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For ADVANCED
DUNGEONS & DRAGONS® Games



to the aid of falx

by Frank Mentzer

An RPGA™ AD&D™ Tournament Module for 6 characters, levels 5 - 9



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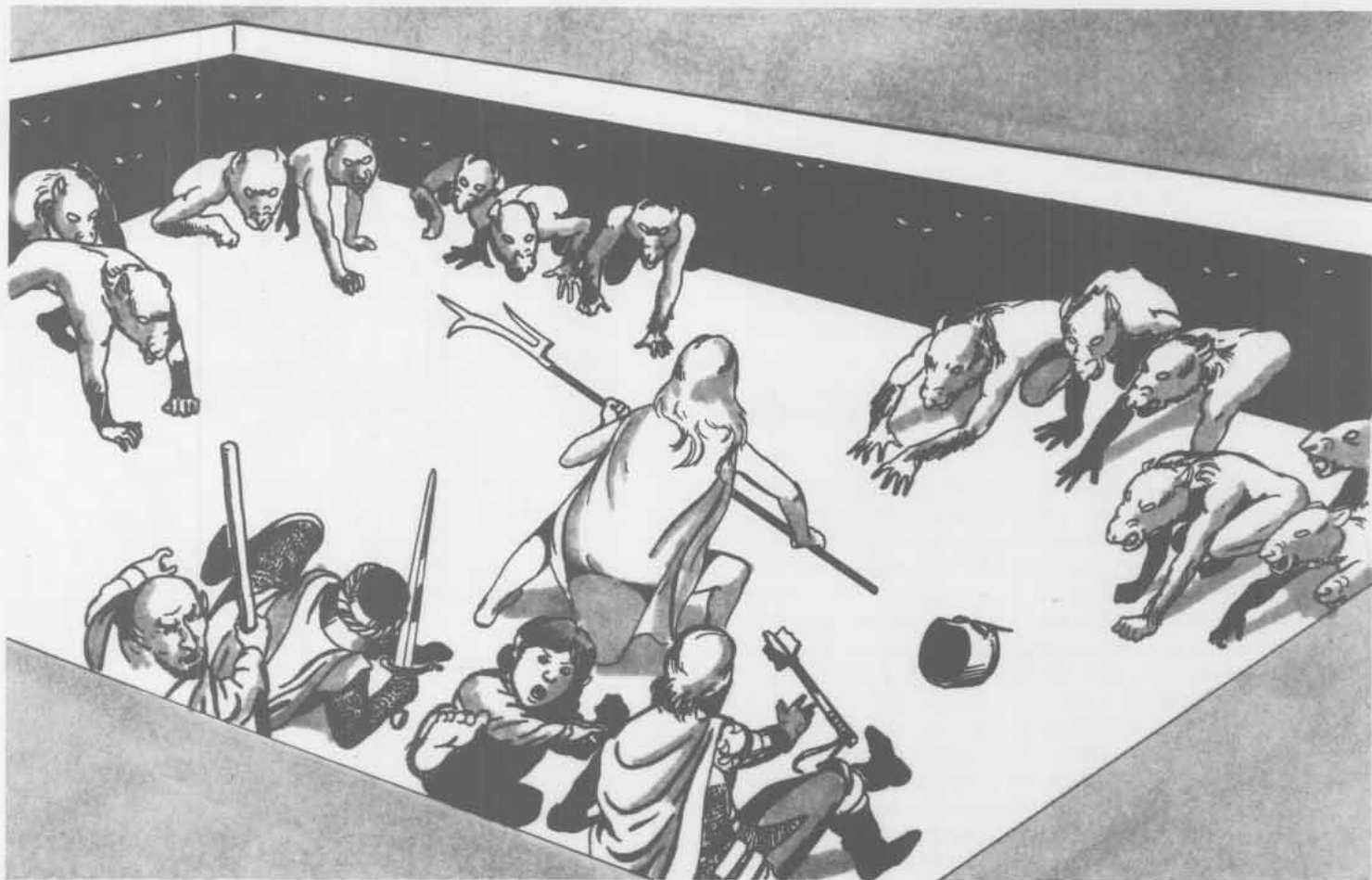
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An RPGA™ AD&D™ Tournament Module for 6 characters, levels 5 - 9



Falx, a silver dragon and nephew of old Bahamut himself, has a problem. He needs a hardy band of adventurers to explore some caves near his lair, for the dark powers lurking therein have stolen five potions — of silver dragon control! Can you penetrate the dangerous complex without triggering the alarms, to find and destroy all the potions before sundown?

This is the first of the RPGA series of AD&D modules. Each RPGA module has been used at an official Gen Con® tournament and has been designed to provide maximum entertainment. TO THE AID OF FALX is usable in campaign or tournament play, and may be scored by points or using the RPGA Tournament system. This adventure is designed for a balanced party of 5-8 characters of levels 5-9, and 6 tournament characters are provided, along with standard AND isometric maps, scenario and character background information, and detailed encounter descriptions for the DM.

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AUTHOR'S PREFACE

This is the first of a series of AD&D™ modules available through the Role Playing Game Association Gift Catalog. It was originally written for use at the 1981 GEN CON® South game convention, and was reused later the same year. In both cases it was the Final Round of the tournament, and was successful in challenging the players to perform well and quickly.

This was my first effort in the publishable module field, and came out short and concise. I am much in favor of dungeons that could exist as given for a length of game time, and avoid improbable combinations or creatures that would tear each other up during the weeks between adventurous visitors. I am also much opposed to non-standard AD&D™ games; my own campaign has been going for 6 years, as I write this, using 2 new monsters, no new spells or classes, and NO variant procedures. And nobody's complained about repetitive adventures; there's enough in the system for many years of exciting, varied play without getting into so-called "improvements".

The module was designed to entertain as well as challenge. If you like what you find herein, try the other RPGA modules now available; they have all survived the "acid test" of actual use in tournament play. And may you make all your saving throws!

Frank Mentzer

BACKGROUND: Your group is composed of characters selected from many applicants, answering a call from Falx Templamut, a silver dragon and grandson of old Bahamut himself. You meet Falx on a plateau on a mountainside, where he now keeps his lair (with wives Big Alice and Sillitellimut) and guards the entrances to a particularly dangerous assortment of caves, keeping the dark powers therein from escaping. Falx is much too large to enter the caves in his dragon form, and feels that his spell abilities would not keep him safe enough in the caves without his breath weapons.

Falx has discovered that the powers lurking underground have found — stolen, actually — **five potions of silver dragon control**. A vampire, suddenly appearing before a merchant's party, charmed them away and is believed to have taken them to these caves. Fearing the possibilities, Falx has asked for aid. You are his champions, his last hope before he is forced to call on his grandfather for an embarrassing rescue — if he comes at all! Falx will reward you richly for exploring the caves, finding the five potions, and destroying enough of the enemy to delay their plans.

"There have been attempts at escape from the western cave entrances", says Falx; "humans, or humanoids, at least. I have kept my vigil, and have chased them back into their foul hole; but I can do little to harm the occasional bat flitting in and out of the caves at night (again, the western caves); I fear it may be the vampire, against which I am nearly ineffective." He bows his great head in shame, and continues: "I will reward you with a powerful magic item of your choice from my modest hoard each time you bring out one of the potions. The bottles themselves are easily recognized, being of a leaded silvery ceramic. But beware!

Other groups, who have since run away after taking heavy losses, reported the existence of a large, well-run organization inside; take care, lest you be ambushed or overcome by sheer numbers!"

After giving you a map of the beginnings of the cave entrances, he wishes you well and adds as an afterthought, "I've heard strange noises coming from within recently, and there have been more frequent attempts at escape. I fear that the dark powers may make their assault at sundown of this very day! Make haste, and be careful."



ITEMS AVAILABLE FROM FALX

Armor:	Any +3
Weapons:	Any +3 except missiles
Scrolls:	Clerical only; up to 5 spell levels OR Heal OR Restoration
Potions:	Any except Poison or Oils; 4 potions count as 1 item
Wands:	ONLY Magic Detection or Secret Door and Trap Detection, 15 charges each
Rods:	Cancellation (only)
Staves:	Staff of Curing OR Staff of Striking (8 charges each)
Rings:	Warmth or Fire Resistance ONLY
Miscellaneous:	Boots of Levitation Bracers of Defense, AC2 Dust of Appearance Javelins of Piercing (2 count as 1 item) Helm of Comprehending Languages and Reading Magic Keoghtom's Ointment (1 jar) Necklace of Adaption Rope of Climbing

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NOTES FOR THE DM

For Tournament Use:

After one player reads the Background aloud to the rest, give them:

Character Sheets
RPGA™ Evaluation Sheets (if used; not included in this package)
A Starting Map, showing the cave entrances, to scale.

The players may take as long as necessary to review their characters and compare equipment, spells, and so forth; but there is a time limit to the event. At the end of the time allowed, have the players fill out their evaluation sheets while you fill yours; then collect the sheets and tabulate the results of the votes (you get the same voting power as a player, unless you have been notified otherwise). The results will be posted at the end of the day. Among your group of players,

THE TOP THREE WILL CONTINUE
TO THE NEXT ROUND OF PLAY;

and the fourth might, depending on availability of DMs and space.

During the game, the players may only use the Players Handbook. Miniature figures, hex sheets, and so forth are also permitted and often helpful. Items NOT permitted are the DM Guide, Monster Manual, and reference works other than the Players Handbook.

READ THE MODULE before running it. If you understand the general flow and background, you should be able to run any part of it without many problems. And RELAX! The best 3 players in your group WILL continue on, whether you're slower, faster, better, or worse than the other DMs, and regardless of how far the group actually gets. These adventures are a framework within which the players will demonstrate their ability.

THIS IS NOT A RACE; this is an AD&D™ game.

If you have any problems understanding ANYTHING herein, PLEASE ask the Tournament Director, preferably during a Briefing or Debriefing session. THANK YOU!



ABBREVIATIONS: The abbreviations used throughout are:

General Notations

AC	Armor Class		
M	Movement rate, in "Inches" (yards outdoor, feet indoor)		
HD	Hit Dice		
hp	hit points		
#AT	Number of Attacks		
D	Damage		
THACO	Base roll needed to hit Armor Class zero		
STs	Base saving throw vs. spells		
d	die (used to indicate type; 2d6 means 2 six-sided dice)		
Mgem	A gem worth "M"; roman numerals are used, so M=1000, D=500, C=100, L=50, X=10.		
N LG			
LE NG	Alignment	Sm	Size
N NE	abbreviations	Med	abbreviations
CG CN		Lg	
CE			

Spell Notations

C	Casting time of spell
R	Range of spell
DR	Duration of spell
r	rounds of time, each 1 minute long
s	segments of time, each 6 seconds long (10s = 1r)
T	Turns of time, each 10 minutes long (10r = 1T)

FORMAT (the way the information is presented in the encounter keys) is standardized, and runs like this:

Monster (AC:#, M:#, HD:#, hp:#@, #AT:#, D:#/#/#, THACO:#, STs:#, ALIGNMENT, Size; notes).

Spell format is: Spell Name (C:#, R:#, DR:#)

NOTE ON SPELLS: Although a good description of the Potions was obtained from Falx, a Locate Object spell will NOT be successful in locating them UNTIL one has been found. If studied carefully, the potion bottles may be found with Locate Object spells thereafter (assuming they are within range: rooms 5, 6, 8, 10d, 14). This spell will NOT give the range, but will give direction if the object is within the range of the spell; note the vertical direction as well as the horizontal. Clever players will thereby deduce the depth of some areas of the dungeon.

SECRET DOORS: If an elf or half-elf announces the intention of searching for a secret door along a section of wall where one exists, that character WILL automatically find the secret door. NO secret doors will be found "in passing". Secret doors may only be opened by making a successful "open doors" roll (as per Strength) or with a *knock* spell.

ALARMS: If an alarm is raised, the organized complex of thieves will rise to the occasion, manning strategic points and patrolling the halls, and using ALL devices, traps, and weapons in their possession. The DM should feel free to maintain any defensive positions and take all logical actions, but note that the thieves will NOT leave their fortified area (rooms 9 through 14 and the connecting corridors) unless forced to by one of the vampires. The thieves may, however, turn loose the creatures being bred (wererats, from room 8, and/or trolls, from room 10) in defense of the complex; they will go anywhere but the crypt (room 6). The thieves will NOT alert the vampires (room 5) unless they are losing badly and near defeat.

SUCSESSES: When the party leaves the caves with one or more potions of Silver Dragon Control, Falx will trade them 1 item per potion. The party may select one entry from the list of available items (more than one item, in some cases) at the bottom of the BACK-GROUND sheet. Falx, after tasting and identifying each Potion, will smash them. If asked, however, he will merely pour the Potion out on the ground, allowing the party to keep the bottle at no charge (note that the bottles are leaded, silvered ceramics, and not subject to Dispel Magic effects — such as that in Room 1).

The party may re-enter the caves as often as they wish, building their stock of items as they find more potions. They may not rest long enough to relearn spells, however, as this would be *too* much delay; the attack in force at dusk, as hinted at in the BACK-GROUND.

PROCEDURES: The players should roll their own saving throws, "to hit" rolls, damage, initiative, surprise, and all other normal AD&D™ game mechanics. They will also keep track of items used, spells cast, their hit points, and so forth. The DM should keep track of spells and items used by marking off the appropriate items on the Character Guide. The DM must keep track of time spent and all monster details. No variants from standard AD&D™ procedures will be permitted, but the DM is allowed great leeway in procedures not specified by the game system.

WALLS: All walls are normal stone, and easily climbable by classes with climbing ability, with the exception of those in rooms 8, 9, and 10 (as noted in the text). The walls in these areas have been treated and fixed to present a slippery, no-cracks, non-climbable surface. The wall up the the battlements in room 9 is the same as the others but has hard-to-see footholds, eliminating even the need for a "Climb Walls" roll once they are found, and allowing a "Dexterity Roll" for classes without climbing ability (roll d20; the wall is climbed successfully if the result is less than the character's Dexterity score).

DOORS: All doors are locked unless specified otherwise; if the lock is picked successfully, a door may be opened silently and automatically. A *knock* spell will open any door in the complex, normal or secret, unless noted otherwise in the text.

ENCOUNTER KEYS

Part I: The Cave Entrances

A: This corridor leads to a dead end. The wall at the end (**A1**) is a deep black color; it is a Gate to the Negative Material Plane. It cannot be passed by any except undead, and will feel cold and smooth to the touch. A lone **spectre** (AC: 2, M: 15/30, HD: 7+3, hp: 36, D: d8 and drain 2 levels, THACO: 13, STs: 13, LE, Med) is lurking here, and will surprise the party; however, it will miss on its first swing, but (if not Turned) will fight normally thereafter. If Turned, the spectre will flee through the Gate, never to return.

B: Entrance to the complex (see Part II, hereafter).

C: A medium-sized **black pudding** (AC: 6, M: 6, HD: 10, hp: 36, D: 3d8, THACO: 10, STs: 14, N, Med; immune to all but fire, dissolves wood and metal) is in the 10' niche to the north at this point (**C1**). It will attack if anything approaches, and will give chase only until the corridor turns southward, as it will retreat from the sunlight. Once aroused, it will not return to the niche, but will linger in the large area directly south of it. It has no treasure.

D: Entrance to the lair of the 3 **silver dragons** (AC: -1, MV: 9/24, HD: 9-11, #AT: 3, D: d6/d6/5d6, breaths cone frost and paralyzing gas).

Falx Templamut: HD 10, age 6, hp 60; speaks, uses spellbook; THACO: 10, STs: 8

Big Alice: HD 11, age 5, hp 55; speaks, no spells; THACO: 10, STs: 8

Sillitellimut: HD 9, Age 8, hp 72; speaks, no spells, THACO: 12, STs: 7

Falx' spellbook: (L1) *comprehend languages, detect magic, enlarge, light, magic missile, read magic, shield, sleep*; (L2) *knock, mirror image, web, wizard lock*; (L3) *dispel magic, hold person, lightning bolt, tongues*; (L4) *dimension door, rary's mnemonic enhancer, wall of fire*

At the beginning of the scenario, Falx will know the following spell selection: *magic missile* (x8), *mirror image, web, dispel magic, lightning bolt, rary's enhancer* (x2, but used already to learn the added missiles).



PART II: THE COMPLEX

1. ENTRANCE: The magic-user vampire (room 5) stole, along with the potions and other items, some scrolls of **permanency**. It has used them to permanize a **dispel magic** affect in this room. The area affected will **detect** as magical, but cannot be **dispelled** by the party*. It will remove spells in effect and prevent casting as if thrown by a 9th level magic-user, and will neutralize certain items in the party's possession as they pass through it (see below). The party may stop when the first **continual light** gem goes out (the first visibly noticeable effect), but to no avail, as the characters cannot affect this zone. Each passage through will remove the following items (in tournament use):

#1 Light gems of Felonius and Arpen; potions of water breathing, plant control, ESP, diminution, speed, and Huxley's extra healing.

#2 All original light gems and potions remaining.

Roll for spells in effect and items found, as needed, each time the party passes through this area. Note that the potions of Silver Dragon Control are in bottles especially protected against **dispelling**. These bottles may be used for other potions found if desired; the party must ask Falx' permission first, of course (which he will freely give).

If the room is carefully searched, a small note will be found scratched in the north wall, very near the floor, which reads: "**Crypt west, rats east**".

*A **Permanency** can only be **dispelled** by a caster of equal or greater level than the caster of the **Permanency** — in this case, the creator of the scrolls (17th level) — and at normal chances.

2. CRYPT ENTRANCE: In each of the 10' alcoves along these halls, pairs of **wights** (AC: 5, M: 12, HD: 4+3, hp: 25@, D: d4 and 1 level drain, THACO: 15, STs: 16, CE, Med) wait for intruders to pass. There are 2 wights in each alcove; roll for surprise and initiative normally. Lack of surprise means that the wights jumped out of their alcove too soon, before the party reached them. Note that, if surprised, a cleric can only Turn 1 pair at a time, and (unless surprised themselves) the wights will be flanking the front of the party. If Turned, they will flee for 2d6 rounds into their lair (room 3) or into the Crypt (room 6), as applicable.



3. WIGHT LAIR: Here live **8 wights** (AC: 5, M: 12, HD: 4+3, hp: 25@, D: d4 and 1 level drain, THACO: 15, STs: 16, CE, Med) along with any that arrive due to Turning. If Turned, they will all line up against the north wall, and, if approached by the Turning cleric, will move to avoid him or her. If approached by anyone else, they may attack and defend normally. Their treasure is in a pile in the northeast corner, and consists of: 16,000cp, 6,000sp, 4,000ep, 3,000gp, 10 Mgems.

4. CUBICLE: Note that the secret door must be found to get into this area. This empty 10' square room is musty and has rough walls. If a "Find Traps" roll is successful (or **detect invisibility** used), a small hole will be found in the middle of the east wall. (This leads to the vampire lair, room 5, hereafter).

5. VAMPIRE LAIR: There are two small (¼" wide) holes connecting this lair to the crypt and the secret cubicle, which are the entrances for anyone or anything in gaseous form. In the room are two coffins and a bell, hanging from a sconce and connected to a wire that leads into the ceiling. The vampires will be asleep during the daylight hours unless awakened by the thieves' signal (room 9a) of pulling a lever which rings this bell. The location of this lair is secret, and no other creature knows of it.

If they are attacked while asleep, the vampires will be surprised for the first round, after which they may get up and attack normally (the magic-user vampire using spells and/or his Wand in addition to Charming attempts and normal swings).

VAMPIRES: AC: 1, M: 12/18, HD: 8+3, hp: 35(#1), 48(#2), D: d6+4 and 2 level drain, THACO: 12, STs: 13(#1), 10(#2), CE, Med; regenerate 3hp/r, immune to sleep, charm, hold, poison, paralysis; ½ damage from cold, electricity; At Will: gaseous form or shapechange to bat; gaze=Charm, save at -2; death from sunlight, running water, or wooden stake and holy wafers.

Treasures — **#1:** 1,500sp, 3,000gp, 5 Mgems, potion of Polymorph Self, Gauntlets of Ogre Power, **#2:** 1,500sp, 3,000gp, 9 Mgems, Ring of Protection +3, Scrolls Raise Dead, Heal, Restoration x2; Wand of Lightning 10 chg; Potion of Silver Dragon Control.

The magic-user vampire (#2) has the following spells. Note that spells with an asterisk (*) are those it does NOT have if awakened, but does have if alerted (even in emergencies, it will usually take the time to relearn one or two).

Magic missile	x2, C1s, R 15"
Reduce	C1s, R 4.5, DR 9T
*Sleep	C1s, R 12, DR 45r
*Darkness 15' r	C2s, R 9, DR 19r
*Invisibility	C 2s,
Mirror Image	C2s, DR 18r
Dispel Magic	C3s, R 12
Gust of Wind	C3s, R 9, DR 1s
*Hold Person	C3s, R 12, DR 18r
*Fire Trap	C3s,
Minor Globe	C4s, DR 9r
Wall of Force	C5s, R 3, DR 19r

6. THE CRYPT: After descending the stairs south of the Crypt, the party will see an archway ahead. Strange runes are inscribed along it. If *read magic* is used (and the runes will Detect as magical), they will be found to say:

*“Enter Not the Lands of the Dead,
Lest Ye Be Entombed in the Frozen Waste.”*

On the reverse, the arch says the same thing, but someone has added the inscription, in common: “beware the mummies”. Note that the party will NOT find the latter inscription unless they search the north side of the arch.

The cold, dark crypt is dark and unlit. The corridor and room — all areas to the north of the archway — radiate Evil. (Remember to reveal only as much of the room as light permits; the entire area will seem blue cold and featureless to infravision.) There are four large stone pillars near the center of the room, each 10' in diameter; in the exact center, between them, sits a silvery potion bottle. It is one of the potions of Silver Dragon Control, sitting in the middle of a 10' square *glyph of warding* (Fire) which will explode if entered by any living being (14 points of fire damage, save vs. spells for ½ damage).

Under the potion bottle is a wire, attached to it and running into a small hole in the floor; it can only be found by a successful attempt at Finding Traps. (Tournament note: If both the characters try to find this trap — the thief and the monk — and one misses, the other will automatically be able to find it and Remove it, no rolls necessary.) If not Removed, the trap will be triggered when the bottle is picked up: the wire rings a *Chime of Hunger* in the ceiling, causing all within 6" to dig into their packs for food during the first round (no saving throw) and then save vs. spells to break the effect, with a new chance each round.

When the potion bottle is picked up (whether still trapped or not), it will release a small undetectable **pressure plate** which causes the 8 mummies buried under the floor (at “M” on map) to rise up and attack. They move in from all directions, chasing the nearest invaders; note that a cleric can only Turn Undead in one direction at a time (a 60 degree wedge), each Turn requiring one round.

If Turned, the **mummies** (AC: 3, M: 6, HD: 6+3, hp: 30@, D: d12 and disease, THACO: 13, STs: 14, LE, Med; when seen, save vs. spells or Fear — stand in place, motionless and helpless, for 1d4 rounds; ½ damage from all weapons) will return to their places under the floor. They will not, in any event, leave the Crypt area.

If the room is searched before touching the potion bottle, the party will find the cracks in the floor outlining the mummies' pits. They may, however, come too close to the **brown mold** in the center of each wall (except the south), which is nearly invisible and will do 4d8 points of cold damage to anyone coming within 5'. If a torch, burning oil, or magical fire comes within range, the mold will grow to 10' square, 20' square, or 40' square, respectively. Under EACH patch of mold on the walls is a small niche, containing 2 potions of gaseous form (6 in all). Cold attacks on the mold will cause it to become dormant (or may kill it), and will not affect the potions underneath.

6a. This secret door leads to a stairway which goes 10' down from the hallway (between areas 7 and 9) into the crypt.

7. RECEPTION ROOM: The corridor comes to a dead end, with a lever in the west wall. A small crack is visible on the walls and floor, 10' from the end. The lever cannot be pulled sideways, but may be pushed down at a distance with a long item (such as the monk's pole arm, in tournament play). If depressed, the lever will cause the last 10' of the corridor (an elevator) to start to descend; the floor (and the east and west walls) will move downwards at the rate of 2' per round.

7a. WATCHMAN: A cloaked figure holding a pole waits near the bottom of the 30' elevator shaft. He cannot be seen from the top, but if the characters are watching as the elevator descends, a widening crack appearing in the north wall (bottom) will slowly reveal his presence. He will not make any hostile actions, but when the elevator nears the floor (or if any spells or attacks are begun by the party) he will say “BONZO”, triggering his *Rod of Beguiling* and charming everyone (except the monk, in tournament play — 50% resistant at L9 and up — no saving throw for anyone). In doing so, he uses 1 of the 5 charges in it. **DO NOT REPEAT THE COMMAND, ESPECIALLY IF ASKED BY THE PLAYERS!**

In this subsequent encounter, the DM should inform the party of their actions, and ask only the monk player for his or her actions and responses.

The **Watchman** (L5 Thief, AC: 6 [leather armor under robes], hp: 20, D: d6+1 using short sword also hidden under robes; THACO: 16, STs: 13) will get the party to approach the eastern door (7b), claiming that some gargoyles keep raiding him, and asking that they be taught a lesson. He will approach the levers in the west wall, explaining (if asked) that one sends the elevator up, one opens the eastern door, and one does “something else” (not revealing the purpose of the alarm lever). After making sure that the party is ready for the door to open, he will pull lever #1, which causes the eastern section of the floor (30'x20') to drop, dumping the party down a slide trap into room 8 (hereafter). The slide returns to its normal position, as a solid floor, in 2 segments.

If the monk attacks the Watchman while the party is in the room, the Watchman will cry for help. If this occurs, the party **MUST** then do everything in their power to help their old friend the Watchman and stop this strange monk's attacks (using spells of *hold person* and/or *Web*, tackling, and so forth). Two or more party members can automatically tackle and hold down the monk unless the monk (with vastly superior movement) does nothing but evade them.

If the monk attacks the Watchman as he approaches the levers, the party **WILL** be dumped into room 8 simultaneously with the monk's attack(s). The Watchman will use the Rod once again (with a 50% chance of Beguiling the monk) before drawing his sword. If badly hurt, he will try to pull lever #3, alerting the Guardpost at 9a. Note that if stunned, the Watchman cannot pull a lever, and will merely stand and try to defend.

The levers (counting from the south, closest to the approaching party) do the following things:

Lever #1 dumps the victims down the slide trap.

Lever #2 causes the elevator to rise, revealing (to those on this level) the piston mechanism below it.

Lever #3 Sounds the alert at the Guardpost (9a).

7b. FALSE DOOR: This is detectable as such only by a successful "Find Traps" roll or spell; otherwise, it appears to be a normal door.

8. WERERAT BREEDING AREA: There are 32 wererats in this large, dark, very smelly room; 8 are at point 8C, and 24 at point 8B. When entering the room, the characters will see some rat shapes and some humanoid; remember the range of the characters' lights, and the size of the room.

The **wererats** (AC: 6, M: 12, HD: 3+1, hp: 20@, D: d6 bite, THACO: 16, STs: 16, LE, Med) have no weapons. They have accumulated a pile of treasure in the northeast corner of the room: 8,000sp, 3,000ep, 8 Mgems, 3 scrolls: one (cleric) of Raise Dead, Cure Critical Wounds, Heal; one (magic-user) of Cone of Cold, Ice Storm; one of a Curse (Intelligence drops to 3; curable by Remove Curse); and of course, one Potion of Silver Dragon Control.

The walls of this room are very slippery and smooth, and are impossible to climb unless magical means are used. The wererats will attack anything entering the room unless spoken to in Thieves' Cant, of which they have learned a few words. If addressed in Cant, check reaction normally with +15% bonus.

Note that a **cloudkill** spell will slay wererats in a most convenient fashion. It should be cast to move towards the rats in the south end, regardless of the party's point of entry; if so, it will slay all 24 in that area, leaving only the 8 at point 8C to be fought in other ways.

8a. DOOR: At the foot of the stairs, the north door has a small sign on it. If read, the reader takes 1d4+9 points of damage (NO saving throw) from a fiery explosion, and all within 10' save vs. spells for full or 1/2 damage. It is a **fire trap**, placed by the vampire magic-user, and when detonated will set the door afire, burning it down in 3 rounds. On the north wall of the 10' cubicle therein is another door with another small sign; this one looks the same, but is not a trap, and says:

"Beware! Do Not Enter! Lycanthrope Breeding Room!"

No noise can be heard inside the room.

SPY DOORS in areas 8 (above) and 10 (hereafter): Each of these rooms is 30' high with smooth, slippery



walls. There are SPY DOORS in each room (including each of the rooms in area 10), located as noted on the map and about 5' from the ceiling in each case. These cannot be opened from within these areas unless a **knock** spell is used. Each Spy Door can be seen as a faint outline in the stone wall, about 3' square. Each spy door can be opened easily from the other side, for purposes of feeding and observation.

9. GUARD POST: A squad of 6 **Thief guards** is stationed here atop a 20' high wall, and behind rough battlements (3' stone cubes). A successful attempt at Hear Noise at door 9b will detect their casual chatting in Thieves' Cant. If alerted by the Watchman (7), however, they will have 4 additional thieves with them, and will not make any noise. They will always attack any non-thief humanoid they see, using sling bullets, until hailed in their Cant (with the exception of the vampire leader, of course).

If attacked, they will use any and all of the defense mechanisms described below, triggerable by the 6 levers at point 9a:

- #1 Closes and locks door 9b;** the door can thereafter only be opened by a Bend Bars attempt, or magically.
- #2 Opens door 9c;** the trolls therein will enter in groups of 5, starting the round after the door is opened and every 3 rounds thereafter.
- #3 Dumps the 4 battlement stones,** each striking any target directly below it (THACO: 10) for d10+8 points of damage.
- #4 Opens pipes** in the wall just below each battlement stone, spewing oil down the wall (making it impossible to climb) and filling room 9 at the rate of 1" deep per round. If ignited, all within will take 3d6 points of damage (normal fire) per round; no saving throw unless the character stops all other activity to shield from it.
- #5 Alerts all other thieves** to the attack; one room full (8 thieves) will arrive in 1d4 rounds. The Guildmaster (from room 14, hereafter) will also arrive in 1d4 rounds, bringing his useful possessions with him.
- #6 Alerts the vampires** to the attack, ringing their bell. The lesser will arrive in 1d4+3 rounds; the other will study spells unless the bell rings again later.

Note that the guards atop the ledge are just out of the 10' range of the **Rod of Beguiling** if it is used from the lower area (9), and the players must remember the command word to use it at all.

If peacefully approached by a thief (the halfling, in tournament play), the guards will allow him or her to pass, pointing out some hard-to-see footholds in the sheer wall below the battlements. They will not, however, give any directions, and will become suspicious (but not hostile) if asked for some.

THIEF CHECKLIST

The following chart is used to find the Armor Class, hit points, Level, and race of the thieves encountered in the complex. The given adjustments to combat rolls are also given, should the DM wish to (or have time to) calculate individual attacks with realism. Race abbreviations used are:

H = human; O = half-orc; ½ = halfling

The "f" at the beginning of some lines indicates that the character is a multiclassed Fighter/Thief, and should attack as a Fighter unless backstabbing.

Each thief has a longsword, 2 throwing daggers, 2 hand daggers, a sling, and 20 sling stones. Halfling Fighter/Thieves carry all of these (replacing longsword with shortsword) plus a shortbow, 20 arrows, and 1 throwing axe in addition.

								Missile bonus	Weapon + Strength bonuses	Race
Guardpost 9A:										
	#1	AC	5,	L	3,	hp	15	+2	0	H
	#2	AC	6,	L	2,	hp	9	+1	0	H
f	#3	AC	5,	L	2/2	hp	12	+2	0	½
	#4	AC	4,	L	7,	hp	34	+3	+1/+3	H
	#5	AC	5,	L	1,	hp	5	+2	0	O
f	#6	AC	6,	L	1/1,	hp	6	+1	+1/+1	½
Room 11A (first reinforcements)										
	#7	AC	5,	L	1,	hp	6	+2	0	H
	#8	AC	6,	L	2,	hp	11	+1	0/+1	O
	#9	AC	5,	L	3,	hp	13	+2	0	H
f	#10	AC	5,	L	4/4,	hp	26	+2	0	½
Room 11B:										
	#11	AC	5,	L	1,	hp	4	+2	+1/+2	H
	#12	AC	4,	L	1,	hp	3	+3	0/+1	O
	#13	AC	5,	L	1,	hp	5	+2	+1/+1	H
	#14	AC	6,	L	1,	hp	6	+1	0	H
	#15	AC	6,	L	1,	hp	4	+1	0	H
	#16	AC	7,	L	2,	hp	7	0	0/+1	O
f	#17	AC	6,	L	2/2,	hp	11	+1	0	½
	#18	AC	6,	L	3,	hp	13	+1	+1/+1	H
Room 11C:										
	#19	AC	5,	L	1,	hp	3	+2	0	H
f	#20	AC	6,	L	1/1,	hp	7	+1	0/+1	½
	#21	AC	5,	L	2,	hp	8	+2	0	H
	#22	AC	4,	L	2,	hp	11	+3	+1/+2	H
	#23	AC	7,	L	3,	hp	16	0	0	O
f	#24	AC	6,	L	5/5,	hp	31	+2	+1/+2*	½
	#25	AC	5,	L	5,	hp	26	+2	+2/+2*	H
	#26	AC	6,	L	6,	hp	32	+1	+1/+1*	H
Room 11D: #1-6 above, plus the watchman (Room 7a, thief #27), plus:										
	#28	AC	6,	L	8,	hp	39	+2	+2/+2*	H
Room 14: Guildmaster										
	#29	AC	2,	L	10,	hp	42	+3	+1/+2 plus weapon	H

*Thieves L 5-6 have +1 sword and +2 dagger;
L 7-8 have +2 sword and +3 dagger.

10. TROLL BREEDING GROUND: The 20 trolls in this area gather in clans of 5 each in these rooms (10a, 10b, 10c, 10d). The whole group's treasure is kept in a pile in the southwest corner of room 10d. If entered/observed by way of a Spy Door (see DM note previously), the corridor entrance to 10d may be blocked (with a **web** spell, for instance), leaving only 5 trolls to be fought to gain the treasure.

TROLLS: AC: 4, M: 12, HD: 6+6, hp: 35@, #AT: 3, D: d4+4/d4+4/2d6, THACO: 13, STs 13, CE, Lg; regenerate 3hp/r after 3r.

Treasure: 2,000ep, 6,000gp, 5 Mgems, Ring of Protection +4, Wand of Illumination (4 chg), 3 Potions: Healing, Climbing, Silver Dragon Control.

11. THIEVES' RESIDENCES: Each of these rooms contains beds, foot lockers (each with a lock and poison needle trap — save vs. poison or be paralyzed d6 turns), and a wooden table and chairs. Each thief's locker contains 100gp, 2 Cgems, and a Potion of Healing.

11b: 4 thieves (see checklist).

11c, d, e: 8 thieves each (see checklist).

12. STORAGE ROOMS: Each of these small rooms is piled high with various non-magical, non-treasure provisions. Each storage room also has extra weapons (of the various types usable by Thieves: club, dagger, dart, sling, sword) and raw meat for the monsters, kept wrapped in sealed leather bags. In storage room 12b is a **Sling of Seeking and Speed** (Sling +2, shoots twice per round) mixed in with normal slings, and noticeable only with a **detect magic** spell.

13. SNOOPER SLAYER: This false door has a trap behind it, where it is undetectable except by a clerical **find traps** spell. The door is not locked and will open easily for whoever tries it. Behind it, triggered by the opening of the door, is a deadly spring-set bank of poisoned daggers. They will strike everyone in the 10' square area in front of the door.

Do not roll for "to hits" for the daggers; the number hitting any one character is equal to the AC of the victim, calculated without dexterity or shield bonuses (the latter included, however, if the character states "shield up" as the door is opened). Each dagger that hits does d4+2 points of damage, and each hit requires a separate saving throw vs. poison (save or die in 2 rounds). (A **neutralize** or **slow poison** spell, however, will affect all the poison, not just one hit's worth.) Triggering this trap will set off a general alarm, alerting all the thieves and the Guildmaster, with effects similar to those given in room 9 for lever #5.

14. GUILDMASTER'S RESIDENCE: The door to this room has a sign on it which reads "Guildmaster Garlet" in Thieves' Cant writing. The door is not locked. Garlet himself is dozing in his chair, feet on the desk, which is in the northeastern corner of the room. (If an alarm has been sounded, whether by the Watchman [7] Guardpost [9a] or trap [13 and 15], Garlet will be somewhere in the Thief territory of the complex with a patrol.) The room contains the desk and its padded chair, a bed and chest of drawers, wooden table and chairs, and 3 large chests.

Garlet will wake if any loud noises are made in the corridor. If he is still asleep when intruders arrive, a thief can quietly open the unlocked door, sneak in, and backstab him! (In the tournament, the halfling is automatically successful at Moving Silently and surprising the Guildmaster, and hitting for maximum damage, tripled — if that's what the player wants to do.)

GUILDMASTER GARLET: L10 Thief, AC: 2, hp: 42, base THACO: 16, STs: 12, #AT: 2 (+1 sword and +1 dagger, the dagger poisoned but at -1 to hit, left-handed), D: d8+2/d4+1; Str 18 (+1/+2), Dex 18, 4x backstab; Robe of Blending, Ring of Protection +2.

If alerted by noise or alarm he will be ready, using his Robe to hide (detectable only by Intelligence 15 or greater, at 1%/point). He will, in that case, be carrying the following items (usually stored in his locked desk):

Potions of Gaseous Form, Invisibility, Speed, Polymorph Self; Scrolls of Fireball, Lightning Bolt, Cone of Cold (as a L9 caster, 25% chance of error; if error, 75% no effect, 25% reverse effect).

A secret compartment in his desk contains **one Potion of Silver Dragon Control**. The party will not be able to find the compartment nor the way to open it unless a **detect invisibility** spell is used, and will probably have to partially dismantle the desk to get the potion.

The bottom drawer of the chest of drawers contains an assortment of 10 poisons, all in potion bottles. Other drawers contain blankets and clothing, all virtually worthless.

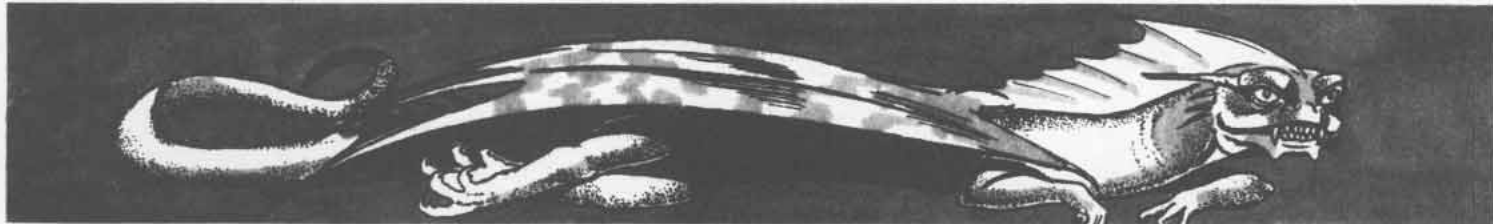
Chest #1 contains 2,000gp, 10 Mgems, and a Scroll of Protection from Undead.

Chest #2 contains a poison gas trap, not detectable unless the clerical **detect traps** spell is used (fills the room; all within save vs. poison or die).

Chest #3 contains 3,000gp, 20 Mgems, and a +3 short sword.

15. Surprises: Doors 15a and 15b are false doors, hiding dagger traps identical to #13 (above).

HERE ENDS THE SEARCH FOR THE POTIONS



CHARACTER GUIDE

CLASS	M-U	Cleric	Monk	Paladin	Rgr/Cl	Ftr/Th
NAME	Felonius	Sherlane	Reed	Huxley	Arpen	Teeler
RACE	Elf	Human	Human	Human	½ Elf	Halfling
AC	3	1	2	0	0	2
hp	24	44	27	40	35	30
Doors	1/6	2/6	2/6	3/6	3/6	3/6
Secret Doors	2/6	0	0	0	2/6	0
Surprised	2/6	2/6	18%	2/6	1/6	2/6
Light gems	1	1	1	0	1	0
Potions	X healing Water B	Invis Plant C	none	X healing ESP	Dimin Invul Speed	Healing Heroism
Items & charges	Staff of Striking 10 charges					
Scrolls	Read Mag Res Cold Loc Object Rope Trick Tongues	Res Fire Heal		Slow Pois	P/Lycc Rem Curse	
Other Notes	Mag Miss P/Evil Shield Sleep Uns Svt Det Invis Invis Knock Web Dispel Ltng Blt Slow Dim Door Cloudkill	Command Cure LW Cure LW Cure LW Det Mag Sanctry Augury Augury Hold Per Sil 15' Slow P Spt Hmr Dispel Mag Prayer Loc Obj Cure SW Neut Pois Tongues Raise D	Hands OL 62 FT 60 MS 70 HS 56 HN 30 CW 98 CW 98	Hands C Dis C Dis	Command Cure LW Cure LW Cure LW Det Mag F Traps Hold P Hold P	PP 65 FT 50 FT 50 MS 60 HS 56 HN 25 CW 75 RL 25 RL 25



FIGHTER/THIEF

Teeler

L:5/5

AC:2

hp:30

Align: NG Halfling (Tallfellow)

S 17 +1 to hit, +1 damage, +100#wt, Doors 1-3,
Bars/gates 13%

I 6

W 10

D 18 +3 Missile bonus, -4 AC bonus

Co 11 SS 75%, RES 80%

Ch 15 +15% reactions

Leather armor and cloak

AC rear: 6

SAVING THROWS (d20)

Poison/Death 6

Petrification 9

Rods, etc. 7

Breath 11

Spells 8

+3 race bonus and +2 cloak are included

POTIONS: Healing
Heroism

OTHER MAGIC ITEMS: +2 cloak, Ring water
walking, sling +2, longsword +2, +1/+2 dagger

LANGUAGES (Speaks most poorly, does not write;
see intelligence score): Common, Dwarvish, Elvish,
Gnomish, Goblin, Halfling, Orcish, Thieves' Cant.

TO HIT: Strength and Dexterity adjusts included.
Adjust for magic and situational bonuses/penalties.

	AC	10	9	8	7	6	5	4	3	2
Held		5	6	7	8	9	10	11	12	13
Hand-hurled:		3	4	5	6	7	8	9	10	11

WEAPONRY: 8 proficient, -2 NPP; Proficient:
longsword, sling, throwing dagger, hand dagger,
dart, hand axe, throwing axe, shortsword.

Carried: +1 longsword (d8/d12); +1 dagger +2 vs. small;
4 throwing daggers — ranges 1/2/3, fire rate 2
(d4/d3); 12 darts — ranges 1.5/3/4.5, fire rate 3
(d3/d2); +2 sling of seeking, 15 bullets — ranges
5/10/20, fire rate 1 (d4+1/d6+1)

NORMAL EQUIPMENT

Pack, iron rations

1 skin good Dwarven ale

Small silver mirror

2 holy water

3 oil flasks

1 semi-trained pet mouse (can roll over, sit up, and
fetch food)

Herbs (b, g, w)

10' rope

1 small shovel

3 multicolored caps

2 pipes and pipeweed

Thieves' picks and tools

THIEF PERCENTAGES

Pick Pockets 65

Open Locks 62

Find Traps 50

Move Silently 60

Hide in Shadow 56

Hear Noise 25

Climb Walls 75

Read Languages 25

ABILITIES

Infravision 30'

Detect slopes 75%

Detect direction 50%

Surprise 2/3; with door, 1/3

Backstab = 3x damage

Teeler hides behind a mask of stupidity, but is actually clever and capable in his (or her — nobody is quite sure) way. Teeler is known to be full of surprises, and quickly gains the friendship of anyone he/she travels with. Though rustic in appearance, Teeler is an expert at hiding weapons under clothing, and usually appears defenseless — often to the great surprise of unsuspecting enemies.



RANGER/CLERIC

Arpen

L:5/5

AC:0

hp:35

Align:CG Half-Elf

S 16 +1 damage, +50#wt, Doors 1-3,
Bars/gates 10%

I 15

W 14

D 12

Co 14 SS 88%, RES 92%

Ch 14 +10% reactions

Plate mail and shield

AC rear: 2

SAVING THROWS (d20)

Poison/Death 11

Petrification 12

Rods, etc. 13

Breath 13

Spells 14

TURN UNDEAD (d20/d12)

T Skeleton, Zombie, Ghoul

4 Shadow

7 Wight

10 Ghast

13 Wraith

16 Mummy

20 Spectre

POTIONS: Diminuation
Invulnerability
Speed

OTHER MAGIC ITEMS: Shield +1 Plate +1,
longsword +2, two-handed sword +1, 6 arrows +1;
one Continual Light gem; one Scroll of Protection
from Lycanthropes, Scroll of 3 spells: Slow Poison,
Remove Curse, Divination.

LANGUAGES: Common, Elvish, Gnomish,
Goblin, Halfling, Hobgoblin, Orcish

TO HIT: Strength and Dexterity adjusts included.
Adjust for magic and situational bonuses/penalties.

	AC	10	9	8	7	6	5	4	3	2	
Roll needed:		6	7	8	9	10	11	12	13	14	15

WEAPONRY: 8 proficient, -2 NPP; Proficient:
longsword, dagger, 2-handed sword, longbow,
mace, flail, club, thrown dagger.

Carried: +2 longsword (d8/d12); +1 2-handed sword
(d10/3d6); Longbow and 20 arrows — ranges 7/14/21,
fire rate 2 (d6/d6); Dagger (d4/d3), 4 throwing
daggers — ranges 1/2/3, fire rate 2 (d4/d3)

NORMAL EQUIPMENT

Pack, iron rations

Holy symbol, 2 holy wafers

6 oil flasks, tinder box

50' rope

Herbs (b, g, w)

Large metal mirror

Bullseye lantern

3 torches

6 iron spikes and hammer

Water in wineskin

ABILITIES

Infravision 60'

Secret doors: 1/6 passing
2/6 searching

Surprise 50%, surprised 1/6

Tracking: base chance 65%

+5 damage vs. bugbear, ettin, giant, gnoll, hobgoblin,
kobold, ogre, ogre magi, orc, titan, and troll.

SPELLS

Command (C1s, R 1, DR 1r)

Cure Light Wounds (C5s, 1d8)

Cure Light Wounds (C5s, 1d8)

Cure Light Wounds (C5s, 1d8)

Detect Magic (Cir, R 3, DR 1T)

Find Traps (C5s, R 3, DR 1T)

Hold Person (C5s, R 6, DR 9r)

Speak With Animals (C5s, DR 10r)

Cure Disease (C1T)

Arpen, the brawny half-elf ranger/cleric, particularly enjoys fights with evil and giant-size creatures. His powerful combination of talents has already attracted a modest following, whom he plans on hiring to establish a future stronghold. Chaotic behavior leads to his few arguments with Paladins; under Huxley's watchful eye, he will try to cooperate — with partial success.



PALADIN

Richard Huxley

L:7

AC:0

hp:40

Align: LG Human

S 18/11 +1 to hit, +3 damage, +100#wt; Doors 1-3,
Bars/gates 20%

I 12

W 16 +2 ST vs. Mental Attacks

D 10

Co 11 SS 75%, RES 80%

Ch 18 +35% reactions

Plate mail and shield

AC rear: 2

SAVING THROWS

Poison/Death 8
Petrification 9
Rods, etc. 10
Breath 10
Spells 11
+2 class bonus included
Note +2 wisdom bonus

POTIONS: ESP

Extra Healing

OTHER MAGIC ITEMS: Shield +1, Plate +1,
longsword "Flame Tongue" +1, Portable Hole,
dagger +2, dagger +1

LANGUAGES: Common, Elvish, Orcish, Gold
Dragon

TO HIT: Strength and Dexterity adjusts included. Ad-
just for magic and situational bonuses/penalties.

	AC	10	9	8	7	6	5	4	3	2
By hand:		3	4	5	6	7	8	9	10	11
By device:		4	5	6	7	8	9	10	11	12

WEAPONRY: 6 proficient, -2 NPP; Proficient:
Longsword, Longbow, 2-handed sword, spear,
lance, dagger

Carried: +1 Flame Tongue longsword, +2 vs. regener-
ating, +3 vs. cold-using, avian, or inflammable, +4 vs.
undead (d8/d12); +2 dagger, +1 dagger, 3 normal
daggers (d4/d3); 2-handed sword (d12/3d6); spear —
ranges 1/2/3, fire rate 1 (d6/d6, 2d6 if set vs. charge);
longbow and 20 arrows — ranges 7/14/21, fire rate
2 (d6/d6)

NORMAL EQUIPMENT

Pack, iron rations
Holy symbol, 4 holy wafers
Small silver mirror
6 oil flasks, tinder box
1 wineskin full of wine
50' rope
6 small and 2 large sacks
4 candles, 3 torches
2 wineskins
Herbs (b, g, w)

ABILITIES

Attacks 3/2 rounds
Detect Evil 6" range
Lay on Hands 1/day, 14 points
Cure Disease 2x per week
Immune to all diseases
Radiates P/Evil 10' radius

TURN UNDEAD (d20/d12)

T Skeleton, Zombie, Ghoul
4 Shadow
7 Wight
10 Ghast
13 Wraith
16 Mummy
20 Spectre

"Huxley," as he is usually known, is the classic Paladin:
very Lawful, very Good, very dominant. However, he
values the opinions of mages and clerics, and consults
them often — provided that they fit his code of ethics, at
least along "good" lines. He will not tolerate chaos
among his comrades, but tends to give the repentant
offender another chance — indefinitely.



"Master of the North Wind"

S 15 +20#wt, Doors 1-2, Bars/gates 7%
 I 10
 W 15 +1 ST vs. Mental Attacks
 D 15
 Co 13 SS 85%, RES 90%
 Ch 10

No armor
 AC rear: 2

SAVING THROWS (d20)

Poison/Death 10
 Petrification 9
 Rods, etc. 9
 Breath 13
 Spells 10

(+1 ring included)
 Note +1 Wisdom bonus

THIEF PERCENTAGES

Open Locks: 62
 Find Traps: 60
 Move Silently 70
 Hide in Shadow 56
 Hear Noise 30
 Climb Walls 98

POTIONS: None

OTHER MAGIC ITEMS: Ring +1, one Continual Light gem, +2 throwing axe, +2/+3 dagger, +1 fauchard-fork

LANGUAGES: Common, Dwarvish, Elvish

TO HIT: Strength and Dexterity adjusts included. Adjust for magic and situational bonuses/penalties.

	AC	10	9	8	7	6	5	4	3	2
By hand		6	7	8	9	10	11	12	13	14
By device:		7	8	9	10	11	12	13	14	15

WEAPONRY: 5 proficient, -3 NPP; Proficient: jo stick, dagger, hand axe, fauchard-fork, spear
 Carried: jo stick (d6/d4), +2 dagger / +3 vs. large (d4/d3) +1 fauchard-fork (8' long, d8/d10)

NORMAL EQUIPMENT

Pack, iron rations
 Holy symbol
 Bag of 20 small pebbles
 Book of discipline (studies)
 Breakaway cloak, loincloth
 Small slate and chalk
 Water in wineskin
 2 small bags

ABILITIES

All ST for 1/2:1/4 damage
 ST:9 to dodge missiles
 + 4.5 damage with weapons
 Immune to haste/slow, disease
 Heal self 1/day for d4+3
 Speak with Animals at will
 Speak with Plants at will
 HAND ATTACKS 2/r for 3d4 @
 Stun d6r, kill % = victim AC
 Movement rate 23"
 Fall 30' if within 4' of wall
 Surprised only 18% chance
 Mind mask: ESP works only 20%
 Feign death up to 18T
 Resist Beguiling, charm, hypnosis, and suggestion 50%

Reed is famous among monks for her total reliance on the monastic discipline. She travels with very little equipment, but has found so many uses for a magical pole arm that she is never seen without her favorite, the fauchard-fork. Of solitary personal habits, she often meditates on the balance between good and evil. A poor fighter against undead, she favors clerics for companions.



CLERIC

Sherlane

L:9

AC:1

hp:44

Align: LG Human

S 10 Doors 1-2, Bars/gates 2%
 I 9
 W 18 +4 ST vs. Mental Attacks
 D 14
 Co 17 SS 97%, RES 98%
 Ch 14 +10% reactions

Plate mail and shield

AC rear: 3

SAVING THROWS (d20)

Poison/Death 7
 Petrification 10
 Rods, etc. 11
 Breath 13
 Spells 12

(Notes +4 Wisdom bonus)

TURN UNDEAD (d20;d12/d6+6*)

*D Skeleton, Zombie
 D Ghoul, Shadow, Wight
 4 Mummy
 7 Spectre
 10 Vampire
 13 Ghost
 16 Lich
 19 Special

POTIONS: Invisibility
 Plant Control

OTHER MAGIC ITEMS: Shield +1, Mace +4, one
 Continual Light gem, Scroll of 3 spells: Resist Cold,
 Resist Fire, Heal

LANGUAGES: Common, Dwarvish, Elvish

TO HIT: Strength and Dexterity adjusts included.
 Adjust for magic and situational bonuses/
 penalties.

	AC	10	9	8	7	6	5	4	3	2
Roll needed:		9	10	11	12	13	14	15	16	17

WEAPONRY: 4 proficient, -3 NPP; Proficient:
 hammer, flail, staff, mace
 Carried: +4 mace (d6+1/d6), flail (d6+1/2d4), hammer
 (d4+1/d4), throwing hammers (2) — ranges 1/2/3,
 fire rate 1 (d4+1/d4)

NORMAL EQUIPMENT

Pack, iron rations
 Holy symbol, 10 holy wafers
 6 holy water, 6 incense
 4 oil flasks, tinder box
 1 wineskin full of wine
 Small silver mirror
 4 small and 1 large sacks
 Mallet and 4 wood stakes
 2 iron spikes
 Herbs (b, g, w)

SPELLS

Command (C1s, R1", DR 1r)
 Cure Light Wounds (C5s, 1d8)
 Cure Light Wounds (C5s, 1d8)
 Cure Light Wounds (C5s, 1d8)
 Detect Magic (C5s, R 3, DR 1T)
 Sanctuary (C5s, DR 11r)
 Augury (C2r, 79%)
 Augury (C2r, DR 11r)
 Hold Person (C5s, R 6, DR 13r)
 Silence (C6s, R 12, DR 18r)
 Slow Poison (C5s, DR 54T)
 Spiritual Hammer (C5s, R 3, DR 9r)
 Dispel Magic (C5s, R 6)
 Locate Object (C1T, R 15, DR 9r)
 Prayer (C1r, 6"rad, DR 9r)
 Cure Serious Wounds (C7s, 2d8+1)
 Neutralize Poison (C7s, DR Perm.)
 Tongues (C6s, 3"rad, DR 1T)
 Raise Dead (C1r, R 3)

Sherlane leads his own church, but appreciates challenges like this one — especially with Huxley at his side. Known as "The Warrior" among his friends, he certainly does not avoid combat; however, he has the wisdom to avoid it where possible. He is concerned about the elf, not trusting him but reluctantly agreeing that a powerful magic-user is vital to the mission.



S 7 -1 to hit, -15#wt, Doors 1, Bars/gates 0%
 I 18
 W 12
 D 16 +1 missile bonus, -2 AC bonus
 Co 12 SS 80%, RES 85%
 Ch 12

Bracers of Defense

AC rear: 6

SAVING THROWS (d20)

Poison/Death	12
Petrification	10
Rods, etc.	8
Breath	12
Spells	9

(+1 ring included)

Resist Sleep and Charm 90%

POTIONS: Extra Healing
 Water Breathing

ABILITIES

Infravision 60'

Secret doors: 1/6 passing
 2/6 searching

Surprise 2/3 if 90' in advance

OTHER MAGIC ITEMS: Ring +1, Bracers of Defense AC 6, one Continual Light gem, Staff of Striking 10 chg; Scroll of 5 spells: Read Magic, Locate Object, Locate Object, Rope Trick, Tongues

LANGUAGES: Common, Elvish, Dwarvish, Gnomish, Centaur

TO HIT: Strength and Dexterity adjusts included. Adjust for magic and situational bonuses/penalties.

	AC	10	9	8	7	6	5	4	3	2
Roll needed:		9	10	11	12	13	14	15	16	17

WEAPONRY: 2 proficient, -5 NPP; Proficient: dart, staff

Carried: 12 darts, ranges 1.5/3/4.5, fire rate 3, d3/d2
 Staff of striking, 10 chg; +3/charge, maximum of +9/strike (d6 +3, +6 or +9)

NORMAL EQUIPMENT

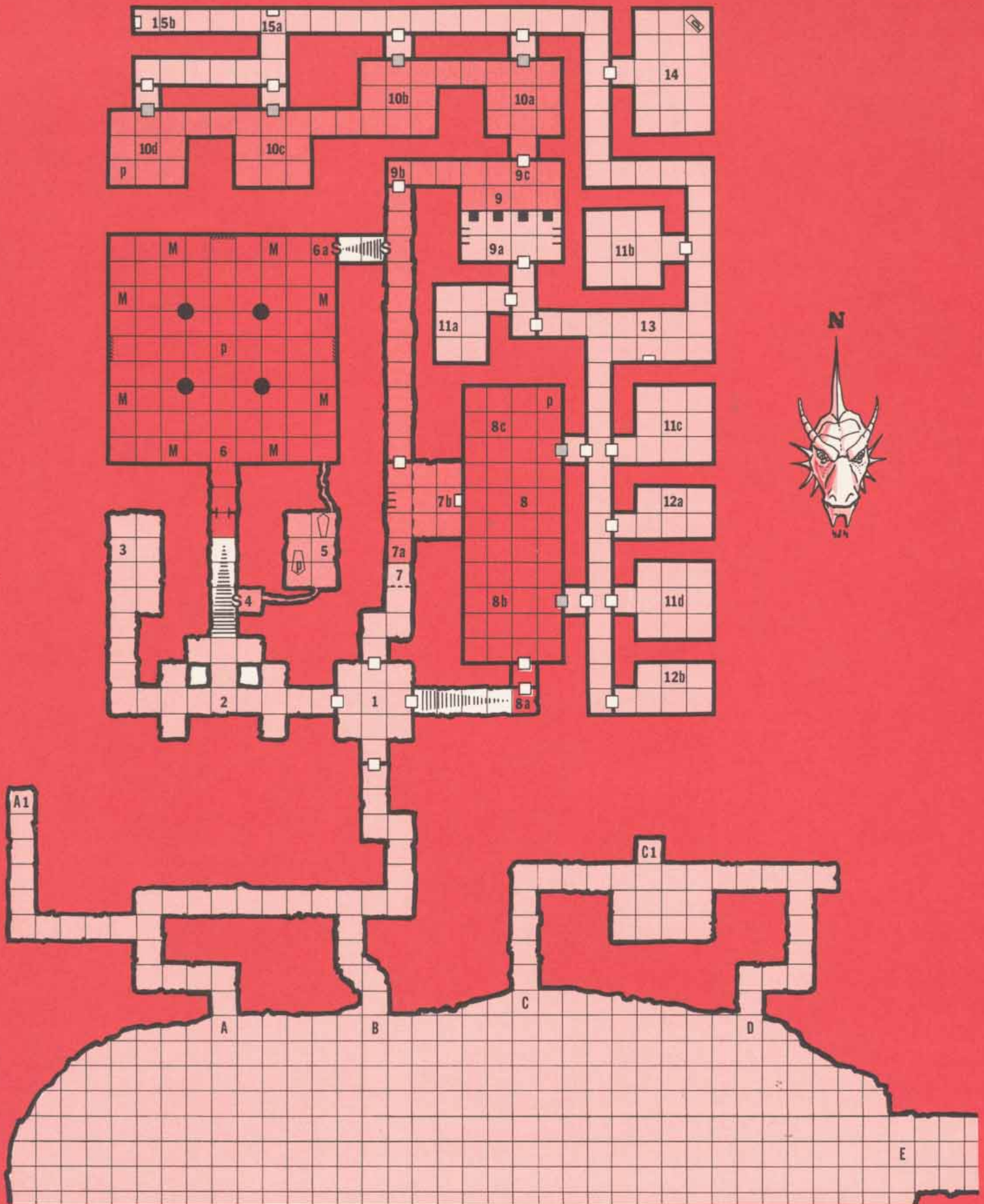
Belt pouches and spell components
 Holy symbol, 2 holy water
 2 Oil flasks, tinder box
 Shoulder bag, iron rations
 Herbs (b, g, w)
 2 Torches
 Pants and boots
 Water in wineskin
 Bag of flour, 5 lb.
 Bag of lard, 5 lb.

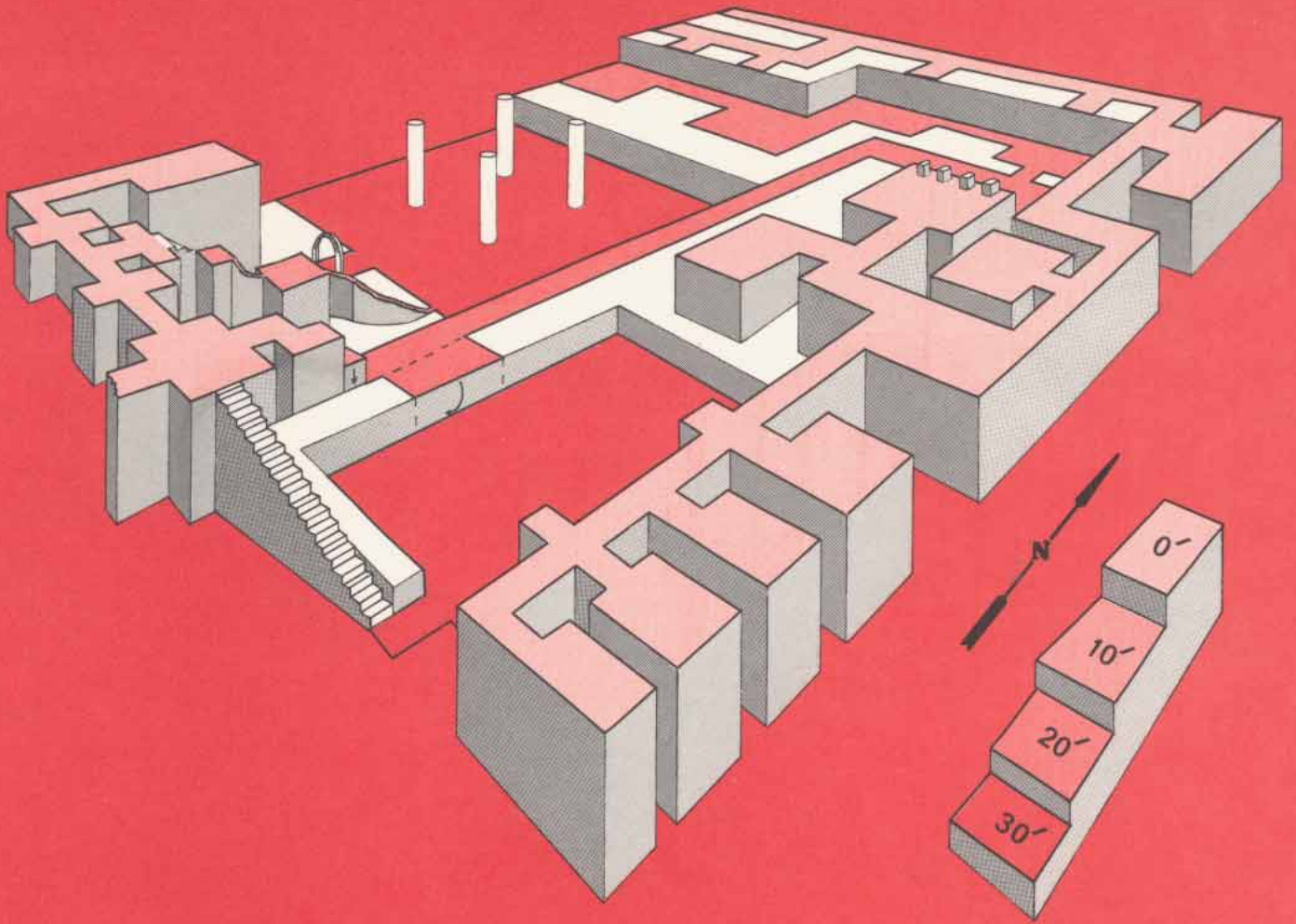
SPELLS

Magic missile (C1s, R 15)
 Protection from Evil (C1s, Dr 18r)
 Shield (C1s, DR 45r)
 Sleep (C1s, R 12, DR 45r)
 Unseen Servant (C1s, R 3, DR 15T)
 Detect Invisibility (C2s, R 9, DR 45r)
 Invisibility (C2s)
 Knock (C2s, R 6)
 Web (C2s, R 4.5, DR 18T)
 Dispel Magic (C3s, R 12)
 Lightning Bolt (C3s, R 13+)
 Slow (C3s, R 18, DR 12r)
 Dimension Door (C1s, to 27")
 Rary's Mnemonic Enhancer (used)
 Cloudkill (C5s, R 1, DR 9r)

Felonius is a famous and powerful elven figure, usually hard to find. Sent by the elves as their contribution to this mission, he secretly believes that he is the key to it; this shows only in his occasionally arrogant attitude and resistance to orders. He uses his spells carefully and well, but refuses to carry spell books with him. He does not like Huxley, but will cooperate for this adventure when it suits him.







KEY

One Square = 10'



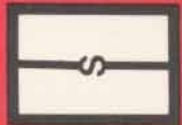
Door



Levers



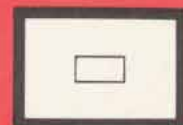
Coffin



Secret Door



Pillar



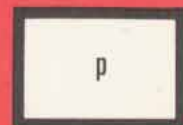
Desk



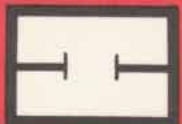
False Door



Stone Block



Potion



Archway



Mummy



Stairs



Mold



Falx, a silver dragon and nephew of old Bahamut himself, has a problem. He needs a hardy band of adventurers to explore some caves near his lair, for the dark powers lurking therein have stolen five potions —of silver dragon control! Can you penetrate the dangerous complex without triggering the alarms, to find and destroy all the potions before sundown?

This is the first of the RPGA series of AD&D modules. Each RPGA module has been used at an official Gen Con® tournament and has been designed to provide maximum entertainment. TO THE AID OF FALX is usable in campaign or tournament play, and may be scored by points or using the RPGA Tournament system. This adventure is designed for a balanced party of 5-8 characters of levels 5-9, and 6 tournament characters are provided, along with standard AND isometric maps, scenario and character background information, and detailed encounter descriptions for the DM.

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