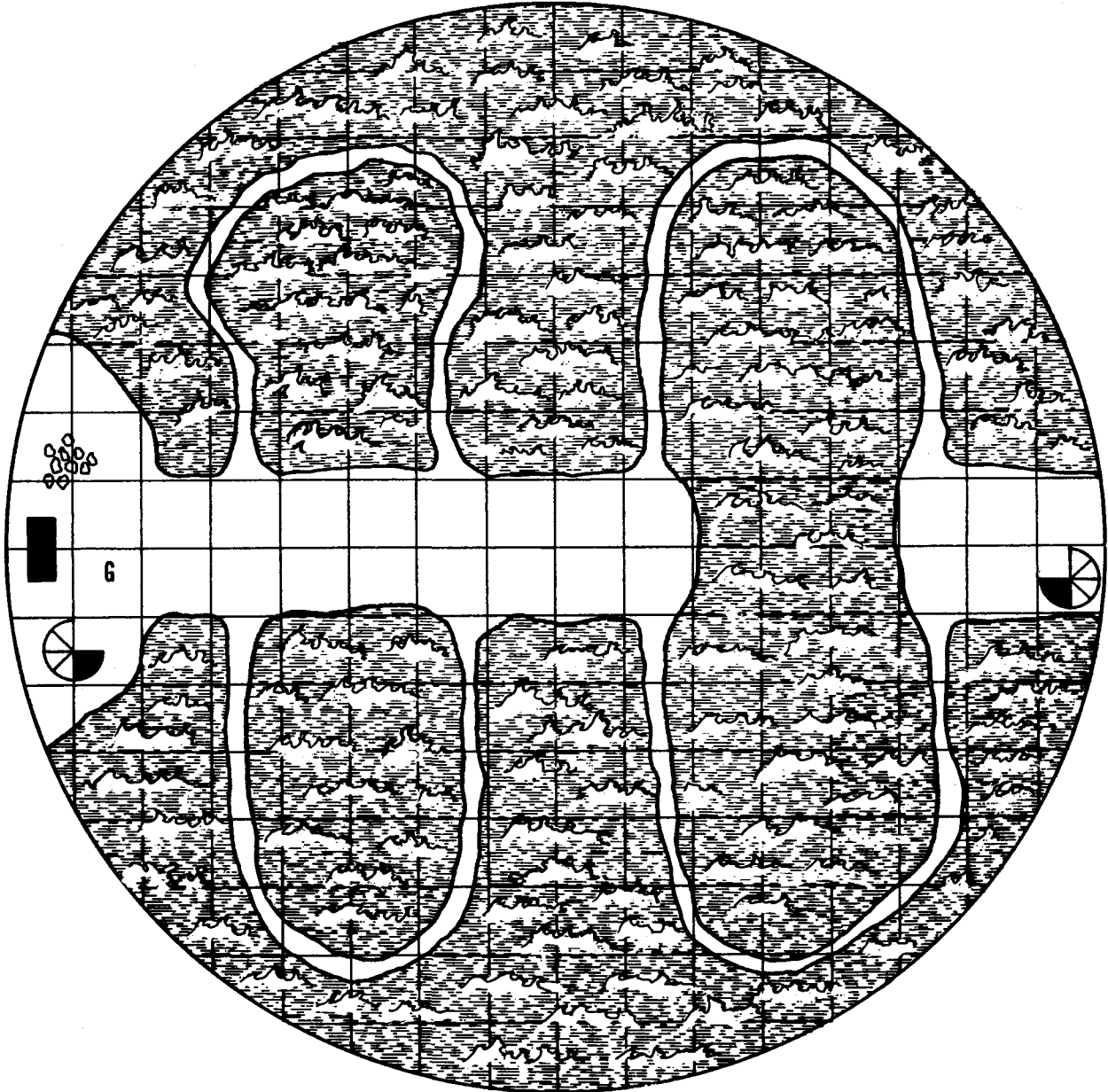
VISUAL AID 1

	SARCOPHAGUS
X	BUGBEARS

VISUAL AID 2

G		Y		B		G	
	B		G		Y		B
B		G		Y		B	
	Y		B		G		Y
Y		B		G		Y	
	G		Y		B		G
G		Y		B		G	
	B		G		Y		B

B	BLUE
G	GREEN
Y	YELLOW
	GRAY
⊛	STATUE

ROSLOF

VISUAL AID 4

⊙	SPIRAL STAIRS
░	BOULDERS
〜	SEA OF FIRE
G	GIANT
▬	SARCOPHAGUS

VISUAL AID 5
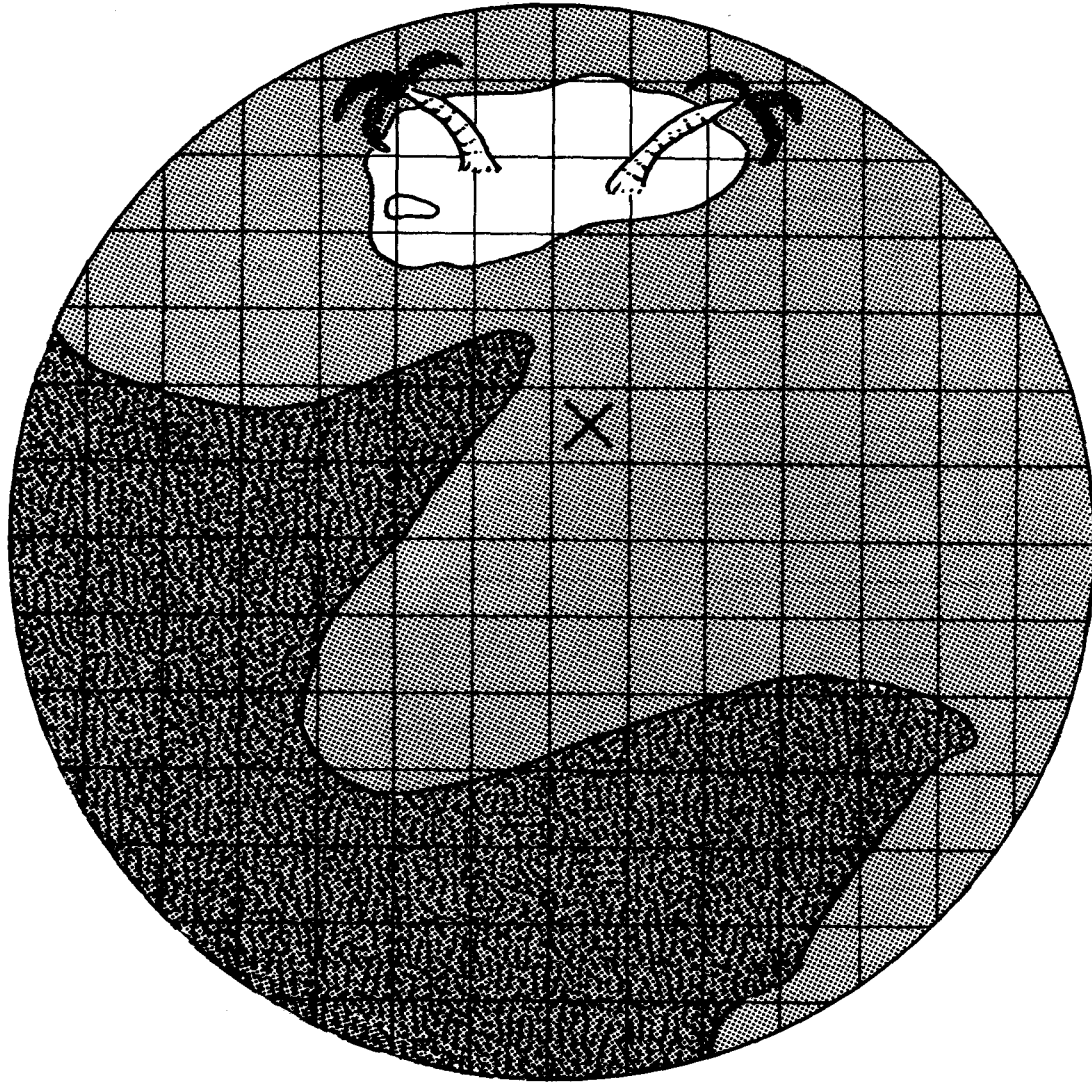
▨	WATER
▨	CORAL REEF
X	LANDING AREA

VISUAL AID 6
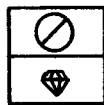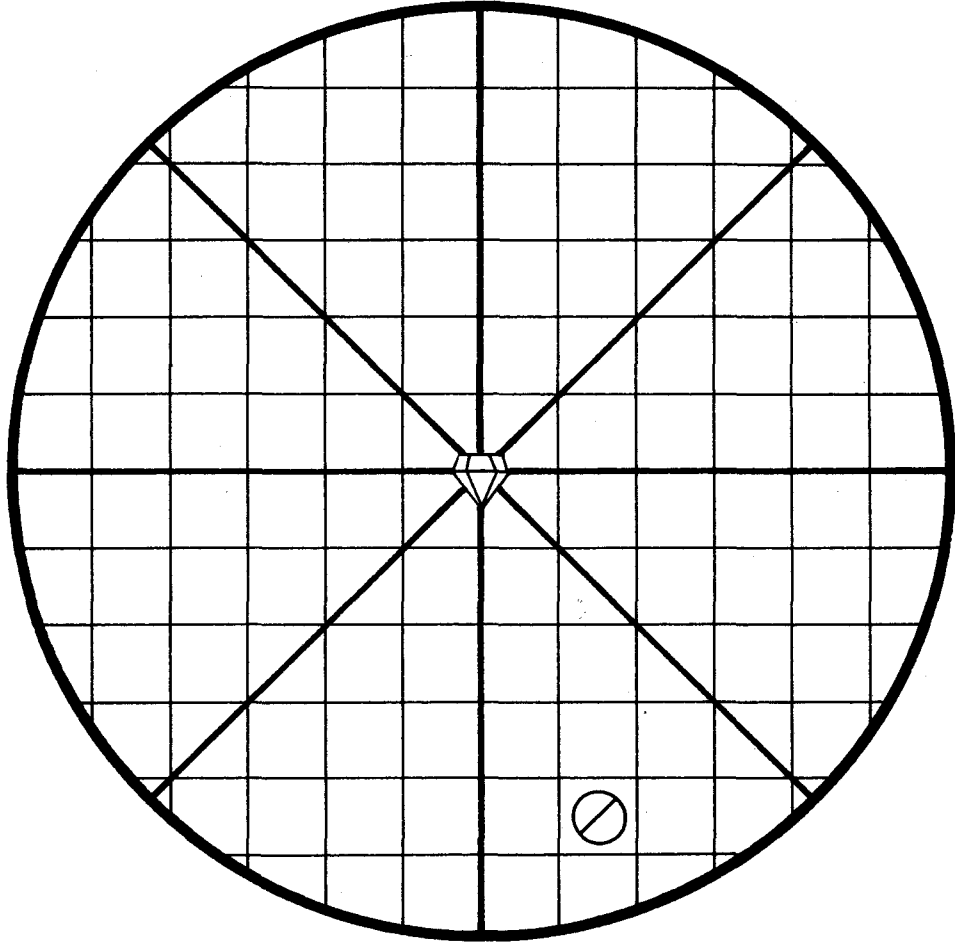
⊘	**HATCH**
◆	**GEM**

CHARACTER INFORMATION SHEET - THE MONK

CHARACTER NAME: Li Hon
ALIGNMENT: Lawful Neutral
RACE: Human
ARMOR: None
ARMOR CLASS: 5

PLAYER NAME:
CLASS: Monk
SEX: Female
LEVEL: 7
HIT POINTS: 32

CHARACTERISTICS:
STRENGTH: 15
INTELLIGENCE: 12
WISDOM: 15
DEXTERITY: 15
CONSTITUTION: 11
CHARISMA: 15

BASE SAVING THROWS NEEDED VS.:
Paralyzation/Poison/Death Magic: 12
Petrification/Polymorph: 11
Rod/Staff/Wand: 12
Breath Weapon: 15
Spell: 13
SYSTEM SHOCK: 75%   RESURRECTION: 80%

(The Wisdom adjustment of +1 is added to saving throws vs. mental attacks involving willpower: **charm, hold person,** etc.)

MONK ABILITIES:

1. Effective Armor Class (5).
2. Can make 3 Open Hand attacks per 2 rounds of melee; damage = 2d4 + 1.
3. Damage bonus of +3½ when using hand-held weapon instead of Open Hand.
4. 22% chance of being surprised.
5. Can fall up to 30' without damage when near a wall.
6. Stuns opponent for 1-6 rounds when "To Hit" roll is 5 or more above the minimum required to score a hit.
7. Can speak *with animals* as per the Druid spell.
8. Can mask the mind to reduce *ESP* success to 24%.
9. Is not subject to normal or magical disease, *haste,* or *slow* spells.
10. Can self-induce catalepsy to appear dead for up to 14 turns.
11. Can heal own body for 2-5 hit points once per day.
12. Can dodge non-magical missiles if a *saving throw vs Petrification* is made; **no** damage from *fire balls,* etc., if save is made.
13. THIEF-LIKE ABILITIES:
    Open Locks 52%   Move Silently 55%   Hear Noise 25%
    Find/Remove Traps 50%   Hide in Shadows 43%   Climb Walls 94%

EQUIPMENT CARRIED

(CUT CHART HERE)

CHARACTER INFORMATION SHEET - THE FIGHTER

CHARACTER NAME: Lembu
ALIGNMENT: Lawful Neutral
RACE: Human
ARMOR:
ARMOR CLASS:

PLAYER NAME:
CLASS: Fighter
SEX: Male
LEVEL: 7
HIT POINTS: 70

CHARACTERISTICS:
STRENGTH: 18(23)
INTELLIGENCE: 7
WISDOM: 12
DEXTERITY: 12
CONSTITUTION: 14
CHARISMA: 11

BASE SAVING THROWS NEEDED VS.:
Paralyzation/Poison/Death Magic: 10
Petrification/Polymorph: 11
Rod/Staff/Wand: 12
Breath Weapon: 12
Spell: 13
SYSTEM SHOCK: 88%   RESURRECTION: 92%

COMBAT BONUSES:
To Hit: +1

Damage: +3   Open Doors: 1-3

EQUIPMENT CARRIED

THE MONK - Additional Notes

THE FIGHTER - Additional Notes

CHARACTER INFORMATION SHEET - THE CLERIC

CHARACTER NAME: Zinethar the Wise

PLAYER NAME:

ALIGNMENT: Lawful Neutral
RACE: Human
ARMOR:
ARMOR CLASS:

CLASS: Cleric
SEX: Male
LEVEL: 9
HIT POINTS: 72

CHARACTERISTICS:
STRENGTH: 13
INTELLIGENCE: 10
WISDOM: 18
DEXTERITY: 9
CONSTITUTION: 12
CHARISMA: 14

BASE SAVING THROWS NEEDED VS.:
Paralyzation/Poison/Death Magic: 7
Petrification/Polymorph: 10
Rod/Staff/Wand: 11
Breath Weapon: 13
Spell: 12
SYSTEM SHOCK: 80%   RESURRECTION: 85%

(The Wisdom adjustment of +4 is added to saving throws vs. mental attacks involving willpower: **charm, hold person,** etc.)

SPELLS - LEVEL AND NUMBER

First	Second	Third	Fourth	Fifth
1)	1)	1)	1)	1)
2)	2)	2)	2)	
3)	3)	3)	3)	
4)	4)	4)		
5)	5)			
6)	6)			

EQUIPMENT CARRIED

(CUT APART HERE)

CHARACTER INFORMATION SHEET - THE MAGIC-USER

CHARACTER NAME: Hodar
ALIGNMENT: True Neutral
RACE: Human
ARMOR: None
ARMOR CLASS:

PLAYER NAME:
CLASS: Magic-User
SEX: Male
LEVEL: 10
HIT POINTS: 40

CHARACTERISTICS:
STRENGTH: 9
INTELLIGENCE: 18
WISDOM: 13
DEXTERITY: 14
CONSTITUTION: 10
CHARISMA: 13

BASE SAVING THROWS NEEDED VS.:
Paralyzation/Poison/Death Magic: 13
Petrification/Polymorph: 11
Rod/Staff/Wand: 9
Breath Weapon: 13
Spell: 10
SYSTEM SHOCK: 70%   RESURRECTION: 75%

SPELLS - LEVEL AND NUMBER

First	Second	Third	Fourth	Fifth
1)	1)	1)	1)	1)
2)	2)	2)	2)	2)
3)	3)	3)		
4)	4)			

EQUIPMENT CARRIED

SPELL LIST FOR HODAR, THE MAGIC-USER

(The following spells are available in Hodar's spell books:)

First Level
Affect Normal Fires
Burning Hands
Charm Person
Comprehend Languages
Dancing Lights
Detect Magic
Feather Fall
Identify
Jump
Light
Magic Missile
Mending
Protection From Evil
Push
Read Magic
Shocking Grasp
Sleep
Spider Climb

Second Level
Audible Glamer
Continual Light
Darkness 15 Radius
Detect Invisibility
ESP
Invisibility
Knock
Leviate
Mirror Image
Pyrotechnics
Ray of Enfeeblement
Rope Trick
Scare
Shatter
Stinking Cloud
Strength
Web
Wizard Lock

Third Level
Blink
Clairvoyance
Dispel Magic
Fire Ball
Flame Arrow
Fly
Haste
Hold Person
Infravision
Invisibility 10' Radius
Lightning Bolt
Protection From Evil 10' Radius
Protection From Normal Missiles
Slow
Suggestion
Water Breathing

Fourth Level
Confusion
Dimension Door
Enchanted Weapon
Fear
Fumble
Hallucinatory Terrain
Ice Storm
Massmorph
Minor Globe of Invulnerability
Plant Growth
Remove Curse
Wall of Ice
Wizard Eye

Fifth Level
Airy Water
Animate Dead
Bigby's Interposing Hand
Cloudkill
Conjure Elemental
Cone of Cold
Distance Distortion
Feeblemind
Hold Monster
Passwall
Stone Shape
Teleport
Transmute Rock to Mud
Wall of Force
Wall of Iron
Wall of Stone

DUCAL ARMORY PRICES

INSTRUCTIONS: The Duke and the Seer have given your party a total of 25,000 gp with which to equip itself. Standard equipment is priced normally. You are welcome to buy items from the Seer's laboratory, with the understanding that you must attempt to return any unused, reusable, or rechargeable items. You may split the gold evenly or combine shares to buy powerful magic. Rings, weapons, and miscellaneous items usable by thieves are the only items the monk may use. Numbers in parentheses indicate how many of that item are available; if no number is indicated, any number of that item can be bought. You are assumed to start with no equipment whatsoever, wearing only a robe and low soft boots. Good luck!

WEAPONS

ITEM	COST
Sword +1	2000
Sword +1, Flame Tongue; +2 vs. Regenerating; +3 vs. Cold-using, inflammable, or avians; +4 vs. Undead	4500
Sword +3, Frost Brand; +6 vs. Fire-using or fire-dwelling creatures	8000
Sword +4	10,000
Arrows +1 (24)	120 each
Arrows +2 (16)	300 each
Arrows +3 (12)	450 each
Arrows of Slaying (Demons)	2500
Axe +2, Throwing	4500
Axe +1, Battle	2500
Bolts +2 (20)	300 each
Bow +1	3500
Dagger +1, +2 vs. Smaller than man-sized	750
Flail +1	4000
Hammer +1	2500
Mace +1	3000
Mace +2	4500
Spear +1	3000
Spear +2	6500

RINGS

TYPE	COST
Feather Falling	5000
Free Action	5000
Invisibility	7500
Protection +1	10,000
Protection +2	12,000
Protection +3	18,000
Warmth	5000
Water Walking	5000

SCROLLS (Magic-Users')

SPELL	COST
Cone of Cold	1500
Continual Light	600
Detect Magic	300
Dimension Door	1200
Invisibility 10' Radius	900
Rope Trick	600
Stone to Flesh	1800

SCROLLS (Clerical)

SPELL	COST
Cure Blindness	900
Part Water	1800
Raise Dead	1500
Resist Cold	300
Resist Fire	600
Sticks to Snakes	1200

CHARACTER INFORMATION SHEET - THE THIEF

CHARACTER NAME: Discinque
ALIGNMENT: True Neutral
RACE: Human
ARMOR:
ARMOR CLASS:

PLAYER NAME:
CLASS: Thief
SEX: Male
LEVEL: 7
HIT POINTS: 42

CHARACTERISTICS:

STRENGTH:	12
INTELLIGENCE:	13
WISDOM:	9
DEXTERITY:	18
CONSTITUTION:	10
CHARISMA:	13

BASE SAVING THROWS NEEDED VS.:

Paralyzation/Poison/Death Magic:	12
Petrification/Polymorph:	11
Rod/Staff/Wand:	12
Breath Weapon:	15
Spell:	13
SYSTEM SHOCK: 70%	RESURRECTION: 75%

(The Dexterity adjustment of +4 is added to saving throws vs missile-type attacks such as **fire ball, lightning bolt**, etc.)

COMBAT BONUSES:
Initiative Reaction: +3

Armor Class Adjustment: -1

THIEF ABILITIES:

Pick Pockets:	70%	Locate/Remove Traps:	55%
Move Silently:	65%	Hide in Shadows:	53%
Climb Walls:	94%	Triple Damage from Rear	

Open Locks: 67%
Hear Noise: 25%
Read Languages: 35%

EQUIPMENT CARRIED

PRICE LIST (Continued)

ARMOR

TYPE	COST
Leather +1	2000
Studded Leather +1	2500
Chain Mail +1	3500
ChainMail +2	7500
Chain Mail +3	12,500
Ring Mail +1	2500
Scale Mail +1	3000
Scale Mail +2	6750
Splint Mail +1	3000
Splint Mail +2	8500
Splint Mail +3	14,500
Plate Mail +1	5000
Plate Mail +2	10,500
Shield +1	2500
Shield +2	5000
Shield +3	8000

MISCELLANEOUS

ITEM	COST
Boots of Elvenkind	5000
Bracers of Defense, Armor Class 6	12,000
Armor Class 5	15,000
Armor Class 4	18,000
Cloak of Protection +1	10,000
Decanter of Endless Water	3000
Dust of Appearance	4000
Javelin of Lightning*	3000
Javelin of Piercing*	3000
Keoghtom's Ointment*	10,000
Necklace of Adaptation	10,000
Periapt of Proof vs Poison, +3	12,500
Periapt of Wound Closure	10,000
Rope of Climbing	10,000
Wings of Flying	7500

POTIONS

TYPE	COST	TYPE	COST
Climbing	500	Invisibility	500
Evil Dragon Control	8000	Neutralize Poison	1500
ESP	850	Speed (5)	450 each
Extra-Healing	800	Treasure Finding	2000
Flying	750	Undead Control	2500
Healing	400	Water Breathing	900

*These items are usable only by *fighters*.
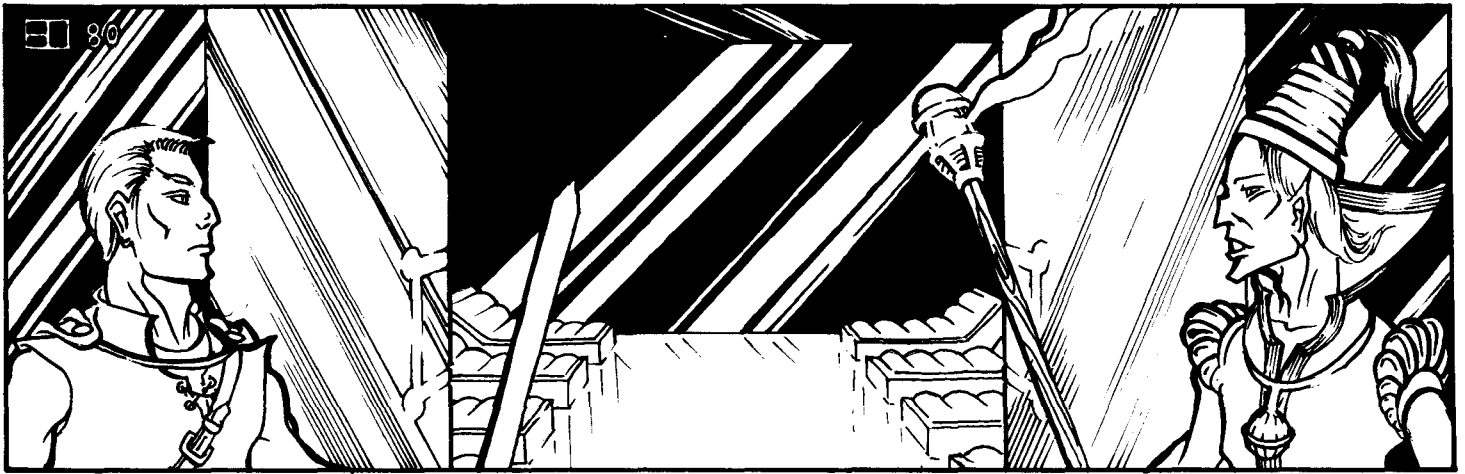
Examples of Movement: Character **A** (rook) may move one or more spaces horizontally or vertically, but will sustain damage each time he or she moves diagonally. If that character moves diagonally, that new square will become legal for that character (this is indicated by the white glow which follows the red "damage" glow). Characters **B** and **E** must move two squares forward or sideways and then one at a right angle to their former path (an "L" shape) *or* one square forward or sideways and one diagonally, *or* leap to a square that would result from this kind of "L" shaped move. Character **C** (king) may move one square at a time in any direction. If he or she moves more than one square (in any given segment), damage will result and movement will end. Character **D** (bishop) may move one or more squares diagonally, but will sustain damage if he or she tries to move horizontally or vertically.

Scoring: +5 to Team score for each character that crosses the room (i.e., steps on the "statue" squares or passes beyond) by any means; +10 to the Individual score of the first player to successfully deduce the "chess movement" pattern.

A. THE STATUE: If the statue's hand is grasped, a secret panel in the statue's chest will slide open, revealing a flat piece of metal with a circle on one end (a KEY). Although the secret panel will be detected if a successful roll to locate it is made, no one will be able to open it without gripping the hand, since there is no keyhole to work with. A hollow sound will be heard if the statue's chest is thumped. The statue is heavy, requiring a total of 30 strength points (or more) to move or topple it. The sturdy stone will not break even if toppled, but can be chipped and eventually (in 6 *turns*) can be broken if hit with blunt weapons.

Scoring: +5 to Team score if the KEY is found; +5 to the Individual score if the first player who suggests gripping (or grips) the statue's hand.

14. THE METAL DOORS (Use VISUAL AID #3)

> The 20' wide corridor ends in a gleaming wall of blue-gray metal, smooth enough to reflect your forms as you approach. In the center of the wall, about waist height, is a semi-square channel cut into the surface of the metal, 8" on a side, 1" wide, and about 1" deep. There is a circular shape at each corner of the square.

The doors are made of the same metal as the KEYS, and one KEY will fit exactly into one side of the square in-

dentation. The central room and the walls are protected by an anti-magic field so intense that absolutely *nothing* will harm the doors, nor allow the party to enter the room except by the proper operation of the KEYS.

The KEYS may either be joined into one KEY and *then* placed into the indentation, or placed one at a time into the sides of the square. Regardless of the order, the overlapping portions of the KEYS will meld into each other, forming (when complete) a 8" x 8" castle-like shape that will exactly match the indentation. When the entire KEY is in the indentation, the whole door will glow briefly with an eerie blue light, a seam will appear in the middle of the door, and two sections will slide to either side to reveal room **15.**.

Scoring: +5 to Team score when the KEY is used and the door is opened.

15. THE CENTRAL ROOM

> When the indentation is filled, a line appears in the center of the blank wall and the door divides into two halves which spring swiftly apart. Beyond the door is a 40' x 40' room with a 10' high ceiling. The walls, floor, and ceiling are all made of the same smooth, blue-gray metal that the KEY and doors are fashioned of. The room is bare except for 8 thickly padded reclining chairs.

This room may be entered through any of the four doors, any one of which will require that the four-part KEY be used. **No** magic can be used to gain entry into this room without the KEY. When all surviving members of the party have entered the room, announce that "the doors slam shut behind you" — a precaution that Galap-Dreidel took in case he should ever be pursued to the room — (nothing will be able to open them). Begin a slow count to 10, noting any player actions during this period. When you reach 10, announce that the players find themselves "slammed to the floor" (or into the chairs, if they are sitting in them). If they hit the floor, they will suffer 1-8 points of damage (4 points in tournament play); if they are in the chairs, no damage will be taken. Read the following to the players after the count ends:

> Colors swirl before your eyes. Your stomachs churn, and suddenly the pressure stops. You notice that a 5' diameter hole has appeared in the center of the ceiling; it was **not** there before.

11

KEY TO THE GHOST TOWER

INTRODUCTION: Although the players don't know it, room **15.** is a time portal which, due to the arcane magicks which created the tower, transports those within back to the days when the great central tower was still standing. Moving upwards through the Tower, the party will discover 5 levels, one for each of the four elements (Air, Earth, Fire, and Water) and finally the great domed **Jewel Room** in which the **Soul Gem** is kept.

NOTE: An additional restriction must be imposed here — no one is allowed to leave the Tower *except* by means of the **Recall Amulet** (given to the party by the Seer)*. **Passwall**, **teleport**, and other transportation spells will not work through the walls of the Tower, although they *will* work vertically. The reason for this is to insure that all tournament teams meet the same challenges and to insure that no players become lost in the past; the rationalization is that the entire Tower is surrounded on the outside by an intense anti-magic shield to protect it from attack, and as everyone knows, anti-magic shields work both ways!

*There may be other ways if the module is not being used as a tournament.

Scoring: +10 to the Individual score of the first player to vocally suspect that the party is in times past.

16. THE CHUTE

> A 5' diameter opening has appeared in the ceiling 10' overhead. Its walls appear to be of rough-cut stone.

The first 20' of the chute is typical dungeon wall stone; a thief or monk may climb it in one round. At 20', bronze rungs are anchored into the wall of the chute, and the remaining 50' may be safely climbed by anyone. The ladder emerges at **17.** (below).

17. THE AIR LEVEL

> When you emerge from the chute, the air is full of a warm, thick, rolling mist that limits your vision to 10' or less. The ground is broken and uneven, with loose rock all around. You can see no ceiling, but the entire area is dimly lit from above.

On this level, as on all levels of the Tower, lighting is bright enough to allow the characters to see without artificial sources of illumination. The mist here extends from the floor to the ceiling 50' above, and infravision will be able to see nearby heat sources in the mist (such as the hieracosphinx, **18.**, below). The ground is uneven and strewn with stones; any character moving faster than a walk has a 1 in 6 chance of falling each round (no damage, but only $\frac{1}{2}$ movement next round).

18. THE HIERACOSPHINX

> A large winged shape suddenly appears from out of the mist, swooping at you with a loud shriek, claws extended!

When the party approaches within 50' of the hieracosphinx (AC 1, MV 9"/36", HD 9, hp 55, #AT 3, D 2-8/2-8/1-10), it will charge (AC 2, +2 bonus on all "to hit" rolls) for one round of attacks, then land and engage in normal melee. In tournament play, the hieracosphinx's attacks do D 5/5/6. The creature has a lair, a mound of earth and stone, near the staircase **19.**. There is a large amount of treasure scattered about (4,000 sp and 3,000 gp). There is also a glass vial containing a potion of **healing**, a long sword, and a **mace +2**. Note that in non-tournament play, pteranodons (**19A.**, below) will attack after the hieracosphinx is slain.

Scoring: Combat and Treasure scoring.

19. STAIRCASE TO THE EARTH LEVEL

> There is a wrought iron staircase winding upward until the mist completely hides it from view.

Scoring: +1 to Team score for each party member that climbs to the next level.

(A) PTERANODONS *(Not for Tournament Use)*

Three pteranodons (AC 7, MV 3"/15", HD 3 + 3, hp 21, 18, 15, #AT 1, D 2-8) roost on the spiral stair, and will glide out of the mists to attack the party (surprise on 1-4) after the battle with the hieracosphinx (**18.**, above). If possible, they will attack while part of the party is on the floor and part of the party is climbing the spiral staircase. If attacked and struck while on the stairs, a player must roll less than his or her dexterity (on a d20) or fall to the ground, suffering 2d6 points of damage.
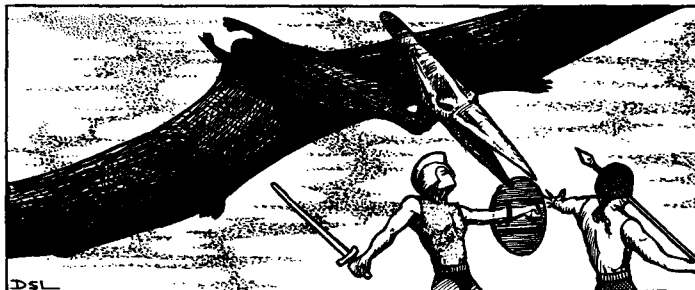
20. THE EARTH LEVEL

> The staircase leads upward to a large, well lit area full of trees and dense undergrowth. The ground is rich loam, soft and dark brown. There is a narrow pathway through the otherwise impenetrable undergrowth. The air is hot and humid, and the ceiling is 30' above you. Several of the trees grow to that height.

Although the trees are climbable, the tall growth will make it impossible to see anything of use (i.e., no "aerial views" for easy mapmaking). The forest is so dense that there is no way to go through it without either using the path or using spells (such as **speak with plants**, **pass without trace**, **plant door**, etc.). Every path the party can take will eventually lead to the 20' clearing (**22.**, below).

(21) THE STRANGE MONKEYS *(Not for Tournament Use)*

> An overly-muscled monkey suddenly lands on one of your group!

Each 21 on the map indicates a su-monster (AC 6, MV 9", HD 5 + 5, hp 34, 31, 29, #AT 5, D 1-4 (x4)/2-8) hanging upside-down over the path (out of sight) waiting for prey. If one su-monster is attacked, the other two will arrive in 3 and 6 rounds (respectively) to assist in fighting the party. If the first su-monster is killed before either of the others arrive, the second su-monster will wait for the third so that they may attack the party together. Note that the tower is so far back in time that these su-monsters lack the psionic powers of their descendents (cf su-monster in **MONSTER MANUAL**).

22. THE MEDUSA

> The path leads to a 20' x 20' clearing with three other paths leading out of it. There is someone in the clearing, tending a garden of roses. Their back is towards the party as you enter. The figure is slender and about 5' tall, wearing a brown, hooded robe of coarse cloth, like that of a monk. You hear a soft, liquid singing in an unknown tongue with lilting vowels; the music is very beautiful, but does *not* sound bewitching.

If a party member enters the clearing or calls to the figure, it will slowly straighten up and turn around, pulling back the hood of the robe to reveal — a medusa! All of the characters in the clearing and those with a direct line of sight will have to save vs. Petrification or be turned to stone. *(Be sure to have the party's caller detail the party's positions and plan of action, either verbally or written.)* If party members attack the medusa "without looking", their attack is at -4 on "to hit" rolls. The medusa (AC 5, MV 9", HD 6, hp 42, #AT 1, D 1-4 plus poison) will try to **petrify** party members until they avert their eyes, at which time she will run up to attack with her snakes (at +2 "to hit" as long as the players are not looking at her). In tournament play the snakes will inflict 2 points of damage per hit plus save vs Poison. The medusa will pursue throughout the level but will not leave this level of the Tower.

There is some treasure in the rose bed that the medusa was tending. Any character searching the garden (unless it is specifically stated that care is being taken to avoid the thorns), must make a saving throw vs Poison at +4; if the save is failed, the character will fall into an enchanted sleep for 2-12 *turns.* Only **neutralize poison**, **haste**, **Keoghtom's Ointment**, or expiration of the time will awaken the victim. If a character takes special care to avoid the thorns, no saving throw will be necessary. A coffer will be found in the undergrowth; it contains 8 zircons (50 gp each), a tiger eye (10 gp), a black pearl (500 gp), an emerald (700 gp), and a large star ruby (5,000 gp). In a false bottom on the chest there is a blue-white flawless diamond (10,000 gp), a glass vial containing a potion of **sweet water**, and **bracers of defense AC 4**.

Scoring: Combat and Treasure scoring; +15 to Team score and +2 to Individual scores for each surviving, non-petrified party member.

23. STAIRCASE TO THE FIRE LEVEL

> A wrought iron staircase leads upward through a hole in the 30' high ceiling . . . .

After it reaches the ceiling, the stair winds 20' more to emerge on the FIRE LEVEL at **24.** (below).

24. THE FIRE LEVEL (Use VISUAL AID #3)

> The staircase leads upward to a stone landing with two pathways projecting from it, north and south. The pathways and the landing are about 1' above the surface of what seems to be a sea of fire. The flames lick upwards to heights of 2' to 3' above the surface of the sea, and breathing is a little difficult due to the smoke and sulphurous fumes. Across the 160' diameter circular chamber is what appears to be a wrought iron spiral staircase leading up to the ceiling 20' above, but your vision of it is somewhat obstructed by the fire giant standing before it.

When VISUAL AID #4 is given to the players, it should be used as a tactical map with which to plan the movement and melee with the giant. When movement is plotted on the map, it should be easy to see who does and who does not enter the **reverse gravity** area (**27.**, below).

The sea actually *is* on fire, and any inflammable item touching or going under the surface will ignite. Any item falling in must make a saving throw vs magical fire or be consumed. Any character touching the surface or falling in will take 2-12 points of damage for each round of contact (no saving throw). The "sea" is 5' deep.

The fire giant (at **26.**) will first try to bombard party members with boulders, especially when they are on the narrow side paths. If a boulder strikes it will do 2-20 points of damage to the victim (12 points in tournament play), and the impact will drive the victim backwards in a straight line for 5'; if this knocks a character into the sea of fire, he or she must take that damage as well. Note that a monk has a chance to dodge the boulders (save vs Petrification). The giant is aware of the **Reverse Gravity Area** (**27.**), and will *not* throw if his line-of-sight to the target intersects it. He can throw the boulders (he has 12) from 10'-200'; at closer than 10', he will melee with a sword (see **26.**, below).

13

(25) **THE FLAME CREATURES** *(Not for Tournament Use)*

> Suddenly several fiery bat-like creatures erupt out of the flaming sea and hurtle towards the party!

The attack will come as soon as the whole party is up the staircase or when any character advances onto one of the narrow side paths.

The creatures are *firebats* (NA 12, AC 8, MV 6"/20", HD 2, hp 10, 8, 6, 10, 10, 12, 9, 10, 5, 16, 9, 6; [#]AT 1, D 2-8 (2d4), immune to fire and fire-based spells, can detect invisible opponents). These semi-intelligent pack hunters will divide so that every member of the party is under attack by an approximately equal number of firebats. A successful attack indicates the firebat has attached itself to the victim and will continue to drain blood and burn the victim for the next two rounds without having to make an attack roll. After three rounds of inflicting damage (or if the victim dies), the firebat will disengage itself and fly off, returning to its lair if sated or attacking another victim if still hungry. When firebats die their bodies are consumed in a small burst of flame as they are returned to the Elemental Plane of Fire. The lair of these firebats is beneath the sea of fire, under the number **25** on the map. The firebats thrive under the fiery sea, and can easily glide through the flames at their flying speed. They will defend their lair to the death to protect their treasure: 15 gems, 9 of base value 100 gp and 6 of base value 500 gp.
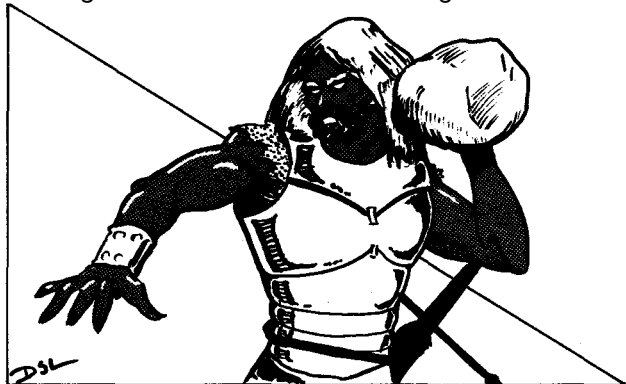
26. THE FIRE GIANT

The giant (AC 3, MV 12", HD 11+5, hp 70, [#]AT 1, D 5-30 or hurl rocks — D 2-20, immune to fire) will not move from where he stands until engaged in melee. He will throw boulders until attackers approach within 10', and will then fight using his huge sword. In tournament play the giant's attacks will each cause 13 points of damage.

Behind the giant is a large stone sarcophagus with no lid. Inside are 7,000 cp, and scattered among (and buried within) the copper pieces are a **ring of feather falling** and a non-magical platinum crown bejewelled with diamonds, rubies, emeralds, opals, and fire opals (value 8,000 gp). A **detect magic** will reveal a dweomer on the sarcophagus, but it will be the **ring** that is producing it and not the easier to find crown.

On VISUAL AID #3, a staircase is indicated and the verbal description seems to affirm this; it is not on the DM's map because *it isn't really a staircase.* At a distance of 20' (if *not* actively engaged in melee) characters will see that it is merely an elaborate stone and iron column. The actual way up the Tower is to use the **Reverse Gravity Area** (**27.**, below).

Scoring: Combat and Treasure scoring.

27. THE REVERSE GRAVITY AREA

As VISUAL AID #3 is used by the players to indicate their movement (and their attack on the fire giant), it should be simple for the DM to determine which (if any) of the players enter the **reverse gravity area** and fall upward. If four characters charged abreast down the 20' wide path towards the giant, for example, the inside two would be affected by the reversed gravity while the outside two would not. The DM's discretion is required here, but the general guideline should be that a character must be *entirely* within the field to "fall" upwards.

Any person or persons caught in the field will "fall" upwards to hit the ceiling (20' above), but directly above the field is a 10' diameter hole. If the "falling" character does not struggle, he or she will fall through the hole into the next level (**28.**, below); by tumbling, he or she can catch hold of the edge of the hole and hang on, but by doing this 1-6 points of damage will be sustained from the "fall" (4 points in tournament play). The option of whether to hang on or fall through should be offered to each player individually as the situation arises, so that all players make their own decisions in this regard. Note that a **feather fall** will result in a slow, leisurely ascent, and a **fly** or **levitate** spell may be used to bypass the effects of the field.

Scoring: +5 to Team score for each character that enters the next level by any means; +10 to Individual score for any character ascending to the WATER LEVEL without sustaining *any* damage (see **28.**, below).

28. THE WATER LEVEL (Use VISUAL AID #4)

> You fall into warm, 15' deep, salty, sea green water. Struggling to stay on the surface you can see a small island ahead (about 25' away) with sand and two palm trees. To the left and behind you, coral several feet high grows on the bottom of the sea.

This entire level is under a huge **reverse gravity** effect, so that characters stepping into **27** will fall upwards through the "chimney" and hit the water at **28**. Anyone not catching the top of the chute — that is, anyone who elects to fall straight through — will suffer 5-20 points of damage (12 points in tournament play) when hitting the water, unless some magic such as **fly**, **feather fall**, or **levitate** is being used. A character who does catch the top of the tunnel and then falls will suffer 2-8 points of damage (5 points in tournament play) in addition to the 1-6 points suffered when he or she hit the solid ceiling. Monks may catch hold of the ceiling edge without taking any damage, and only take $\frac{1}{2}$ damage from the fall.

Every character who falls into deep water will be able to "tread water" for 2-7 (d6+1) rounds before becoming exhausted and drowning. This base number of rounds is modified by exceptional characteristics:

Strength: $+\frac{1}{2}$ round per point above 16
$-\frac{1}{2}$ round per point below 5
Constitution: $+\frac{1}{2}$ round per point above 16
$-\frac{1}{2}$ round per point below 5

If a character has not begun to swim freely (unencumbered by heavy items or non-magical armor) by the time indicated, that character is considered to be unconscious and can no longer attempt to remove encumbering items. In three more rounds, that character will have drowned. If the base roll plus modifiers indicates a time which includes $\frac{1}{2}$ of a round, round up

and assume a 50% chance of lapsing into unconsciousness during the last round.

The base time to remove armor and possessions while "treading water" is given by the table below:

general possessions	1 round
leather	1 round
studded	1 round
ring	2-3 rounds
scale	2-3 rounds
chain	2-4 rounds
padded	2-4 rounds
plate	4 rounds
banded	4-6 rounds
splint	4-6 rounds

The base time is modified by dexterity as follows:

$-1/2$ round per point of dexterity over 16

$+1/2$ round per point of dexterity under 5

If a character is removed from the water unconscious, a **cure light wounds** spell will awaken him or her and cure any ill effects from swallowing water, etc. However, if used in this way, the spell will *not* restore any lost hit points.

Example: Fandrax the Brave, a fighter wearing plate mail and full pack is carrying the usual heavy items (sword, bow, etc.). He falls into the water and rolls a 3 (on a d6), and will therefore have 4 rounds (plus modifiers) to remove his possessions and armor. His strength is 17, so he gains $+1/2$ round, giving him a total of $4^{1}/_{2}$ rounds before he becomes unconscious. It will take him 1 round to remove his pack and weapons, and a base of 4 rounds to remove his plate armor. His dexterity, however, is 18, so it only takes him 3 rounds to remove the plate mail. His total time used is thus 4 rounds (he had $4^{1}/_{2}$), so he successfully removes his armor and heavy items before drowning. If his dexterity had been 12, he would have received no subtraction from the time required to remove his armor, and would thus have required 5 rounds to remove everything. Since he had only $4^{1}/_{2}$ rounds, there would be a 50% chance that Fandrax would become unconscious before completely removing his plate mail.

Special Note on Underwater Combat: Any character attempting to engage in melee while under water will automatically lose initiative, unless long weapons (e.g. pole arms) are employed. This effect may be negated, resulting in normal melee, if a **ring of free action** (or similar spell or device) is used. Additionally, certain spells may be useless or altered in effect while under water, as described on page 57 of the DUNGEON MASTERS GUIDE.

(29) THE GREAT FISH *(Not for Tournament Use)*

A dinicthys (AC 7, MV 21", HD 10, hp 50, #AT 1, D 5-20, swallow man-sized prey on a "to hit" roll of 20) lives here in the water and will attack any swimming individual or group if not over the shaded coral area. The 25' long prehistoric fish cannot swim comfortably over the coral reef, and will not enter it. The ixitxachitl (**#32.** below) know this, and will attack a weakened party if it flees to the safety of the coral. The dinicthys is no friend of the ixitxachitl, and will attack one should an ixitxachitl be forced into the clear area.

30. THE ISLAND

This island is covered with sand to a depth of about 3', with soil and stones below. It has two 15' tall palm trees, some shrubs and a big boulder, but otherwise has no features of interest.

31. THE HATCHWAY

> In a clearing among the coral branches, you see a large metallic hatch with a wheel-like device projecting from its center. The metal is not rusted or corroded.

The wheel must be spun three times counterclockwise (requiring 1 round), at which time the hatch will unlock. It can be opened by anyone, as there is water inside this 5' diameter hatchway and the pressure is equal on both sides. *Note that by this time (if not before), the party will be attacked by the ixitxachitl (**32.**, below).*

If a character makes it into the hatchway, the ixitxachitl will not pursue. After swimming "down" (actually up) the hatchway for 10', a swimmer will experience an uncomfortable sensation in his or her stomach (as gravity reverts to normal), and the swimmer's head will break water after five more feet. There is five more feet of passageway with metal rings set into the wall. After climbing up, characters will see the **JEWEL ROOM (33.**, below).

Scoring: +10 to Team score for each character that gets to the rungs; +5 to the Individual score of each character that gets to the rungs.

32. THE IXITXACHITL LAIR

> You see several large ray-like forms swimming lazily over the coral. Suddenly they turn their blunt snouts toward you and begin swimming at high speed in your direction.

Nestled in the coral and visible only within 20' is the lair of 10 ixitxachitl (AC 6, MV 12", HD 1 + 1, hp 7 each, D 3-12), who will attack if anyone comes within 40' of them (this includes the hatchway — 31 — but not the drop area — 28). In tournament play, their bites will always inflict 6 points of damage on the victims. They will split up to attack, with an equal number to each party member if possible. Ixitxachitl are highly intelligent, and their attacks should be logical and cunning. The leader of the pack (AC 3, HD 2, hp 12) is equal to a 2nd level cleric, and possesses 2 **cause light wounds** spells. It will swim forward to attack normally, and will add the spell damage (1-8 points, 4 points in tournament play) to the bite; note that only the *total* damage is announced to the victim. This evil cleric is also wearing a **ring of protection +3** on one of his finger-like appendages (although this will not be noticeable in combat), and thus is AC 3.

Within their coral reef lair, the ixitxachitl have 3,000 gp and several gems: one lapis lazuli (10 gp), 2 pieces of smoky quartz (50 gp each), a bloodstone (75 gp), 3 amethysts (100 gp each), a large topaz (550 gp), 2 peridots (400 and 500 gp), and one lustrous black sapphire (5,000 gp).

Scoring: Combat and Treasure scoring.

33. THE JEWEL ROOM (Use VISUAL AID #6)

> You see a 120' diameter circular chamber with a domed ceiling 50' high at the apex. In the center of the room, about 4' off the floor, floats a multi-faceted, opaque white diamond about the size of a melon — the **Soul Gem**!! Suddenly part of the room is lit with an intense, dazzling white light. As the spots before your eyes fade (it takes but a moment or two), the room seems exactly the same. The object of your quest is before you!

The **Soul Gem** floats in the air, slowly rotating. As the first character looks out of the hatch, the **Gem** will emit a dazzling white ray which will completely fill one of the eight sections of the room for one second (determine the section by rolling 1d8); it will *not* be sector 1 (where the hatch is) on the initial blast. Thereafter, the blasts will occur once per round at the end of the round into a randomly determined sector. Since the players should not be aware (at first) that the blasts are random, **it is suggested that a number of rolls be made secretly before the party enters the area,** and the sectors affected can be determined from that list. (The areas in the tournament are: 6, 7, 1, 4, 7, 6, 2, 2, 8, 6, 5, 1, 2, 3, 4 and then random, if more are needed.)

The positions of characters in the JEWEL ROOM must be indicated by using VISUAL AID *6. A character may straddle the line between sections, but he or she is then subject to the effects of ray if it strikes *either* of the two sections. It is permissible to have more than one character per sector if desired, but only one character in each sector may be close enough to seize or strike the **Gem**.

When the **Gem**'s ray blasts the sector a character is in, any persons within the affected sector must make a saving throw vs Petrification (include only wisdom adjustments). If the saving throw is successful, the character's skin, clothes, possessions, and so forth, are all bleached a ghostly white color, and all magic items (except for the **Amulet of Recall)** are drained completely of magic. (In non-tournament play, the DM may wish to give magic items a saving throw against being drained.) If a character fails the saving throw vs Petrification, however, the other characters will see the following:

> When the white light strikes the victim, he (or she) screams horribly — a long, drawn-out wailing scream. As your vision clears, an image of the character, pale and ghostly, streams out of the body and toward the **Soul Gem** getting smaller the nearer it gets. As the image shrinks in size, the volume of its screams diminishes. When it reaches the **Gem**, there is a burst of radiance, and the image is gone. The character's form lies motionless on the floor; the body is dead white, as are all the character's possessions.

The victim's soul is sucked out of his or her body by the ray of the **Gem**. The image the players see is the ectoplasmic form of the soul of that being drawn into the **Gem**; the body is lifeless as it slumps to the floor. (Note that any Wisdom saving throw adjustment *is* used against attacks by the **Soul Gem.)**

The **Gem** is surrounded by a 2' diameter invisible force sphere. Although the sphere has only 20 hit points, it can only be hit by hand-held weapons or hand attacks — no spells will have any effect on it. An adjusted roll of 10 or better is necessary for any character to hit the sphere, and up to eight characters can strike at the sphere in any given round (one character in each section of the room). **For each point of damage a character inflicts on the sphere, that character will sustain one point of damage.** This is true even if the sphere is "overkilled" in one round (for example, if 25 points are inflicted on the sphere, 25 points must be sustained by those doing the damage). When 20 or more points have been delivered to the sphere, it will become visible, fracture, and fall to the floor in glassy shards.

Once the force sphere is destroyed, the **Gem** may be seized. After the **Gem** is grasped by a character, it will not fire any more rays. The **Gem** can be destroyed by rolling a natural 20 with a magic weapon, but if this is done the **Gem** will shatter and release the millions of souls trapped inside, who will insanely slay all living creatures in the Tower (unless the **Amulet of Recall** is used immediately).

If the **Amulet of Recall** is grasped and activated, the following are instantly teleported back through time and space to the Seer's lab: the character grasping the amulet, all of his or her possessions, and anyone or anything else he or she is touching (including soulless bodies).

Scoring: +100 to Team score if at least one character returns the **Soul Gem** to the Seer; +15 to Team score for each additional character that returns alive after the **Gem** has been seized; +5 to Team score for each dead character that is returned after the **Gem** has been seized; +10 to the Individual score of the player first suggesting that the dead bodies be returned; -20 to Team and Individual scores for each character (alive or dead) who returns without the **Soul Gem**. Combat scoring is handled differently for the **Gem**: for each point of damage that a character inflicts on the sphere, that character will receive +2 to his or her Individual score with no *penalty for the damage sustained in so doing; a* maximum of 40 points (20 x 2) can be awarded in this manner.

FINAL NOTE

If the party successfully teleports back to the Seer, they will be congratulated on their success and then told that (because of his familiarity with the **Soul Gem**) the Seer can locate the exact facet where the souls of the party members are, and return them to their own bodies (if they were recovered) or, less happily, to other bodies if necessary.

FIREBAT

FREQUENCY: *Very rare*
NO. APPEARING: *11-20(d10+10)*
ARMOR CLASS: 8
MOVE: *6"/20"*
HIT DICE: 2
% IN LAIR: 50%
TREASURE TYPE: /
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: 2-8 *(2d4)*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Immune to fire*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral evil*
SIZE: S
PSIONIC ABILITY: *Nil*
  Attack/Defense Modes: *Nil*
LEVEL/XP VALUE: 2/28 + *2/hp*
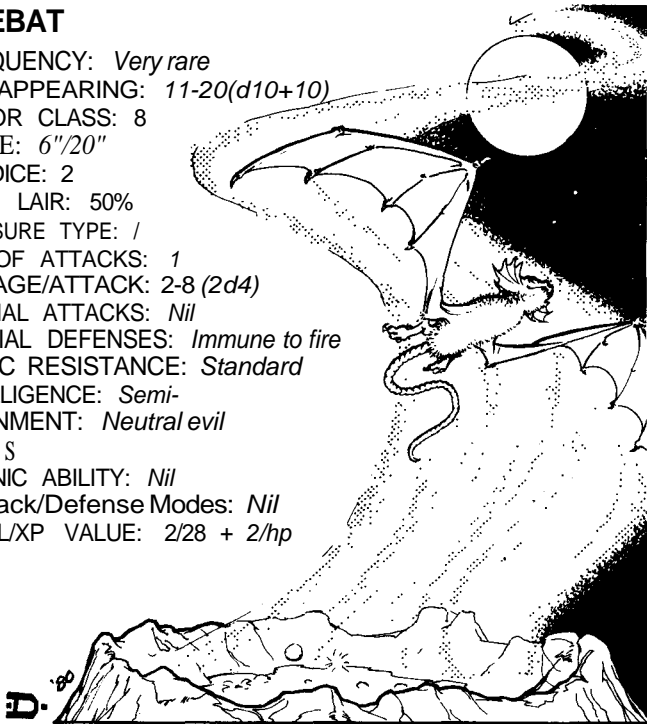
The firebat is a denizen of the Elemental Plane of Fire; although rather common there, it seldom appears in the Prime Material Plane. Its body is batlike, about two feet long, with a wingspan approaching four feet; its entire body is flaming, and it radiates a temperature of several hundred degrees. Its mouth is small but the fangs therein are razor-sharp, and the damage from burning affects the victim more than the blood drain (hence 2-8 points of damage per round). The skin of the firebat is tough and leathery, and even the relatively thin wings are difficult to pierce.

Firebats live in colonies usually numbering from one to two dozen. Naturally, they will only lair in very hot places such as volcanoes, near hot springs, and, of course, on their native plane. How they travel to the Prime Material Plane is a mystery, but some sages have speculated that when fire elementals are summoned, once in a great while some firebats will appear with them; and woe be upon the conjurer, for the firebats are not under the mage's control at all! Firebats reproduce by fission after gorging themselves on blood, so even one firebat escaping into this plane can start a colony — and can replace any casualties. A firebat colony will not grow very large, however, for they will instinctively limit their population to the available food supply.

When firebats engage an opponent, they make swooping attacks as they attempt to attach themselves to the victim. Once they have attached themselves, firebats do not need to roll further attacks and will automatically burn and bleed their victims for a total of 3 *rounds* (the first round they scored a hit plus two more rounds). At the end of three rounds, the satiated firebat will drop off and return to its lair. If the victim dies before three rounds are over, the unsatiated firebats will attack other opponents to finish gorging (but will never drain more than three rounds' worth of blood whether from one, two or three victims). Firebats can detect invisible opponents because of an advanced sonar sense and infravision; they attack invisible targets without penalty. Unlike normal bats, firebats are not impaired by sunlight (or other bright lights) and can see in the normal vision range quite well. Firebats are allies of fire elementals and will never attack them.

Firebats are pack hunters, and an attack by these creatures is a marvel of teamwork. Every member of the victim's group is attacked by an approximately equal number of firebats: if 12 firebats attacked 4 victims, 3 bats would attack each victim; if the same group attacked 9 victims, there would be 6 victims with one bat each and 3 unlucky victims with 2 bats attacking (chosen at random). If the number of firebats ever falls below 25% of their starting force (whether from casualties or gorged returnees), the firebats will all instantly withdraw and attempt to escape back to their lair. If cornered in their lair, they will fight ferociously to the death. When they die, a burst of flame envelopes them and their physical body is transported back to the Elemental Plane of Fire, where they are reborn.

The lair of a firebat colony tends to be rocky and cavelike, with many labyrinthine passages and exits but only one large, easily noticeable entrance. Treasure is likely to be in the form of gems and jewelry, for firebats love the sparkling stones and especially prize rubies, jacinths, and carnelians. One or two young firebats (under one year old) may be found in the lair if a hunting pack is destroyed, and each young firebat will have one-half the hit dice and damage per attack of an adult.

Firebats move by an awkward hop-walk on the ground, or (more effeciently) by flight. Firebats use true flight and not gliding, for hot internal gases lighten the creature a great deal. Water scares firebats, but it takes a minimum of 10 gallons of cool water to douse one firebat's external fires. Once extinguished, it requires 10 rounds of drying off before the firebat can ignite again. During this period it cannot fly, and will only do 1-4 points of damage if it attacks successfully. Firebats can glide through hot solutions (including lava and magma) at their flying speed, for they are at home in anything involving fire.

22'
3
3
5'
11'
2
2
2
2'
2
2
17'
10'
3
3
4'
1
10'
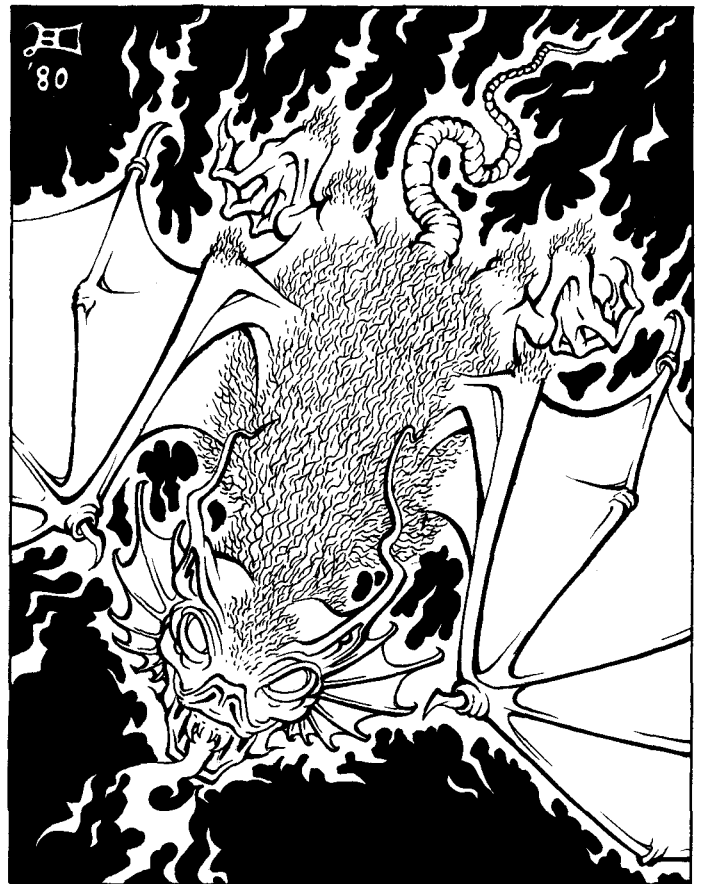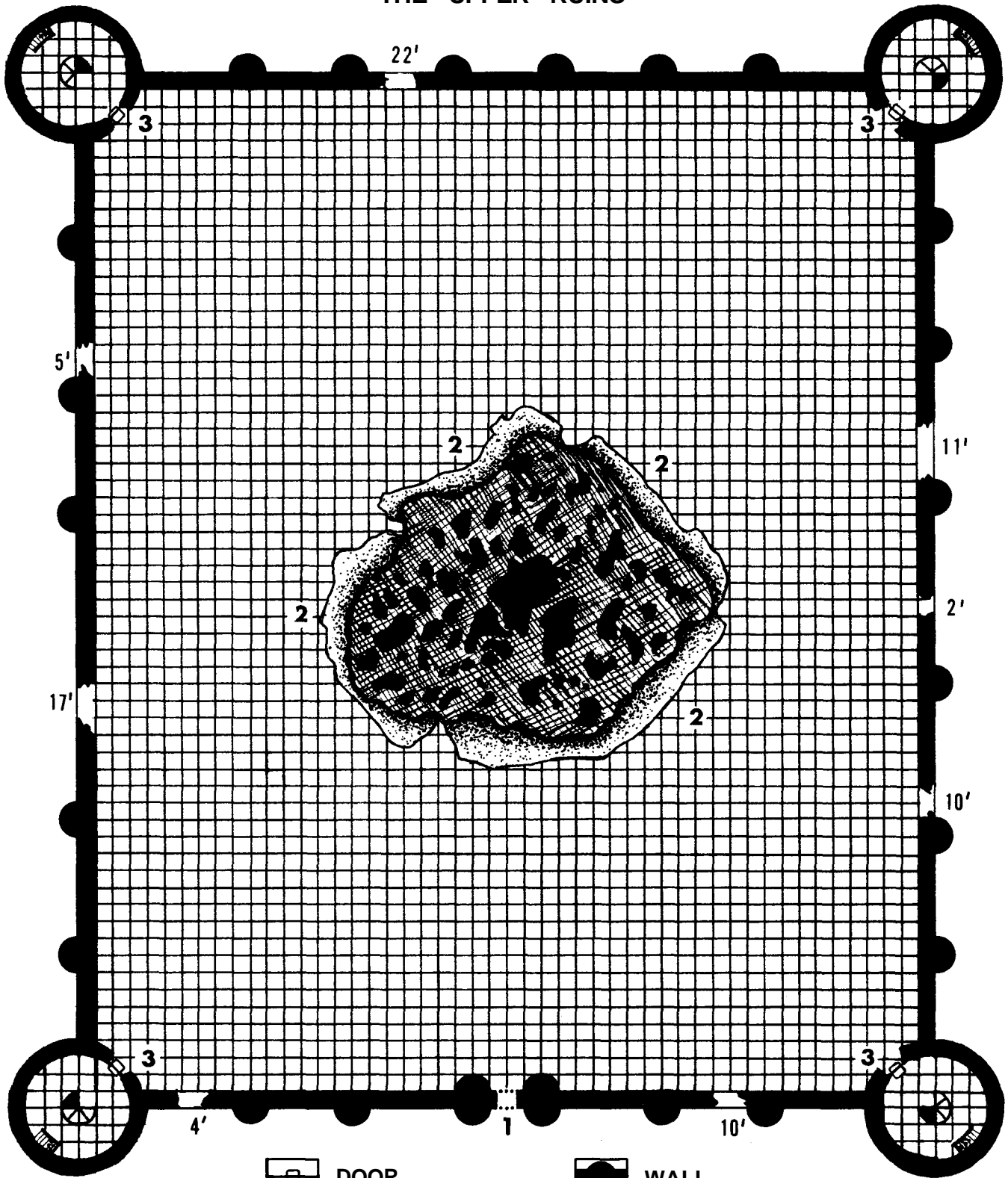
	DOOR		WALL
	SPIRAL STAIRS		PITFALLS
	PORTCULLIS		RUBBLE
	STAIRS UP WITH RUBBLE		
	HOLE IN WALL		

SCALE: EACH SQUARE EQUALS 10 FEET

DUNGEON MASTER'S RECORD SHEET

CHARACTER NAME	Lembu	Hodar	Zinethar	Li Hon	Discinque
CHARACTER CLASS	Fighter	Magic-User	Cleric	Monk	Thief
LEVEL	7	10	9	7	7
*ARMOR CLASS				5	
HIT POINTS	70	40	72	32	42
*MOVEMENT BASE				21"	
BASE SAVING THROWS: vs. Paralyzation, Poison, or Death Magic	10	13	7	12	12
vs. Petrification or Polymorph	11	11	10	11	11
vs. Rod, Staff, or Wand	12	9	11	12	12
vs. Breath Weapon	12	13	13	15	15
vs. Spells	13	10	12	13	13
MAGIC ITEMS					
TREASURE TAKEN					
•TOTAL "TO HIT" BONUS					
*TOTAL DAMAGE BONUS					
HIT POINTS RECEIVED					
HIT POINTS INFLICTED					

NOTES

*Calculate and fill in values after all equipment is bought.

DUNGEON MASTER'S SCORING SHEET

INDIVIDUAL SCORING

| NAME	Lembu	Hodar	Zinethar	LiHon	Discinque
CLASS	Fighter	Magic-User	Cleric	Monk	Thief
INDIVIDUAL SCORING					
COMBAT SCORING					
SUBJECTIVE SCORING					
TOTAL INDIVIDUAL SCORE					

TEAM SCORING

Keyed Team Scoring	+	Treasure Scoring	+	$\frac{1}{2}$ Sum of Total Individual Scores	—	Number of Turns Elapsed	=	TOTAL TEAM SCORE
_____	+	_____	+	_____	—	_____	=	

TIME RECORD (Turns Elapsed)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180

AIR LEVEL

18
19
(19A)
17
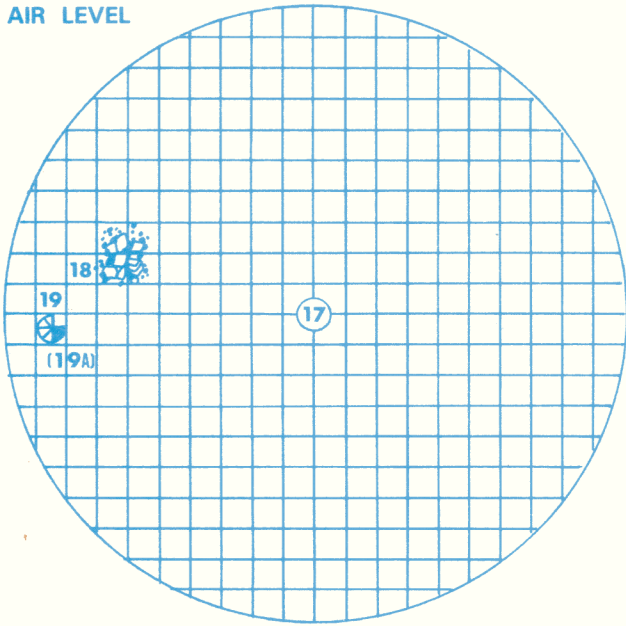
SCALE: EACH SQUARE EQUALS 10 FEET

⊘ HATCH
SPIRAL STAIRS
REVERSE GRAVITY AREA
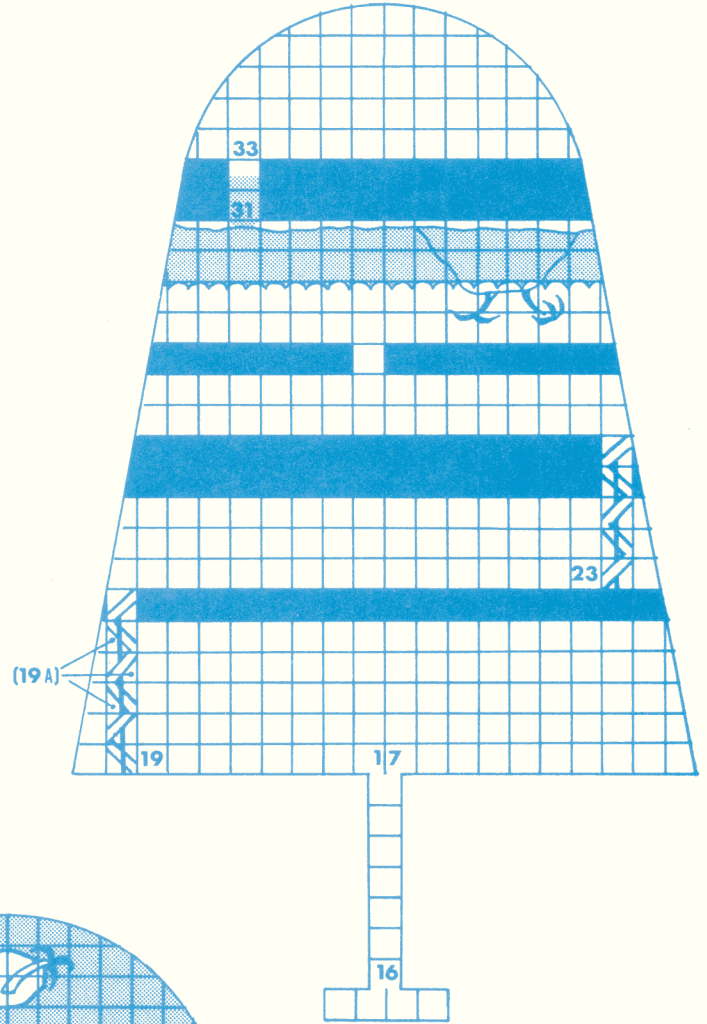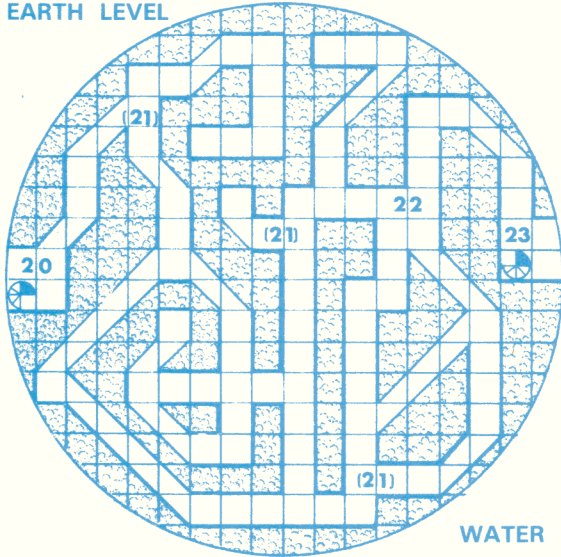BOULDERS
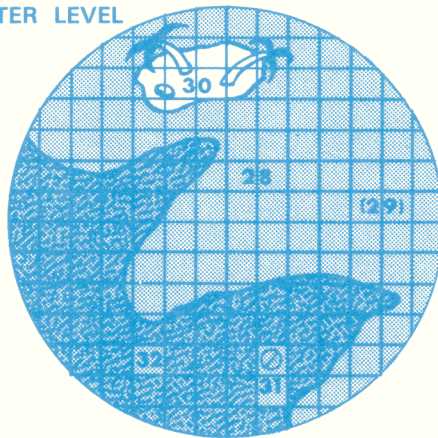CORAL REEF

DENSE FOREST
WATER
SEA OF FIRE
SARCOPHAGUS
LAIR

NORMAL ENCOUNTER   (#) NON-TOURNAMENT ENCOUNTER

EARTH LEVEL

(21)
(21)
22
(21)
20
23
(21)

33
31
23
(19A)
19   17
16

WATER LEVEL

30
28
(29)

FIRE LEVEL

26
27
(25)
24

JEWEL ROOM

5   6
4   7
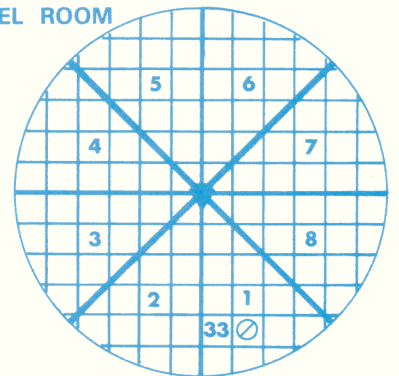3   8
2   1
33 ⊘
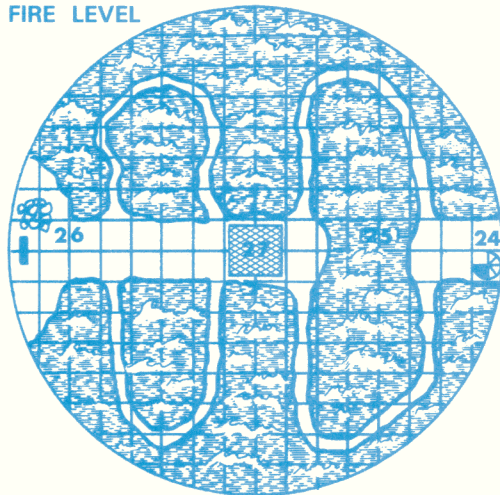
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