

R-2

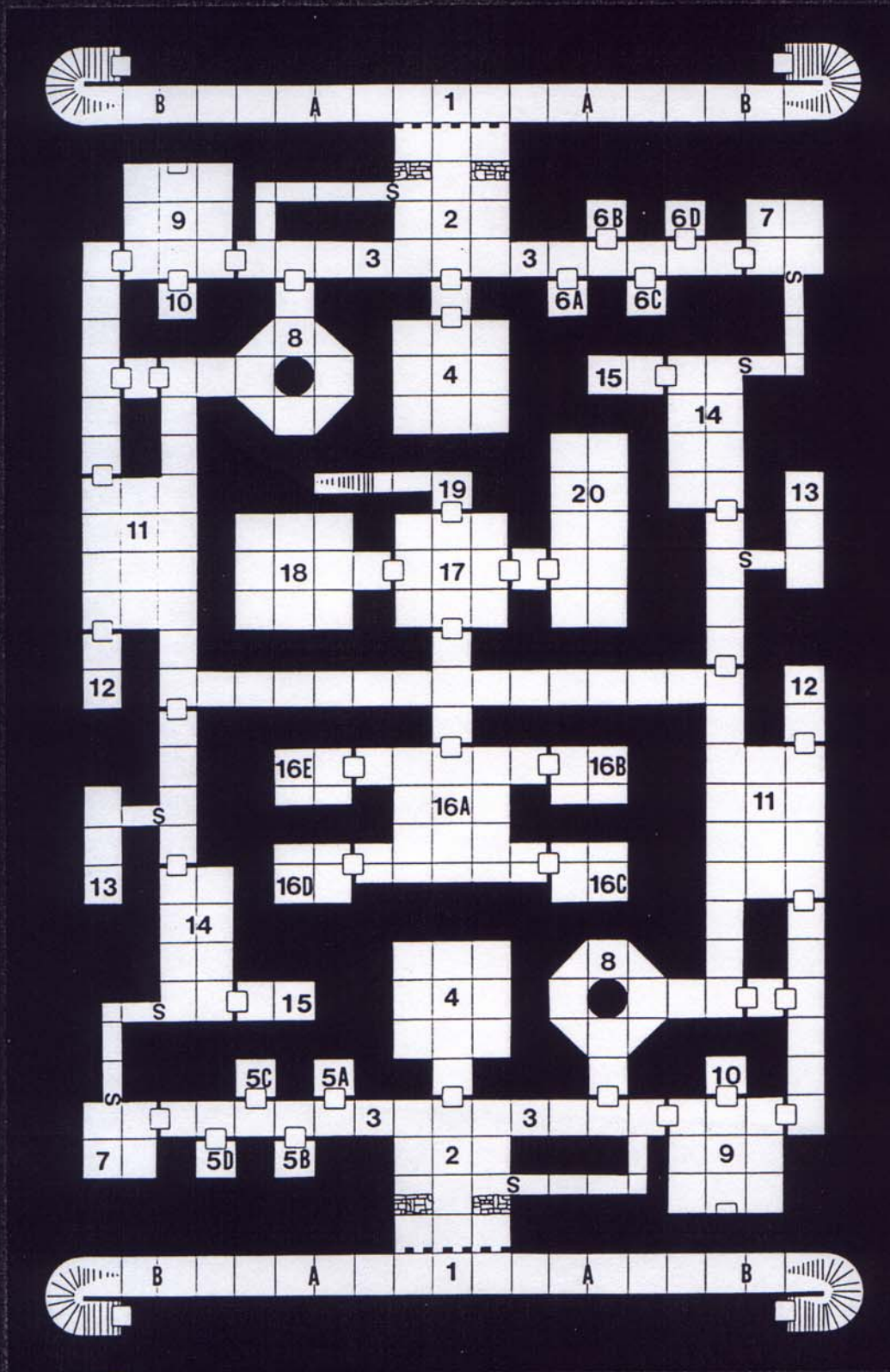
For ADVANCED
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the investigation of hydell



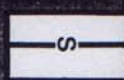
ThePale



LEVEL 1



Door



Secret Door



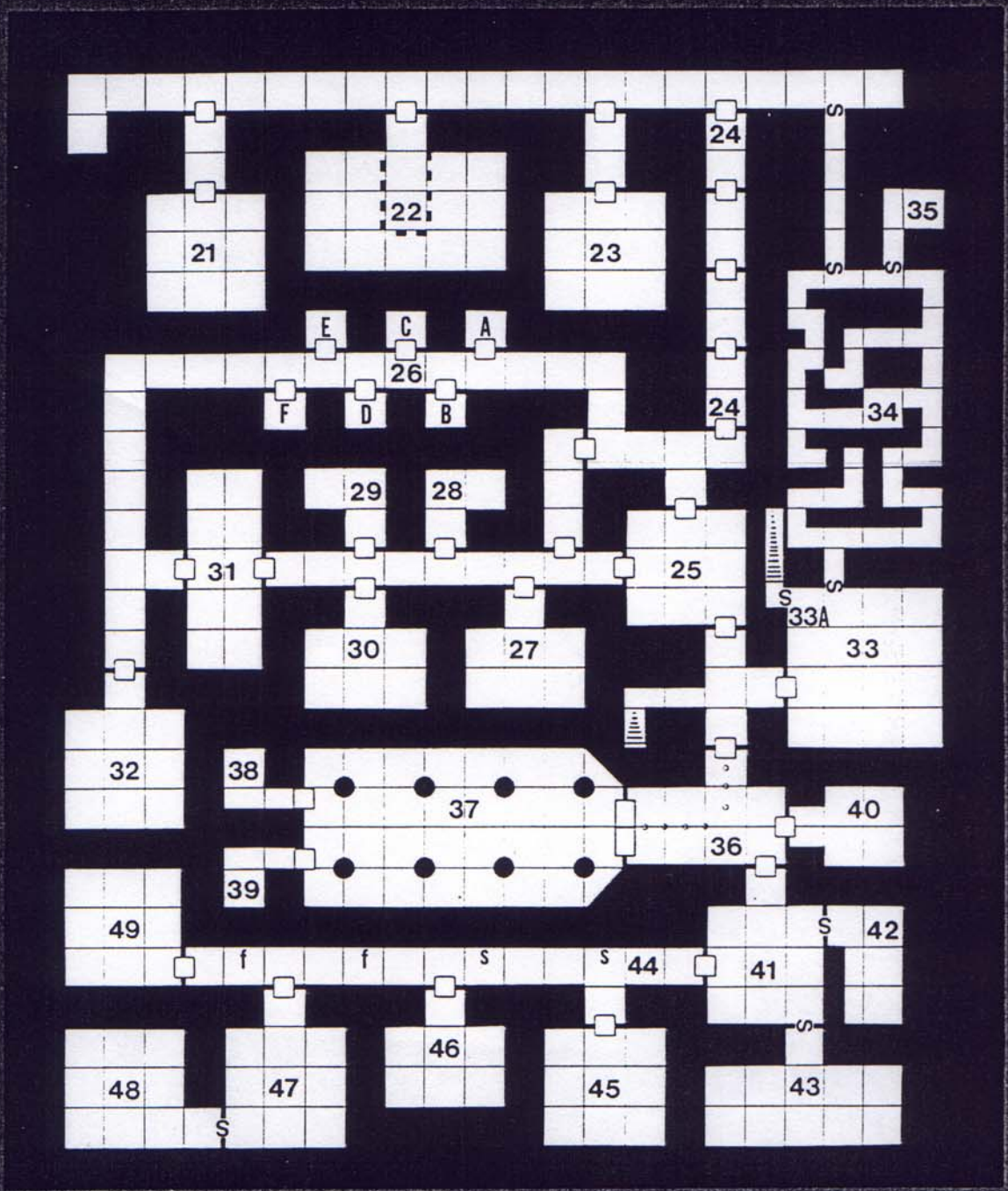
Stairs



Column

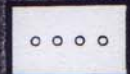
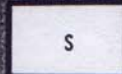


Wall



LEVEL 2

KEY

- Wall
-  Illusory Wall
-  Path
-  Violet Fungus
-  Shrieker

R - 2

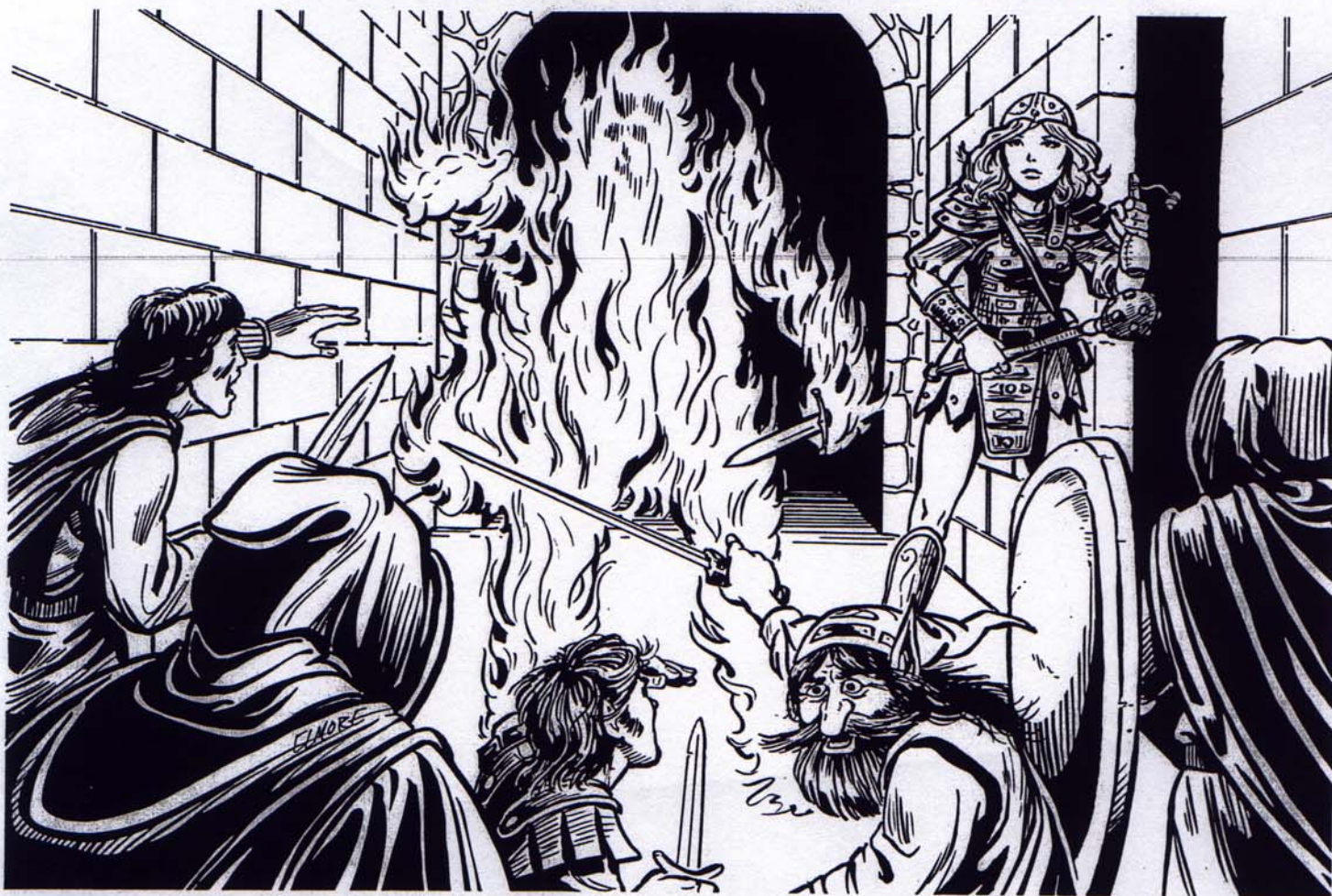
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the investigation of hydell

By Frank Mentzer

An RPGA™ AD&D™ Module for 5 Characters, Levels 5/5



Slinks are clean, well cared for, happy, obedient semi-humans. Why are they content to be slaves? They are protected by law, owned by many a wealthy merchant, and even have church approval. So why is high cleric MacKurian suspicious? Can you sneak into the old ruin and find out what slinks really are, and where they're coming from?

This is the second 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. THE INVESTIGATION OF HYDELL 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 5-7, and 5 tournament characters are provided, along with general and detail maps, scenario and character background information, and detailed encounter descriptions for the DM.

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BACKGROUND

Your group of adventurers knows each other well; you have been exploring near-by dungeons for over a year. But during that time, a strange thing has happened in your home town of Nimbortan: slavery has reappeared, after being banished for over a century.

Concerned about the possible inroads of evil in your community, you have consulted the town rulers about this phenomenon only to find that many of them (the good, the lawful, and the neutral alike!) have slaves themselves. They have repeatedly assured you that all is well, and offer the slaves themselves as evidence: they are clean, well cared for, happy, obedient, and only semi-human. The owners call them Slinks.

This apparently new race does not speak; they only grunt a bit as they go about their tasks. Local pranksters have done their work on the slinks, only to find their efforts ignored; the slinks submit to any indignity, and merely get up afterwards to continue their chores. Occasionally one is beaten badly enough to merely lie on the ground, apparently paralyzed; the constables, or sometimes the owner, soon come and take it away.

Pressured by the wealthy owners of the slinks, the church fathers have issued formal proclamations protecting the slinks from harm. Woe be to anyone abusing a slink; a heavy fine and imprisonment is the least to be expected if the offender is caught.

No harm has come because of these creatures; indeed, the town is doing better than ever. The slinks are never used for common labor, only for routine chores and personal services, and only for their individual masters. No slink has ever committed a crime; they are

totally inoffensive creatures, apparently quite happy with what they do. But there are some who still have their doubts.

Clerics have all been warned to leave the slinks completely alone. The slinks are known to be magical; one of the proclamations forbids the casting of *dispel magic* spells on them. Their owners have paid dearly for them: from 5,000 gp for the small ones to 50,000 gp for the large.

You were summoned one dark night to the home of the high cleric MacKurian to discuss the problem. He confessed that the stronger the owners' assurances became, the more doubts he had. "No living being would willingly submit itself to slavery!" he argues. "Their magical nature and mysterious origins indicate that something dangerous is afoot. And where are the slinks coming from?"

He and several other concerned prominent citizens ("all Lawful and Good", he mentions) have reluctantly banded together secretly to find the root of the problem. They have found that a prospective slink buyer leaves a message with a known person, and is then escorted to an old castle about 5 miles away. Downstairs, the slinks are displayed, prices are discussed, and (more often than not) the buyer proudly returns with a personal slink servant. The complex is clean, well run, heavily guarded, and apparently a normal business operation. It is more than just the innocent-appearing first level; there is something below.

Your group has been offered a reward of 10,000 gp per person, plus the right to keep any treasure and magic items found, if you will sneak into the complex, find out what is going on, and shut down operations. Your identities will be kept secret, as the power of the slink owners could destroy you if you are successful in this.

The rich reward for your adventuring skills has convinced you to take the offer. After equipping yourselves as best you can, you have set out one morning, headed towards the old castle.

YOUR OBJECTIVE: In the first round of this tournament, you are trying to penetrate the complex without raising an alarm, collecting as much treasure as possible along the way. Play ends when any party member descends the stairs to the lower levels.

SCORING: You will gain score for treasure and magic items found and kept, plus bonus scores for (a) each party member surviving, and (b) any party member going down the stairs within the time limit. Magic items (such as potions) found may be used without loss of score.



Notes For The DM

PREPARATION: Read the module, *paying particular attention to areas #1-3 and #18*. When the players are assembled, hand out the character sheets and allow the players to select one each; give them exactly 5 minutes to review and compare them, placing no other restrictions on them. The players may refer to any and all AD&D™ materials and books before the adventure begins, but only the **PLAYERS HANDBOOK** during the adventure. Do not assist the players in any way, and do not look up things for them.

When the 5 minutes are up, give the **BACKGROUND** sheets to a volunteer, to read it aloud to the rest of the players. After they read it, give them exactly 5 minutes to review it, answering any questions to the best of your ability. Make sure they understand the scoring being used, answer any last minute questions, and then begin the scenario, noting the time when you do so.

TIME: The players have up to 3 hours (**EXACTLY**, unless an extension is granted by the Tournament Director) to find and descend the stairs to the next level, at which point play ends. They may achieve their objective in less time, and may wander about the dungeon until that limit; but in any event, **PLAY ENDS WHEN THEY GO DOWN THE STAIRS** or at the end of 3 hours, whichever occurs sooner. *Be sure the players understand this point.*

OBJECTIVES: The party is trying to (1) accumulate as much treasure and magic as possible, and (2) get down the stairs to level 2.

PROCEDURES: Players should roll their own "to hit" rolls, damage, saving throws, surprise, and party initiative (1 initiative roll per round, for the whole party). They will keep track of their own hit points, items possessed, spells carried and cast, and so forth. The DM will also keep track of spells cast and magical items & charges used, and will make all necessary rolls for the NPCs and monsters. Any player caught cheating in any manner will cause the entire team to be disqualified.

SCORING: Use the treasure reference, circle or underline all items found. The party will get **1 point per 1gp** worth of treasure found, using DMG values for all magical items, as noted on the Tournament Scoring Sheet. Non-magical swords, armor, and standard supplies are **NOT** counted for score. The party may use up the items found *without* losing points acquired thereby (potions, for example), but must otherwise carry the items and treasure until the end of the round to count them as score; items and treasure "stashed" somewhere are **NOT** counted as kept. If the party is captured, all items

and treasures are removed and *not* counted for score.

In addition, the party gets **1,000 points per party member surviving** at the end of the round, plus a 1,000 point bonus for any member finding *and descending* the stairs down to level 2.

DEBRIEFING: At the end of the round, fill out the DM SUMMARY sheet for the reference of the Tournament Director. Hand out one **PLAYER SUMMARY** sheet to each player, and collect them after they are filled out; put all the materials in the envelope, and turn in the complete package of the **PLAYER SUMMARIES**, the **DM SUMMARY**, and the **TOURNAMENT SCORING** sheet, making sure that the team number and DM's name are filled in on the outside of the envelope.

DM's SUMMARY OF THE SCENARIO BACKGROUND

The 13th level illusionist Dutch has teamed up with the 7th level cleric Parlee in creating "good" slavery. They have hired a squad of fighters from local towns to act as guards, and have cleaned out an old dungeon, adapting it to their purposes.

Parlee casts an **animate dead** spell on the bodies of human, demi-human and humanoid two-legged creatures, turning them into zombies. Dutch casts a **permanent illusion** on each, giving the appearance of a clean, neat, well-cared-for obedient semi-human slave. These useful creatures are known locally as "slinks". They are sold for 1,000-3,000 gp per hit point, and they are perfect slaves, requiring no care nor sleep.

Together, the partners have discovered how to make **amulets of control** which affect the slinks. If a person is visibly wearing the same symbol as that on a slink's amulet, that person can command that slink. The amulet also modifies the effects of a cleric's Turning ability on these specially treated zombies:

If Turned, a slink will merely stand paralyzed for 2d4 rounds, after which the paralysis wears off.

These amulets are not normally visible, being hidden under the illusion. **All slinks in the complex are wearing amulets marked with the symbol of the complex.**

During a tournament, any attempts at **dispelling** a slink's **permanent illusion** will have no effect. The actual AD&D™ chance for success, for a character of 7th level, is 38%.

Note that killing a slink does *not* destroy the illusion; the dead slink will look paralyzed but alive. Thus, another **animate dead** spell will "cure the paralysis", reanimating the zombie and restoring all hit points lost.

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SLINKS: AC:8, MV:6, HD:2, #AT:1, D:d8, N, Med; undead, and therefore immune to *sleep*, *charm*, and *hold* spells. Available in small (hp 2-6), medium (hp 7-11), and large (hp 12-16) sizes. Turnable as zombies, with resulting paralysis instead of destruction or running, due to the amulet worn. A slink will obey any command given by the wearer of the same symbol as that worn by the slink; thus, those in the complex will obey any of the guards.

GUARDS: All guards are hired, and come from nearby towns. They will surrender if things go badly against them, but will hold off until one or two are dead, as they have been working here for about a year and are well treated and paid. None of them know much about the complex, other than the fact that visitors come and go, sometimes leaving with a slink. They *do* know that the slinks are valuable, and will not endanger them needlessly. Each guard wears the same outfit (plate & shield), emblazoned with the symbol of the complex:



DISBELIEF: Any character may attempt to disbelieve what is happening at any time. The attempt will take the entire round; no movement, spells, combat, or anything else is possible during this action. The DM rolls, **then announces that the character still believes it** (unless specified otherwise in the encounter description). If the disbelieved thing is actually real, the character automatically fails any saving throws applicable.

DOORS: All normal doors are wood with metal reinforcements, 8' high, 4' wide, and locked. If two thieves consecutively try to open a lock, the lock will be picked; otherwise roll normally. An unlocked door may be opened easily and quietly (unless the description states otherwise). A locked door may be forced normally, the DM rolling the "open doors" chance.

SECRET DOORS: No secret doors may be found "in passing". If an elf or half-elf looks for a secret door in an area where one exists, the secret door *will* be found (no roll necessary). Other characters have normal chances, as given on the character guide, and the DM always rolls for the attempt.

LIGHT: Unless noted otherwise (such as in area #11), all rooms and corridors are lit by torches in sconces, about 30' apart.

Standard Abbreviations (used throughout)

Money:

cp	copper pieces
sp	silver pieces
ep	electrum pieces
gp	gold pieces
pp	platinum pieces

Gems: Roman numerals

X	10gp value
L	50gp value
C	100gp value
D	500gp value
M	1,000gp value

General:

N, CE, etc.	Alignment
AC	Armor Class
M	Movement rate
HD	Hit dice
hp	hit points
#AT	Number of Attacks
D	Damage
MR	Magic Resistance (for an 11th level caster)
STs	saving throw vs. spells (on d20)

Spells:

C	casting time
R	range
DR	duration
s	segments
r	rounds
T	turns

THAC0	roll (on d20) needed to hit AC 0. NOTE: this <i>always</i> includes strength bonuses "to hit", but <i>never</i> magical bonuses.
THAC5	"THAC0" but for AC 5, as certain classes (particularly magic-users) have poor chances to hit.

Size:	Sm	Small	Med	Medium	Lg	Large
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START

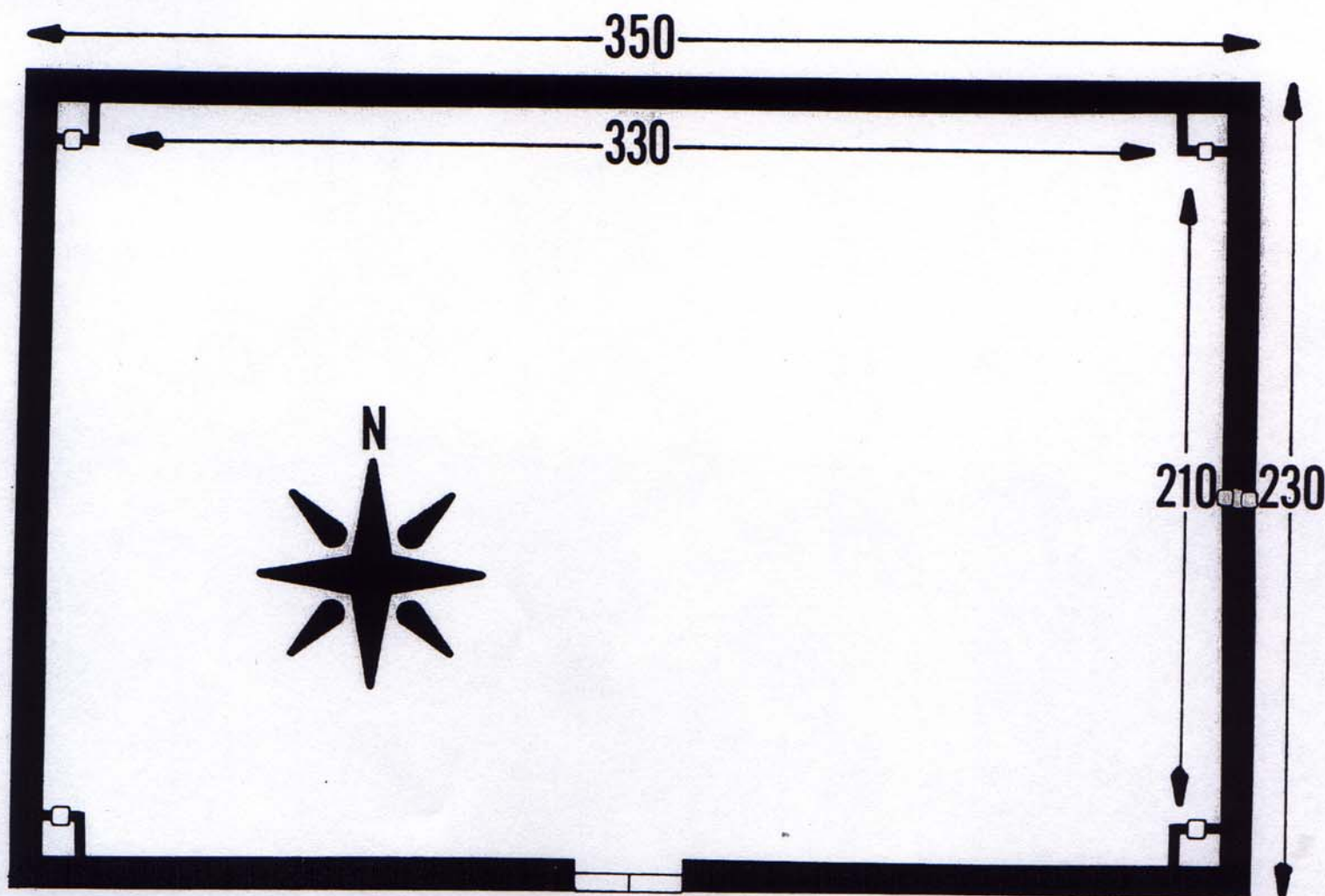
The party will have no encounters on the way to the dungeon. As they top a hill, heading northeast, the castle will be seen in the distance. One large pair of double doors is visible in the middle of the south wall; no other doors can be seen during the approach. There is a normal door in the adjacent east wall, easily seen if the party reconnoiters.

The outer walls measure 350' long by 230' wide, and are 80' high; they are 10' thick. There are no towers. Inside, there is a huge bar fastening the large (5' thick, 20' high) double doors shut, which cannot even be lifted by the characters; however, a *knock* spell will cause it to fall on the ground, after which the doors may

be opened easily.

The small eastern outer door is locked, and the latch is trapped with a *glyph of warding* (14 points of electrical damage, save vs. spells for 7), but will open easily after the lock is picked. If any character casts a *dispel magic* on the glyph, it will be dispelled without exploding (no roll necessary). Remember that if two thieves try to pick the lock, the lock will open automatically; but any attempt at picking the lock will trigger the *glyph*. The inner door is locked but not trapped.

A clean, mown grassy area is all that fills the shell of the castle. Five normal doors are visible, one in each corner of the rectangular area and the one in the east wall. All are locked, but none are trapped. They all lead to a five foot length of 10' square corridor, at which point a spiral staircase, cut out of the rock foundation, leads to the first level.



KEY TO LEVEL 1

1. WELCOME: The 10' square corridor goes as far as the party can see. When a living creature reaches point A, 50' from the base of the stairs, a **programmed illusion** (described hereafter) is triggered; it will last for 13 rounds. **START COUNTING ROUNDS!**

At the end of each paragraph marked with an asterisk (*), the DM should check for the party's actions. The "devil's" Armor Class and Magic Resistance are included so you can fool the party effectively. Also see **DM NOTES FOR THIS ENCOUNTER** at the end of #2 (hereafter).

The Illusion: A 30' long section of wall ahead glows briefly and disintegrates into dust. The sounds of battle are heard within: swords clashing, bows twanging, shouts, and so forth.*

(If anyone is brave enough to approach and look into the newly exposed area just after the wall disintegrates, go to room #2 hereafter. Otherwise, continue)

Suddenly an explosion is heard, and a burst of flame blossoms into the corridor, scorching the wall opposite the opening. The sounds of battle die down, but continue, something is roaring.*

Four human archers, their full plate armor burnt and torn, back out into the corridor, firing at something as they go. They glance at the party, but continue their desperate fight; however, another burst of fire envelopes them [and possibly party members, if any are at that point, for 13 points of damage; save vs. spells for 7 points], and they go down in flames.*

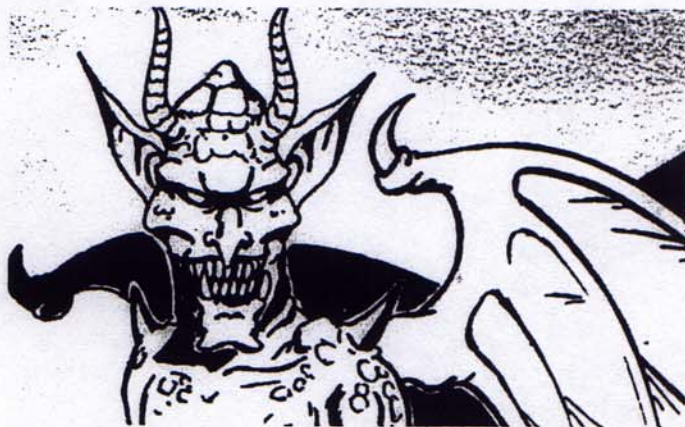
There is a brief lull, deadly quiet; approaching footsteps are heard.*

A 9' tall, red, devilish figure [horned devil: AC:-5, MR: 50%] steps into the corridor, looking at the bodies. It looks up and sees your party, and starts toward you, grinning in anticipation of more carnage.*

2. CLOSEUP: You see a 30' square room, bounded on the east and west sides by north-south corridors (like the one you are in). Stone barriers, each 10' long, 3' high, and 2' wide, extend from the north and south walls halfway into the room, leaving a 10' wide gap in the middle. A door is in the middle of the far wall.

Another adventurous party has apparently run afoul of the 9' tall, red devilish figure [horned devil] in this room; most members of the ill-fated party — all their spell casters, at least — now lie dead in various parts of the room. A glowing gem on the floor, apparently the recipient of a **continual light spell**, illuminates the area all too well.

Four fighters are crouched behind the stone barriers, firing their bows at the devil, as it delivers a fatal blow to the last survivor in its immediate vicinity. As two arrows strike it, the devil roars and gestures; a



burst of flame erupts from its fingertips, blasting all the archers [as well as the observing party members; see #1, above, for details].

The door opposite opens, and three more fighters rush out, their crossbows at ready. [See area #3, below. If these guardsmen can see any party members — and give the players an opportunity to duck or hide — they will fire the crossbows at them repeatedly until engaged. If the party members retreat, the guardsmen will wait until the illusion is over before advancing.]

The archers pause; they rise, still firing, and back out of the room through the disintegrated wall. They fall dead from another blast of fire in the next round.

DM Notes For This Encounter

The devil will move to engage the party. It will only proceed, however, to the limit of the illusion: point B, 10' from the base of the stairs. If allowed to attack, the devil will not manage to hit anyone, though it will realistically roar and swing with gusto. Remember that the illusion will end 13 rounds after the initial triggering, but unless someone's counting, only a vague idea of the duration ["over a turn"] will be obtained. The "devil" will disappear after 12 rounds, in a cloud of smoke; the other elements of the illusion will disappear a round later.

DISBELIEF: Characters will not be able to successfully disbelieve the illusion **until** someone casts a spell with **visible effect** at the devil (such as a **web**), or **hits** the devil with a weapon or missile. In either case, the devil will be seen to walk through the magic effect, or the blow will have no effect; a player announcing a disbelief attempt thereafter will automatically disbelieve successfully, becoming immune to any damage from the illusion.

NOTE that the three guards from the guardroom (area #3, below) will support with crossbow fire if real intruders are sighted. They will keep up missile fire until engaged. If the party retreats out of their sight, they will **not** follow until the illusion is over. If two of them are

slain, the third will surrender and cooperate. (See GUARDS, page 4.)

3. WARNINGS: On the wall of the corridor, about 4' up, there is a sign to each side of the 30' gap where the entry illusion occurs. Written in common for visitors and to remind new guards, it reads:

DO NOT ENTER AREA AHEAD ON (*)
DANGER — DEATH — ILLUSIONS
STAY IN CORRIDOR

(*) The sign specifies right or left, as applicable.

4. GUARDROOM: Three guards are stationed here; all are familiar with the illusion, and will take no damage from it. They have specific instructions to inspect area #1 and the entry corridor about 5 minutes after the first noises are heard. They are to slay all intruders BUT take prisoners if convenient, lock items and persons found into this guardroom, and then report the situation to the nearest Jailor (room #7).

GUARDS: Human Fighters, Level 2, AC:2 (plate & shield), hp:16, 14, 12, THAC0:20, STs:17, N; armed each with *cocked* heavy crossbow (d4+1, automatic initiative), halberd (d10), and longsword (d8). They usually each fire one shot at a spell caster (if identifiable as such) and then drop the crossbow, drawing the halberd for melee. Each possesses 20gp worth of various coins, and one has a key to the guardroom.

The guardroom is 30' square, and contains a table and 3 chairs (all wooden), a cot, and a weapons rack with 3 extra longswords, 2 pole arms, and 1 dagger (none magical). There is a *potion of healing* hidden under the mattress of the cot.



5. CELLS: Each of these doors is heavy and thick, with exceptionally large, tough locks and small barred windows. All are dark and dingy; the residents are as follows:

- a. 2 halflings, male and female, hp 6, 3
- b. 2 dwarf males, hp 11, 5
- c. 1 human male, hp 4
- d. empty

All residents are stupefied from their long imprisonment, and can be of absolutely no help to the party. Each has a movement rate of 1" and, if forced to move around, a 50% chance per round of collapsing and passing out. In short, they will hamper the party if rescued.

6. CELLS: As #5, above; residents are:

- a. 1 dwarf female, hp 10
- b. empty
- c. 2 human females, hp 5, 4
- d. 1 halfling male, hp 6

7. JAILOR: This man [Fighter Level 3, AC:1 (plate & shield), Dex 15, hp:25, THAC0:18, STs:16, LE] is the supervisor of the entry guards as well as the keeper of the prisoners in the cells (#5 or #6 above); he reports to the Captain (room #18). He is accompanied by 2 slinks (see below). The door to his office is identical to those of the cells.

Four heavy crossbows hang in the office near the door. When the entrance illusion is triggered, he will hear the noise, and will keep an eye on the hallway. If any visible intruders enter the corridor, he will cock and load all the crossbows. If an intruder approaches, he will fire 2 crossbow bolts per round (since they are readied) at visible magic-users or clerics; otherwise, he will hold his fire until someone peers through the slot in the door.

If he is ready with a crossbow and someone is stupid enough to peer in, he gains +10 on his chances to hit for that shot, and inflicts *quintuple* the normal amount of damage (therefore 5d4+5) with it.

Attempts at return fire will miss the Jailor unless made within 10' of the door, and then must be made at AC -8 due to cover. He is vulnerable to spells, especially those with visual effects, as he is watching the corridor carefully; but he is not a *visible* target for spells (such as *magic missile*) unless the caster peers through the slot in the door. If someone nears the door with a missile weapon, he will close the window and take cover behind his desk. If wounded, and if he has the chance, he will drink his *potion of extra healing* in his desk.

He has 2 slinks with him as slaves (AC:8, MV:6, HD:2, hp:11, 8, #AT:1, D:d8, N, Med; see description on page 4).

The Jailor carries 50gp worth of coins but no other valuables. His unlocked, untrapped desk holds notes on the guard changes (every 4 hours); keys for

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the cells, this room, and the guardroom (#3); and one **potion of extra healing** (unless he has used it during the encounter). It also contains an old scroll case, in which he keeps a piece of parchment inscribed with his favorite dirty limericks. The case also contains one Cgem, which is stuck in the bottom; it can be easily seen by looking in, however, after the parchment is removed, and will fall out with a bit of shaking.

8. MYSTERY: A 10' diameter round black pillar stands in the center of this octagonal room. The surface of the pillar seems to be made of snakes, of all shapes and sizes. Nobody knows what the pillar means or what it was once used for; it is harmless and non-magical.

9. UNUSED ROOM: The doors to this 30' square room are not locked. The floor is dusty, and a path leads from the entrance to the door directly opposite. The door is old and rusty; if opened (an "open doors" roll is necessary) the opener *will be surprised* by 2 huge spiders [AC:6, MV:18, HD:2+2, hp:15, 11, #AT:1, D:d6 & poison (+1 on save), THAC0:16, STs:17, N, Sm] who will jump out and get one free attack.

The false door on the wall opposite the one to the spider lair is an old trap. It can be detected as one normally, either by thief or spell. It will open easily, but arrows will fly out to strike the opener: the number striking is equal to the AC of the opener not counting dexterity or shield (for example, if an AC 6 thief opens it, 8 will hit). As the trap is old and weakened, however, each arrow will only do 1 point of damage.

10. SPIDER LAIR: Through the open door, the party can only see solid web with tunnels in it. There are 3 more huge spiders [hp:9, 13, 16] in the web, which will only attack if a party member falls. If so, they will eagerly swarm out and will *all* attack one other victim (a "3 on 1" tactic).

The web can only be removed by fire, but if burnt away, this old 10' cubical room will be seen to be empty except for 6 small dead young spiders [hp 1@, will never attack], a useless rusted mace, a few bones, and a sack (which will be burning if the web is burnt away). Fast action here can save some or all of the contents of the bag: if anyone had water at ready *before* the web was burnt, all will be saved; otherwise only the coins and gems will remain.

In the bag are 20cp, 10sp, 8ep, 4gp, 2Lgems, and [if not burned up] a cleric's scroll (loose, not in a scroll case) of **neutralize poison** and **cure critical wounds**.

11. HIDDEN DANGERS: This room and nearby corridors are not lit by the usual torches, though empty sconces line the halls. There are 3 **shadows** [MV:12, HD:3+3, hp:25, 21, 17, #AT:1, D:d4+1 plus strength drain (1 point per touch, lasts 2d4 turns), THAC0:16, STs:16, CE, Med; 90% invisible unless

light used, in which case they will retreat to #12, below] lurking herein, which will not bother anyone wearing the symbol of the complex OR anyone escorted by such an authorized person. They are in the service of the cleric Parlee (L7 Cleric, in dungeon level 2).

12. SHADOW LAIR: The door to this room is locked, trapped with darts (for 6 points of damage) and a magical **glyph of warding** (14 points electrical damage, save vs. spells for 7 points). The shadows have accumulated 200gp and 100pp, which lie scattered, untrapped, and unguarded on the floor of the room.

13. REMAINS: This musty, long-unused room holds the scant remains of a few unidentifiable creatures. Hidden under the refuse, a **potion of healing** is left, along with 2 Cgems.

14. WARMUP: Three guards [L2 Fighters, AC:2 (plate & shield), hp:17, 14, 11, THAC0:20, STs:17, N; longsword, dagger] are playing cards here, sitting around a table. They are supposed to go on duty in the guardroom (#4) in 20 minutes. They each have 20gp in coins, one has a key to the guardroom, and the other has a **potion of healing**.

15. ARMORY: Normal weapons of all types are stored here for the use of the guards. In a locked cabinet at the rear are 5 magical **arrows +1**. The captain has the only key, but the cabinet may be forced open with an "open doors" roll (but with a +1 penalty on the roll).

16. SHOWCASE: This area is where prospective buyers are brought to examine slinks and negotiate purchases. Several are on display, but only a nominal guard is posted, as no visitors are expected today. Each room has 4 padded chairs, sconces with lit torches in them, and a small platform 1' high and 4' square (for displaying the slinks). If attacked, guards will cry for help (automatically heard by the other guards in the area) but will not command the slinks to attack unless 2 or more guards have died (the slinks are quite valuable). All the guards expect to be relieved in 2 hours.

16a. There are two long purple sofas, 3 chairs and a table (all wooden) in this 30' x 35' lounge. A cheap chandelier hangs from the center of the 20' high ceiling. The chandelier is bulky, fragile, and worth about 20gp, but 6 Cgems are among the worthless ones decorating it. There are 30gp worth of assorted coins under the cushions of the sofas. No one is around.

16b. A single guard [L1 Ftr, AC:2 (plate & shield), hp:9, THAC0:20, STs:17, longsword & dagger] sits dozing on a chair around the corner, not visible from the door. He is dozing unless the party makes exces-

sive noise while approaching (such as forcing the door). He has 15gp worth of coins in one pocket, and 1 Cgem set into the hilt of his sword.

Two small slinks [AC:8, MV:6, HD:2, hp:6, 4, THAC0:16, STs:17, N, Med] sit at his feet, also out of sight of the doorway.

16c. Empty except for the standard items (see #16, above).

16d. Two guards [L2 Ftrs, AC:1 (plate & shield, Dex 15), hp:25, 18, THAC0:20, STs:17, N; longsword, longbow, dagger] are here guarding 5 medium slinks [AC:8, MV:6, HD:2, hp:7, 8, 9, 10, 11, #AT:1, D:d8, THAC0:16, STs:17, N, Med]. Each guard has 40gp worth of coins, and one has a Cgem. The guards will fight to the death, if necessary, but know little about the complex.

16e. Two guards [L2 Ftrs, as #16d above in all respects] are here guarding 4 large slinks [AC:8, MV:6, HD:2, hp:12, 13, 14, 15, #AT:1, D:d8, THAC0:16, STs:17, N, Med]. Each guard has 50gp worth of coins and 3 Lgems.

17. ALARM: Each of the doors to this room has a movable sliding window in the center, 4" high and 8" long. The room is 20' high and lit, as normal, by torches in sconces. There are 4 shriekers here (AC:7, MV:1, hp:15@), one in each corner of this 30' square room. They will scream if there is movement within 10' or if they hear the screams of another shrieker; they ignore light and the opening of doors. They may be quieted if the proper command ("shaddap," known to all the guards) is spoken. If attacked, they will try to flee, and will not stop screaming until slain.

The shrieker noise is a common occurrence in the area, and the near-by guards (room #18, below) will ignore it unless it continues for 3 rounds or more. If it continues, the Adjutant will open the slot in the door to see what is going on.

18. OFFICE: Read this description thoroughly before starting. If the door to this room is tried, start counting rounds.

The door to the room is locked; the handle is trapped with a poisoned sliver (save vs. poison or die!), which can be easily and silently found and removed (no rolls necessary, if they look for traps).

The Captain and his Adjutant are sitting at the desk, talking about the torture of the prisoners in the cells (their conversation can be heard by someone listening at the door). If not alerted by the shriekers (see #17, above), they will be alerted by any attempts at opening the door or picking the lock. The Captain's pet giant badger is asleep in the northeast corner. The locked weapon racks on the east and west walls each contain 1 magical [+1] glowing longsword, 3 nonmag-

ical longswords, and 4 heavy crossbows with quarrels.

If they are alerted, the Adjutant will secure a heavy bar (on the wall in the north alcove) in place across the door, while the Captain wakes the badger and gets his **wand of paralyzation** from the desk. They will then cock and load all 8 crossbows, stacking them near the door.

They will be ready with the wand in 1 round; with the wand and two crossbows in 2 rounds; and will ready 2 more crossbows per round thereafter.

While barred, the door cannot be opened except by a **knock** spell or the combined efforts of 2 or more characters with super strength (18/01 or greater). The spell will open it immediately; forcing it will take 2 rounds.

If the party tries to force the door, the two enemies will then reopen the slot and fire; if not disturbed, they will continue loading crossbows until all are ready, and then open the slot. They will both fire at the same target, and at a magic-user first. The Captain will then alternate rounds, using a spell (as given under CAPTAIN, below), then the wand, then a spell, etc. (Note that quietly removing the trap and then using a **knock** spell will catch them without crossbows, but the Captain will go for his wand in the first round. In this case, the Adjutant will engage the party to defend his Captain, using his +1 halberd.

CAPTAIN: 1/2 Elf Ftr/MU L4/4, AC:-1 (plate & shield both +1, Dex 15), hp:26, THAC0:18/17 (missile/melee; Str 17 for +1/+1), STs:12, LN, Med; 30% resistant to sleep & charm; wand paralyzation 12 charges, longsword +2, dagger +1.

Spells: L1: detect magic (C1s, R6, DR8r)
magic missile (C1s, R10, 2 @ d4+1)
sleep (C1s, R7, DR20r)
unseen servant (C1s, R3, DR10T)
L2: scare (C2s, R1, DR3 d4r)
web (C2s, R2, DR8T)

STRATEGY: Spells will be cast in this order, for as long as possible, alternating with shots from the wand: **web, scare, magic missile, sleep**. He will use them to his best advantage; if the **web** catches the party, he will use the wand until they all seem to be paralyzed.

ADJUTANT: Human Ftr L3, AC:0 (plate, +1 shield, Dex 15), hp:25, THAC0:18/16 (missile/melee; Str 18/80 for +2/+4), STs:16, LN, Med; halberd +1, shortsword +1.

The giant badger (AC:4, MV:6, HD:3, hp:19, #AT:3, D:d3/d3/d6, THAC0:16, STs: 16, N, Med), once aroused, will attack anyone entering the room except a guard. If its keepers are slain, it can be quieted down by a gnome (speak with burrowing mammals), and will want to join the party! It misses its outdoor home, and will fight for and obey the gnome, hoping to eventually get out.

Hydell, Part 1

There is a 4' tall straw basket behind the desk; it contains a green gooey substance (easily mistakable for green slime) which is food for the shambling mound (#20, below).

In the Captain's desk are: **potions of extra healing, healing, heroism, plant control**; 72pp, and 1 Cgem. The desk also contains keys for all the doors on this level, each clearly marked, and extensive notes on guard changes, pay records, the size of the guard (14 members), the size of the dungeon (3 levels), references to "the cleric Parlee" and "the boss", who is apparently an illusionist. [More details on the information are given in the preface to the key to the lower levels in round two of the tournament].

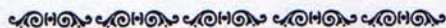
19. STAIRS: The door to these descending stairs is securely triple-locked [and cannot be picked, in a tournament]. The Captain (room #18, above) has a key.

20. REINFORCEMENT: The Captain's "ace in the hole", used when the complex is seriously invaded (and, luckily, which he hasn't had warning enough to release, this time) is the **shambling mound** kept in this room. It is very friendly to the cleric Parlee and the boss, and will obey the Captain's commands.

The shambling mound [**AC:0**, **MV:6**, **HD:8**, **hp:35**, **#AT:2**, **D:2d8/2d8**, **THAC0:12**, **STs:13**, **N**, **Lg**; immune to fire, 1/2 damage from cold and from all blows, 2 hits = strangle in 2d4r, 1/2 damage from cold and from all blows, lightning causes 1HD growth] is cooperating with the residents of the complex as long as it is fed and allowed to collect treasure. It has 3,000cp, 1,000ep, 2 Dgems, a **potion of fire resistance**, and a **scroll** of 4 magic-user spells (written at 9th level ability): **sleep, magic missile, clairvoyance, conjure earth elemental**.

It cannot be seen through the slot in the door. If the door is opened, it will shamble towards the opener, expecting to be fed. If not fed immediately, it will fly into a rage and attack. It will batter through the door in 2 rounds unless it has been relocked.

If released, it will wander through the first level and attack anyone encountered until it is fed; or if it kills and eats any 3 persons, it will return to its lair.



Here Ends Part 1 of The Investigation of Hydell



THE INVESTIGATION OF HYDELL, PART 2

BACKGROUND: After penetrating the illusions and guards of the complex (see the BACKGROUND of Part 1), your intrepid adventurers have seized the office of the Captain of the Guard after a tough fight. The rest of the complex has apparently not been alerted; the Captain's shambling mound has been destroyed.

Many of you now have magical weapons and potions to help you to continue the investigation. Keys and records of the complex have been found in the Captain's desk, along with a partial map of the next level.

The map shows the locations of the chapel, barracks, and a few other areas. With its help, you should be able to avoid the guards and get right to the heart of the complex. It seems that a high level Illusionist is running things, with the aid of his apprentice and a cleric known as Parlee. The entire operation can be shut down if those three characters are captured or eliminated. In summary (some of the following you may already know):

Your Cleric can paralyze the slinks by Turning them. You can command the slinks if you are wearing the symbol of the complex; conflicting orders cause the slink to be paralyzed (as if Turned).

The leaders of the complex are very probably Evil.

Most of the Guards are Neutral.

You must "walk the true path" to get into the chapel, according to the Guards.

The Boss has a pet animal (a large cat) and an Apprentice.

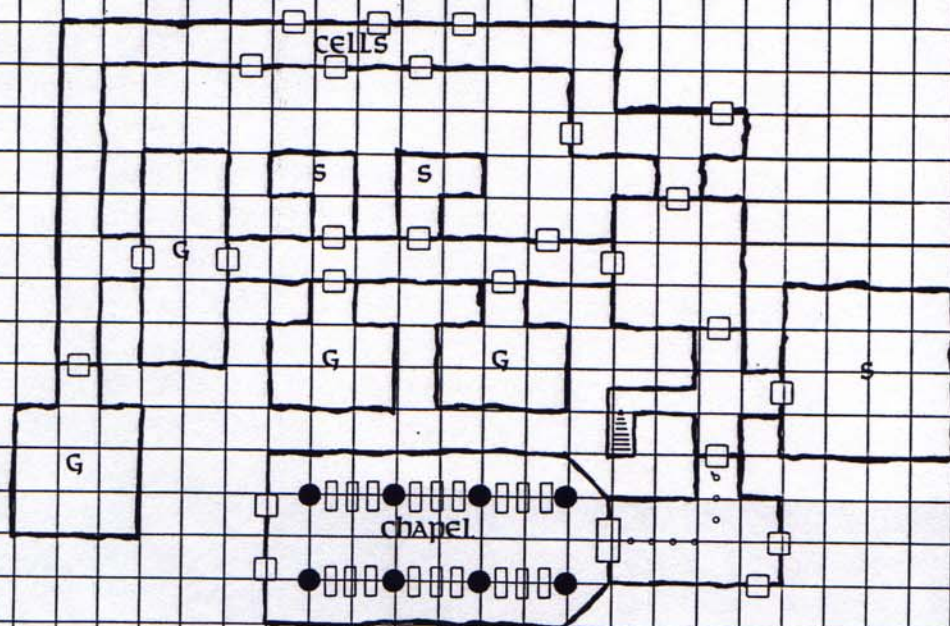
YOUR OBJECTIVE: Capture or slay the boss, his apprentice, and the cleric Parlee.

SCORING: You will earn points for treasure found and kept, magic items found (whether used or not), and bonus scores for achieving each part of the objective.

NOTES FOR THE DM

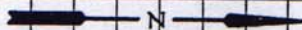
The same notations and procedures are used as in part 1. Please refer to the DM NOTES for that section for the background and operations of the complex as well as details for DISBELIEVING and other procedures.

The complex is always occupied, and serves the complete needs of the inhabitants. Barracks, residences, storage areas, and a chapel are herein. In part 2 of this tournament, the players explore Levels 2 and 3, hopefully avoiding the guards and striking quickly at the cleric Parlee (#43-47), the apprentice illusionist Tuke (#22), and Dutch, the boss himself (#59).



PLAYERS MAP

One Square = 10 Feet



HYDELL
LEVEL TWO

S = Storage
G = Guards

Hydell, Part 2

DEFENSES: If the party lets guards or other personnel get away, word will reach Dutch or Parlee of the attack. They will unite in full battle regalia, accompanied by 10 guards and 10 large slinks, and find and attack the party. If this occurs, just do your best; it should not happen in normal tournament play. If it does, examine the descriptions of Parlee and Dutch carefully, so as to be familiar with their items and spells.

ILLUSIONARY SCRIPT: There are various places in the complex where key words are written using the 3rd level *illusory script* spell. This can be designated for a certain reader, class, or whatever (specified in each case); if any other being reads the script, he or she is **confused** for a base 5-20 TURNS (11 in the tournament) MINUS his or her level (hit dice). This will delay the party, but in most cases a room near-by may be used as a hiding place until the character recovers. A *dispel magic* will automatically remove this effect. Thus, a 5th level unauthorized reader will be confused for 6 turns. While confused, the player should roll 1d10 each ROUND (unless 1 is rolled; see below) and role-play the results as given hereafter:

- 1 Wander away (unless prevented) for 1 turn
- 2-6 Stand confused for 1 round
- 7-0 Attack the nearest creature for 1 round

The player should be informed of these effects, as the character *must* act accordingly; and it speeds play if the player rolls. The party may wish to wait until the effect passes; if they do so in a corridor, they will be discovered by 3 guards, who will flee to inform Parlee or Dutch. If the party finds a room to wait in, no encounters will occur (other than that for the room used).

KEY TO LEVEL 2

21. STORAGE ROOM: This is a typical storage room. Rations, water, and miscellaneous items are stored here; there are no weapons, armor, nor valuables.

22. LAIR: The door is locked. If it is opened by other than an illusionist, a *programmed illusion* immediately appears (and lasts for 13r) of a 10' square corridor, 30' long and ending in a door. This illusory door cannot be opened.

This lair is the room of Tuke, the aide to Dutch (the boss). If the illusion begins, he will watch the party proceed up the illusory corridor (as if one-way glass from his side). In preparation, he will cast a *blur* spell [AC -4/-2, ST +1] and will have his bodyguards get ready to attack the party while he moves to be near the real door.

On cue, the guards will attack by first shooting arrows (automatic hits on the 2 rear characters for 3hp @) and then engage the middle of the party

(charging through the illusory walls to do so). Tuke will then cast a *wall of fog* so they can escape. When the fog is cast, all within the room attack at -4 (as if blinded), and the guards can easily disengage and run if they are still alive. However, the party can then easily catch them in the corridor if they act fast (guard movement rate = 6"). Unless slain, Tuke will cast *invisibility* and get away to warn Dutch (not Parlee).

TUKE: IL L6 AC:0 (Bracers AC6, Cloak +2, Dex 18), hp:19, THAC0:18, STs:10, LE.

Spells:

color spray (C1s, R6)
audible glamor (C5s, R12, DR18r)
phantasmal force (C1s, R12, 10"sq)
wall of fog (C1s, R3, DR6r+2d4r)
blur (C2s, DR9r)
invisibility (x2, C2s)
non-detection (C3s, DR6T)

GUARDS: L2 Ftrs, AC:1 (plate, +1 shield @), hp:18, 16, THAC0:16, STs:17, N.

23. STORAGE: As #21, above.

24. REVERSAL: This series of 20' long corridors is magical and bounded by stone doors at each end. Only one door will open at a time, even to a *knock* spell. If a door is held open, the next will not open until the first is closed. Users must go east to exit west, and go west to exit east (displacement occurs at doorway). The guards do not generally know of this area, except for Tuke's bodyguards. The DM should take care to keep track of where the users are!

25. EMPTY ROOM.

26. CELLS: Similar to those on the first level, these cells contain humanoids who will only slow the party down if rescued, except for "F" (hereafter). The residents are:

- A. 2 halflings, both males, hp 5, 4
- B. Empty
- C. Human male, hp 8
- D. 2 dwarves, both female, hp 9, 8
- E. Empty

F. 1/2 elf male: This cleric/fighter/magic-user is as dirty and worn as the rest, and will only groan at first. However, if the party offers to cure his damage, he will reveal that he is in fairly good shape (hp:16) and will offer his services. He still knows the spells *cure light wounds* (x3), *slow poison*, and *magic missile*, and remembers but needs components for *enlarge*, *sleep*, and *invisibility*. If loaned the components, he will want to become invisible after helping the party and try to make his own escape.

27. BARRACKS: Bunks and armoires for 4 men are in this sparsely furnished room. There are no locks nor valuables.

28. LOCKERS: Five metal boxes, each 5' tall and 4' wide, are attached to each other to form a row along the west wall of this room. Their faces are numbered 1-5, and all have locks hanging from the handles. #1-4 are used by the guardsmen residing in #27; each contains 20sp, 18ep, 30gp, 12pp, and 1Cgem [total 200gp value], signed employment contracts and other important documents, and full dress and battle outfits.

Locker #5, the farthest to the north, looks the same as the others but has not been opened for some time, and its lock is too rusted to pick. It can be broken open by "open doors", but with +1 penalty to the roll. Within is an old sack with "3 Mgems" (2 Mgems and a red **loun stone** for +1 Dex), 48gp, and 40sp.

29. LOCKERS: As #28, above, but numbered 6-10 and used by the residents of #30, below. Locker #10, the farthest to the south, contains a **potion of polymorph** and a **wand of lightning** (3 charges; the command word for the *shock* function [1d10] is inscribed on it, and will cause it to glow and sizzle with the charge; the other command word is long lost).

30. BARRACKS: Bunks and armoires for 4 men are in this sparsely furnished room. There are no locks nor valuables.

31. BARRACKS: There are beds, chests, and armoires for 10 men in this large, stark room, but only 6 currently reside (as can be seen if the beds are inspected). There are no valuables other than in the chests, which each contain various items (similar to the lockers, above) plus 200 misc. coin, total 100gp value apiece.

32. SERGEANT: This champion of blind obedience in the guard corps is old and fat, and will be surprised if encountered. His job is to train recruits and supervise

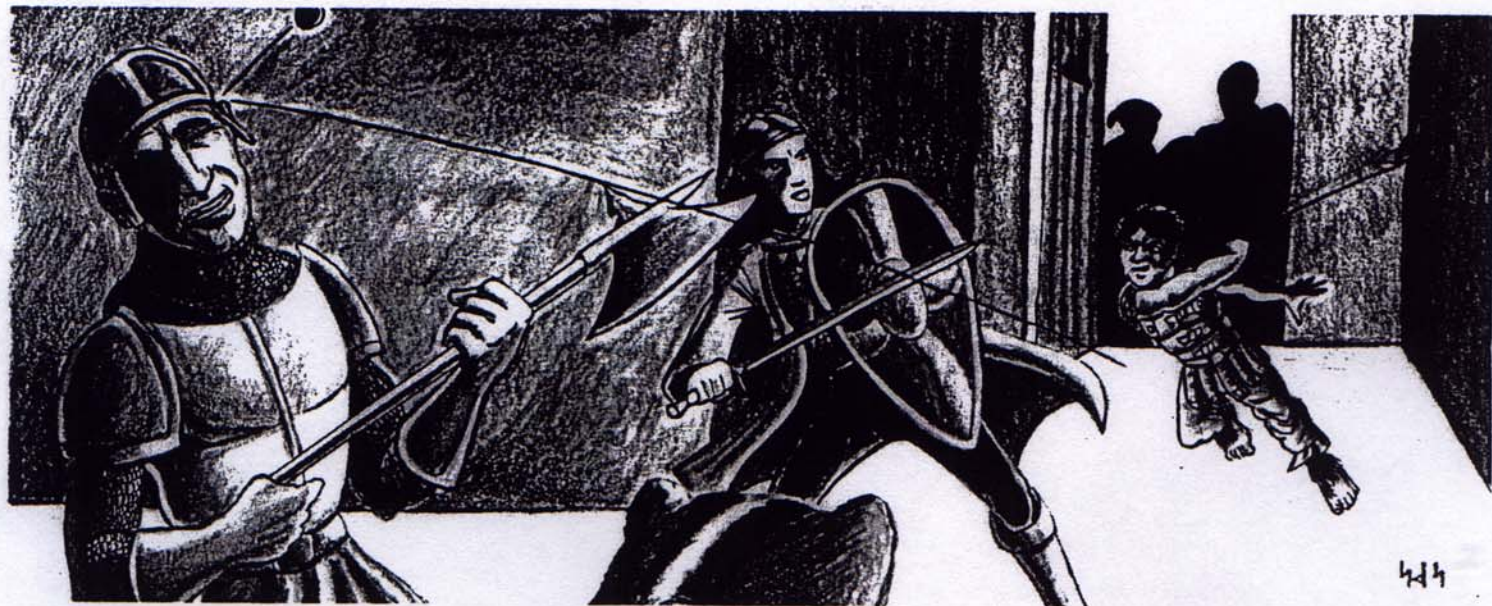
the barracks area. Sergeant Wiggins [L4 Ftr, AC:4 (chainmail +1), hp:30, THAC0:17 (longsword +1), STs:16, N] will foolishly fight to the death if attacked. His room is nicely furnished but littered with his memorabilia of old campaigns. Hidden in a cigar case are 3 Cgems, and one of his 30 medals in a display case is fashioned of pure platinum (500gp value); a **potion of extra healing** is behind some books on a shelf.

33. STOCKPILE: The door is locked. This room is chilly and smells slightly odd. The corpses of 20 humanoids (all the various character races plus 1 ogre) are laid out here neatly in 5 rows of 4. Each is atop a stone block 4' high, 4' wide, and 8' long. These "blocks" are hollow, containing brown mold colonies. **If touched, the cold blocks will do 2d8 points of damage** (save vs. death for 1/2 damage, including Dexterity reaction bonus) to the intruder. The bodies show the wounds of death but are well preserved in this environment.

33a. STAIRS: The secret door here leads to the narrow stairs down to Dungeon Level Three.

34. ROGUES: Two slinks have overcome their controls and have hidden in this forgotten labyrinth. They have evolved (somehow) into **ghouls** (AC:6, HD:2, hp:15, 12, #AT:3, D:d3/d3/d4 + paralysis, THAC0:16, STs:17, CE, Med), dining on the "cold cuts" nearby. They have accumulated a modest treasure, hidden in #35 (below).

35. LAIR: The floor of this musty old closet is strewn with 400sp, 480gp, and 5 Cgems (total value 1,000gp). A small black 2" cube is under the trash in one corner, and easily overlooked; it does not radiate magic. However, in a 1" cubic hole in the center of this heavy lead box rests a **cube of force**.



Hydell, Part 2

36. ANTECHAMBER: This is the 20' high entry hall (20' x 50') for the religious center of the complex. There are green circles painted on the floor, leading a curved path to the large double doors to the south. There are small writings to the left of each of the normal doors, on the north and east walls. They are readable 10' away, but are **illusionary scripts** understandable by *illusionists only* (others reading are **confused**, as the spell; see DM NOTES). Each says but a single word; they are actually the passwords for the **glyphs of warding** placed in front of each door (glyphs of blindness, save vs. spells negates).

37. CHAPEL: The two large entry doors each have locks inset below the handles, and the cleric Parlee has the keys. They can be forced by a normal "open doors" roll, but this will make a lot of noise and certainly attract Parlee and her minions. This large 20' high chapel has pews, pillars, and altar of stone. The line of green circles splits 3 ways inside the doors, the paths leading up the center aisle and to each side and meeting in front of the altar. As worshippers proceed along the paths, they murmur certain "sacred chants" — actually the words for passing the **glyphs of warding**, as indicated by the outlined shaded areas at the foot of each aisle, in each corner of the room, and between each pair of pillars. (See map key for the effects of the **glyphs**).

There is nothing in the room of any value, but a search will show that the altar is bloodstained and unholy (evilily aligned). The two normal doors on the south wall, to each side of the altar, are not locked and lead to small storage areas.

38. STORAGE: This chapel storage room has dozens of packages of incense, ornate robes and candles, normal books, and other items. All of the 400 candles radiate magic, and one of them (identical in appearance) is actually a **wand of magic missiles**, 40 charges, with the command word inscribed upon it. (If a **detect magic**, is used, the caster can pick out the wand, a stronger source of magic, in 4 rounds; but a cursory examination will reveal only numerous magical boxes.

39. STORAGE: This area is the same as #38, above, except for the wand. It also contains padded boxes of vials full of holy and unholy water (24 of each).

40. RESIDENCE: The new apprentice to the boss, Slad, has moved in here temporarily. It looks like a normal barracks but for only 1 person. Hidden in a shoe, among ordinary clothes, is a bag containing 4 Mgems. There are various illusionist spell components in a drawer.

41. LOUNGE: This plush 30' square room has a table and chairs, 2 couches, a cupboard, and 4 small tables each with an oil lamp. The cupboard contains wine,

serving glasses, 2 decks of cards, and a locked small chest containing 100cp, 90sp, 50ep, 50gp, and 4pp (total value 100gp); there are 50gp under the cushions of the couches. The normal door is locked, but the 2 secret doors are not.

42. DEN: A small shrine (east wall) dominates this plush room, which also contains shelves lined with normal books (north wall), a plush chair, and a small table with an oil lamp. A cupboard near the shrine contains religious paraphernalia of no value.

43. BEDROOM: The cleric Parlee sleeps here but is currently out. A canopy bed, dressing table and mirror, and large wardrobe indicate that Parlee is female. A long reinforced chest under the bed is locked and guarded by a **glyph of warding** (electricity, 14 points) and contains a **staff of curing** (16 charges, no command word noted) and several scroll cases. Each case holds a scroll of 1 spell, and the spells are **protection from good, sanctuary, hold person, slow poison, animate dead, glyph of warding, curse, and neutralize poison**. There is also a small bag with 20 Cgems.

44. HALL: Four of Parlee's pets, two **shriekers** ("S", AC:7, HD:3, hp:13@) and two shrieker-like **violet fungi** ("F", AC:7, HD:3, hp:13@, #AT:2, D:Rot (save vs. poison negates), THAC0:16, STs:17, N, Sm) are stationed at the points indicated on the map. If alarmed, the shriekers' noises will warn Parlee and Slad (in #47, hereafter). If approached, the shriekers will not flee and the violet fungi will attack.



45. RESERVES: The door is not locked. This bare room contains nothing but a reserve guard of **36 skeletons** (AC:7, MV:12, HD:1, hp:4@, #AT:1, D:d6, N, Med; 1/2 damage from edged weapons) animated by and loyal to Parlee, waiting at ready. They will attack anyone who opens the door (unless it is Parlee) and/or obey Parlee's commands.

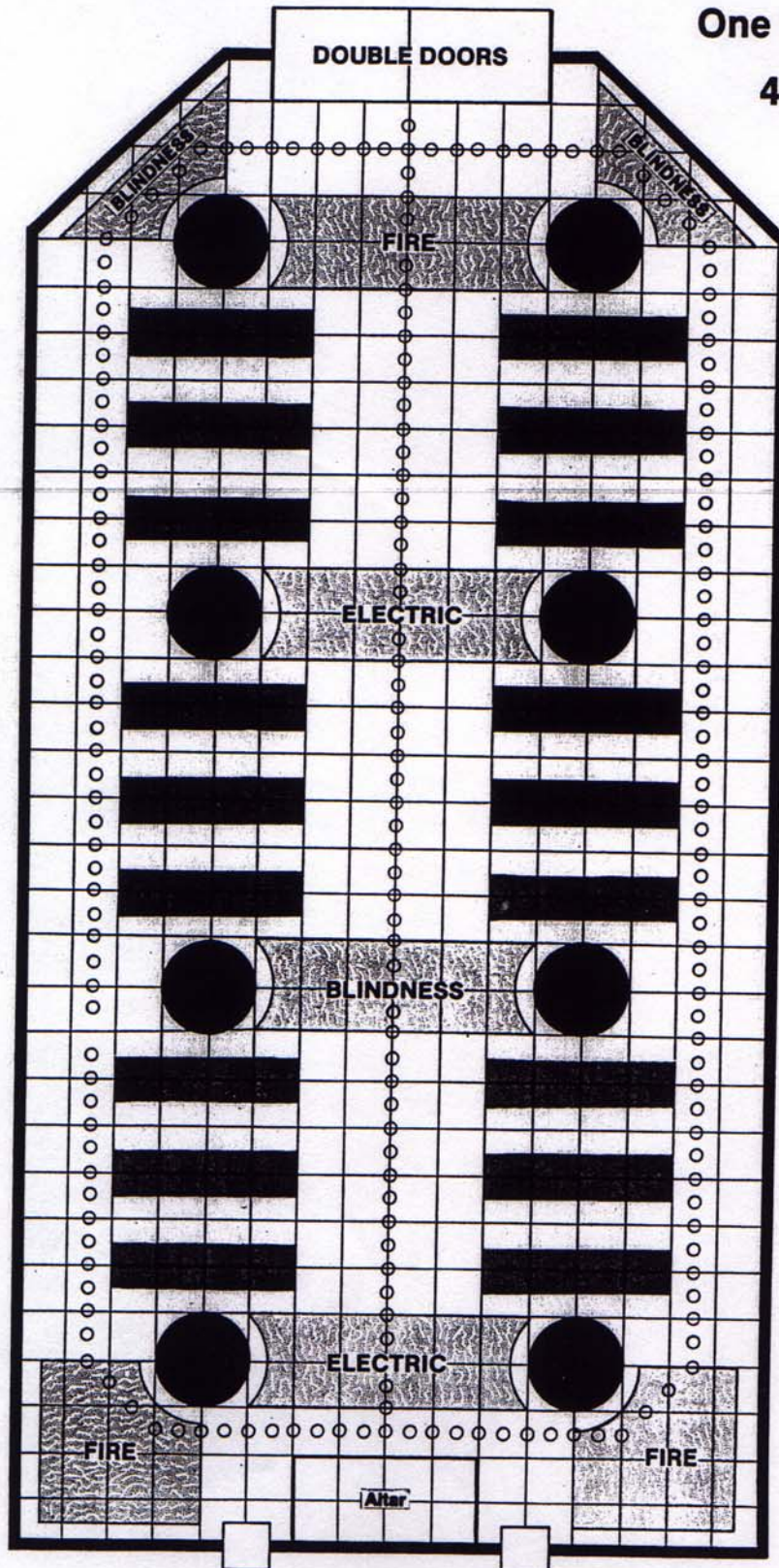
46. SECONDS: The door is not locked. This bare room is dark, covered by 2 **continual darkness** spells centered at different points. There are **8 shadows** (AC:7, MV:12, HD:33, hp:17@, #AT:1, D:d4+1 & strength drain, THAC0:16, STs:16, CE, Med; undetectable in darkness) lurking herein, loyal to Parlee. They will mass near the door if it is opened, attacking the first person in by surprise (+4 to hit). They have no treasure.

DM's Temple Detail

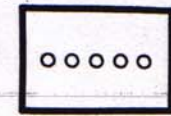
SCALE

One Square = 2½ Feet

4 Squares = 10'



Pillar



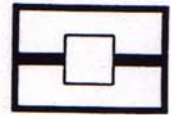
Path



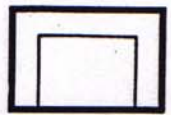
Pew



Glyph



Door



Altar



Hydell, Part 2

47. STORAGE: There are food, water, and misc. religious items stored in this large room. A golden bell on a shelf (value 25gp) has just been retrieved by Parlee, who is here arguing with Slad the Trickster about employee training costs. If alerted, they will peek out the door first and take appropriate actions, throwing spells if the party is busy killing shriekers. Two slinks accompany them.

SLAD: IL L3, **AC:6**, **hp:12**, STs:12, LE; Dex 17, Cloak +2, dagger +1 (THAC0:16), 3 Dgems.

Spells:

audible glamer (C5s, R9, DR9r)

phantasmal force (C1s, R9, 7 sq")

blur (C2s, DR6r, new AC 2/4, ST+1)

PARLEE: CI L7, **AC:5**, **hp:55**, THAC0:16, STs:9, LE; studded leather +1, Dex 15; mace +1, **ring plant control**, **potions of diminuation**, **extra healing**, **invisibility**, **polymorph self**.

Spells:

command (C1s, R1, DR1r)

cure light wounds (x2, C5s, 1d8)

sanctuary (C4s, DR9r)

hold person (C5s, R6, DR11r)

resist fire (C5s, DR7T)

silence 15'r (C5s, R12, DR14r)

slow poison (C1s, DR42T)

speak with animals (C5s, R3, DR14r)

animate dead (C1r, R1)

dispel magic (C6s, R6)

prayer (C6s, R6, DR7r)

tongues (C7s, DR10r)

SLINKS (2): **AC:8**, **hp:12@**, #AT:1, D:d8; N

STRATEGY: If alerted and if the party is unaware of their presence, Slad will put up the **audible glamer** of guards coming from the south, followed by a **phantasmal force** of the door opening and 6 guards loosing a volley of 6 arrows (4 hitting) and then engaging with swords. Parlee will cast a **hold person** at 2 party fighters during the battle. The two will then gather stored oil and have it ready. If their presence is discovered, Slad will first cast a **blur**. Parlee will pour oil over Slad, cast a **resist fire** on him, and ignite the robes. He will try to make a run for it, doing 6 hp of damage to anyone he runs into (save vs. breath for ½ damage, no save if grappling), the fire lasting 5 rounds and leaving him naked. If he escapes, he will run downstairs to warn Dutch. Parlee will drink her **potion of polymorph self** and hide in #48 (below), changing form as often as advisable for the healing benefits (d12) involved.

If surprised, they will have the slinks engage to allow them to cast **blur** and **prayer**, and Slad will engage before Parlee does (surrendering quickly). Parlee will fight until below 10hp, and then surrender. She will not reveal the existence of #48 (below) or its contents.

48. HOARD: There are 3 **continual darkness** spells centered at the points indicated. Within the room are 10

skeletons and 10 zombies, loyal to Parlee, who will not leave the room. They will attack anyone entering unless a bell is ringing in the room, in which case they will merely wander around.

Skeletons: **AC:7**, **MV:12"**, HD:1, **hp:5@**, #AT:1, D:d6, THAC0:18, STs:17

Zombies: **AC:8**, **MV:6"**, HD:2, **hp:10@**, #AT:1, D:d8, THAC0:16, STs:17

There are 6 large locked chests along the west and south walls of the room. Each is trapped with a **glyph of warding** (14 points of electrical damage). They contain:

- A. 5,000gp, potions fire resistance, extra healing, poison
- B. 5,000sp, elven cloak*, cursed scroll (3 INT)
- C. 5,000ep, eyes of petrification, hand axe +2*
- D. 5,000cp, scroll protection from undead, horn of bubbles
- E. 5,000cp, scroll protection from magic, potions longevity, love philter
- F. 5,000gp, ring contrariness/levitation, necklace strangulation

*The cloak and axe each have **glyphs** of fear upon them.

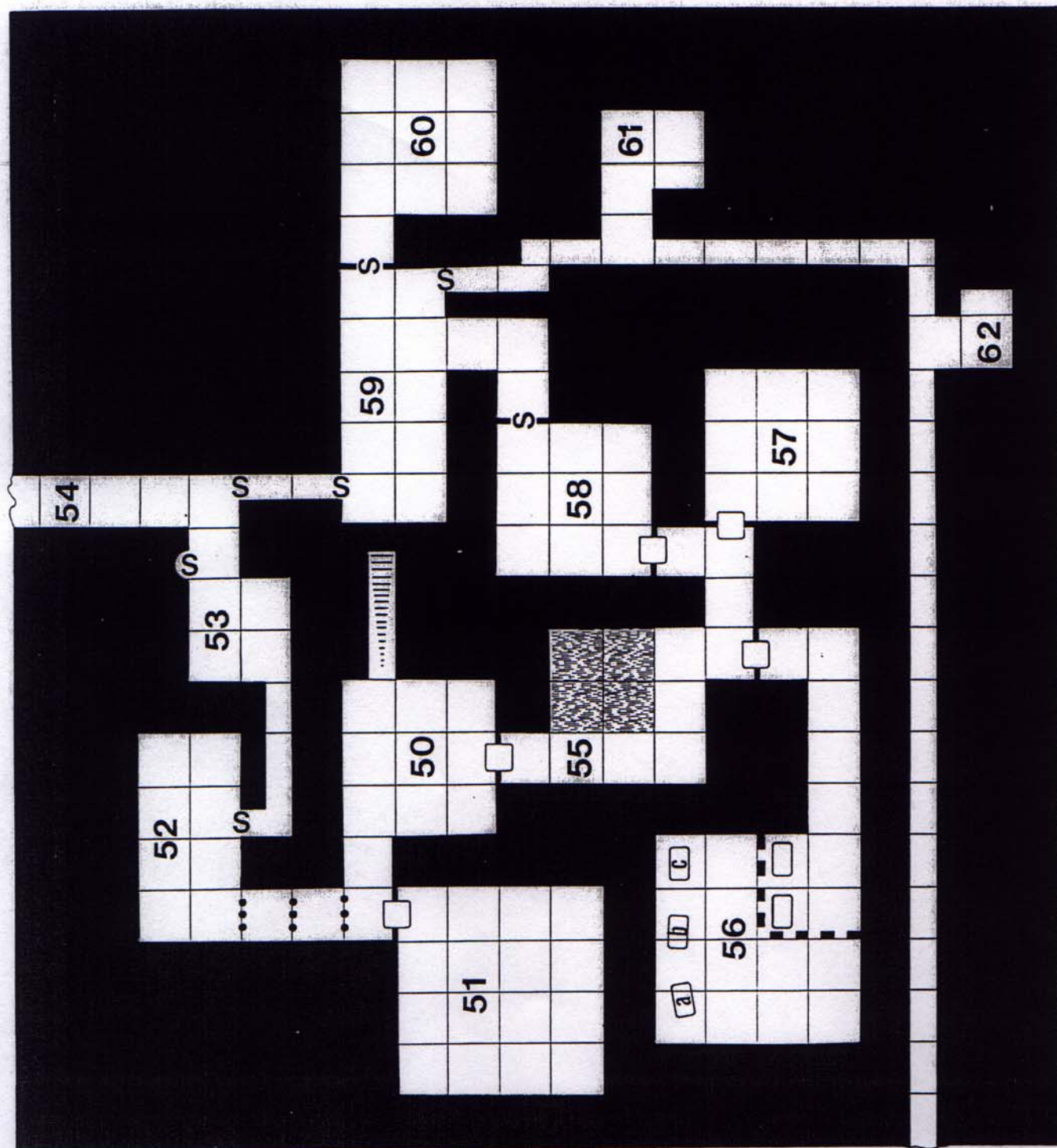
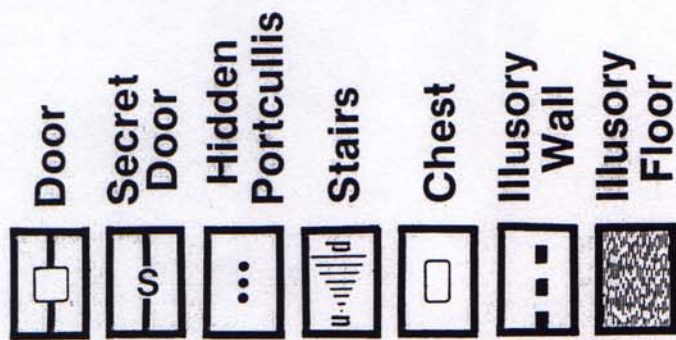
49. PET: This door is always locked, and has an extra (hidden) lock above the handle (automatically found if *Find Traps* is attempted on the door, not just the lock). The lower (normal) lock operates the door, but the upper lock, if picked, allows the entire 10' square section of wall to pivot as a door.

The room contains Parlee's pet **hydra**, Lazi (**AC:5**, **M:9**, **HD:7**, **hp:56: 8 per head**; #AT:7, D:d8@, THAC0:13, STs:16, N, Lg) but no apparent treasure. Parlee cleans the room of valuables regularly, but unknown even to her, there is a medium sized wooden chest hidden in a hole in the center of the ceiling, held in place by easily movable slats. The hole, chest, and slats are hidden by a large lurker above, the size of the ceiling, which is dead and somehow stuck to it. It may (1 in 6 chance) be noticed as a lurker, but the fact of its demise may go unnoticed. It does not radiate heat, however, and if examined with all nearby heat sources extinguished, infravision will show that it is dead.

The chest, when examined closely, will be found to be sealed carefully with silvered wax. It contains a **continual darkness** gem, a **ring of spell turning**, a **wand of illumination** (70 charges, with command words on a scrap of parchment), and one trapped **wraith** (**AC:4**, **MV:12/24**, **HD:5+3**, **hp:30**, #AT:1, D:d6 1 level drain, THAC0:15, STs:14, LE, Med). The wraith will get 1 surprise attack on any character manually opening the chest. If a **knock** spell is used from a distance, for example, no surprise will occur. The wraith will attack a cleric before another class should a choice become available.

END OF LEVEL TWO.

LEVEL 3



Scale: 1 square = 10 feet

50. LOUNGE: This lounge at the foot of the steps is similar to the others found in the complex, having 4 small tables and lamps, a large table and chairs, 2 couches, and a small wine cabinet. There are 30gp under the cushions of the couches.

51. LABORATORY: There are stools, workbenches, bubbling experiments in progress, a burning fireplace, numerous large volumes of alchemy and magic (all are non-magical), and hundreds of arcane bits and pieces (skulls, strange rocks, etc.) all about this cluttered lab. An illusionist can identify most of the devices and items; nothing is of great value, although a ***potion of gaseous form*** is finished and in a beaker near various poisonous liquids.

52. TRAP: The room is empty. If the secret door is touched, the 3 hidden portcullises drop and a ***programmed illusion*** begins, of a hostile, huge, ancient red dragon barging through one shaky wall, which will breathe at anyone looking at it.

If the players are expecting an illusion and say that they are disbelieving, their saving throw may be made with a +6 bonus to the roll. Note that the "ancient huge" creature has an illusory 88hp, and has quite normal breath weapon capacities.

This trap is to screen Dutch's escape should he need to exit hastily in this direction.

53. CACHE: A 1' diameter circle on the north wall, nearly invisible, is a secret door protecting a niche containing 4 diamonds, each worth 5,000 gp. This is Dutch's escape money; if in flight, he will grab it on the way out if at all possible.

54. EXIT: This rough tunnel is an escape route, leading 500' to a hidden hatch in the woods near the complex.

55. GUARDIAN: The northeast 20' square area is magical; it is a ***hallucinatory terrain*** covering a 10' deep pit with poison spikes on the bottom. The character(s) stepping on the area dispels the hallucination, and may save vs. wands to avoid falling in; otherwise, the number of spikes which strike is equal to the AC of the victim without shield or dexterity bonuses. Each hit does 3 points of damage and requires a separate save vs. poison (or die).

The guardian, a fire giant skeleton, normally stays in the pit. If the terrain is dispelled, it will rise up and strike at any within 10' of its pit (it is 13' tall) with a huge club. The skeleton (AC:5, HD:6, hp:40, #AT:1, D:3d6) may be Turned as if a *ghast*; it has no treasure.

56. HORDE: A ***permanent illusion*** of walls makes this room seem to be 20' square; this area contains 2 large locked chests. Each is trapped with a ***glyph of warding*** (14 points electrical damage) and each contains 5,000sp and 2 potions of poison. The illusory walls will function in all ways as real ones, unless they are detected as illusions and then disbelieved.

The room is actually bigger, and 3 large chests are at the north end. They are each locked, trapped

with the same glyphs but with the password written in ***illusionary script*** (readable by illusionists only; see DM NOTES) on the lid of the center one. They each contain 5,000gp and:

A. 20 Cgems, potions of extra healing & gaseous form; one cursed scroll: ***cloudkill*** (MU spell) fills the area.

B. 20 Dgems, potions of polymorph self & speed; bracers of defenselessness (AC 12)

C. 20 Cgems, potions of extra healing & poison; robe of useful items

57. DEN: This richly furnished room is quite comfortable but contains no valuable items.

58. INTRUDER ALARM: Although this room is empty, anyone opening the door triggers another ***programmed illusion***. The room appears to be a plush bedroom; a middle-aged man is in bed with his wife, and awakens to the opening door, pulls a wand out from under a pillow as his wife screams, and shoots ***fireballs*** at the intruders (for 30 points each, save for 15). The illusory characters will react normally to attacks (bleeding, etc.) but will continue screaming and shooting for the duration of the illusion (13 rounds).

The noise will alert Dutch (hereafter) to make his escape.

59. THE BOSS: This is the study of Dutch the Illusionist. He lives alone, but is never without his ***pet jaguar*** (AC:6, MV:15, HD:41, hp:25, #AT:32, D:d3/d3/d8+rear d4+1@ if front 2 hit, THAC0:15, STs:16, N, Lg). Both are awake, and if alerted, Dutch (with his valuables) and his pet will escape through a secret door, heading north.

DUTCH: II L13, AC:-4, hp:50, THAC0:16, STs:8, LE; Dex 18, bracers of defense AC4, ring of protection +2, cloak of protection +2, brooch of shielding (40hp charges), elven boots, wand of frost (52 charges), dagger +2/3 vs. small.

To properly run Dutch, use the character sheet provided. If summoned by Slad, Parlee or Tuke, he will go to their aid and will use his spells and items to the best of his ability.

60. BEDROOM: This richly furnished but unremarkable bedroom contains nothing of great value.

61. TUNNEL: This old musty tunnel is rarely used. In this first cave, a ***killer mimic*** (AC:7, MV:3, HD:9, hp:50, #AT:1, D:3d4, N, Lg; sticks to victim) is surviving by eating whatever wanders in. It has no treasure.

62. DANGER: Through an odd symbiosis, a colony of ***brown mold*** (AC:9, D:4d8, grows + drains heat within 5') is living here in a pile of ***brown pudding*** (AC6, MV:6, HD:10, hp:65, #AT:1, D:3d8, N, Lg; immune to all but fire, dissolves wood & metal). They also eat whatever wanders in, but one small diamond (25,000gp value) remains.

HERE ENDS THE INVESTIGATION

DUTCH



NOT A PLAYER CHARACTER

NPC ILLUSIONIST

Dutch

L 13

AC -4

hp 50

Align LE

Human

S 13 Carry +10#wt, Bars/gates 4%
 I 17
 W 12
 D 18 +3 Missile bonus, -4 defense bonus
 Co 16 SS 80% / Res 85%
 Ch 18 +35% reactions

Bracers AC 4
 Cloak +2, ring +2
 AC rear: 0

Saving Throws:

Poison/Death	7
Petrification	5
Rods, etc.	3
Breath	7
Spells	4
+4 bonus (ring & cloak) included	

Potions: Extra Healing, Polymorph Self

Other Magic Items:

Ring +2, cloak +2, brooch of shielding: 40hp chg,
 elven boots, wand of frost: 52 chg

PET: Jaguar (AC:6, MV:15", HD:4+1, hp:25, #AT:3+2,
 D:d3/d3/d8 plus 2 rear if front claws *both* hit, for
 d4+1/d4+1, THAC0:16, STs:17

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

	AC	10	9	8	7	6	5	4	3	2	1	0	AC
Hand:		6	7	8	9	10	11	12	13	14	15	16	
Missile:		3	4	5	6	7	8	9	10	11	12	13	

WEAPONRY:

Weapons: 3 proficient, -5 NPP

Proficient: dart, staff, dagger

Weapons carried:

+1 dagger, +2 vs. small, d4/d3

Darts (12), fire rate 3, ranges 1½"/3"/4½"

Staff, D6/D6

SPELLS:

Change self (C1s, DR32r)
 Color spray (C1s, R13)
 Detect invis. (C1s, R13, DR 65r)
 Hypnotism (C1s R3, DR14r)
 Wall of Fog (C1s R3, DR18r)

Blur (C2s, DR16r)
 Detect Magic (C2s, R6, DR 26r)
 Improved Ph. Fc. (C2s, R19, +2r)
 Invisibility (C2s)
 Misdirection (C2s, R3, DR 13r)

Halluc. Terr. (C5r, R15)
 Non-detection (C3s, DR 13T)
 Paralysis (C3s, R13, 2"sq/13HD)
 Spectral Fc. (C3s, R19, +3r)

Emotion (C4s, R13)
 Improved Invis. (C4s, DR17r)
 Ph. Killer (C4s, R6.5, DR13r)

Project Image (C5s, R6½)
 Shadow Magic (C5s, R18)

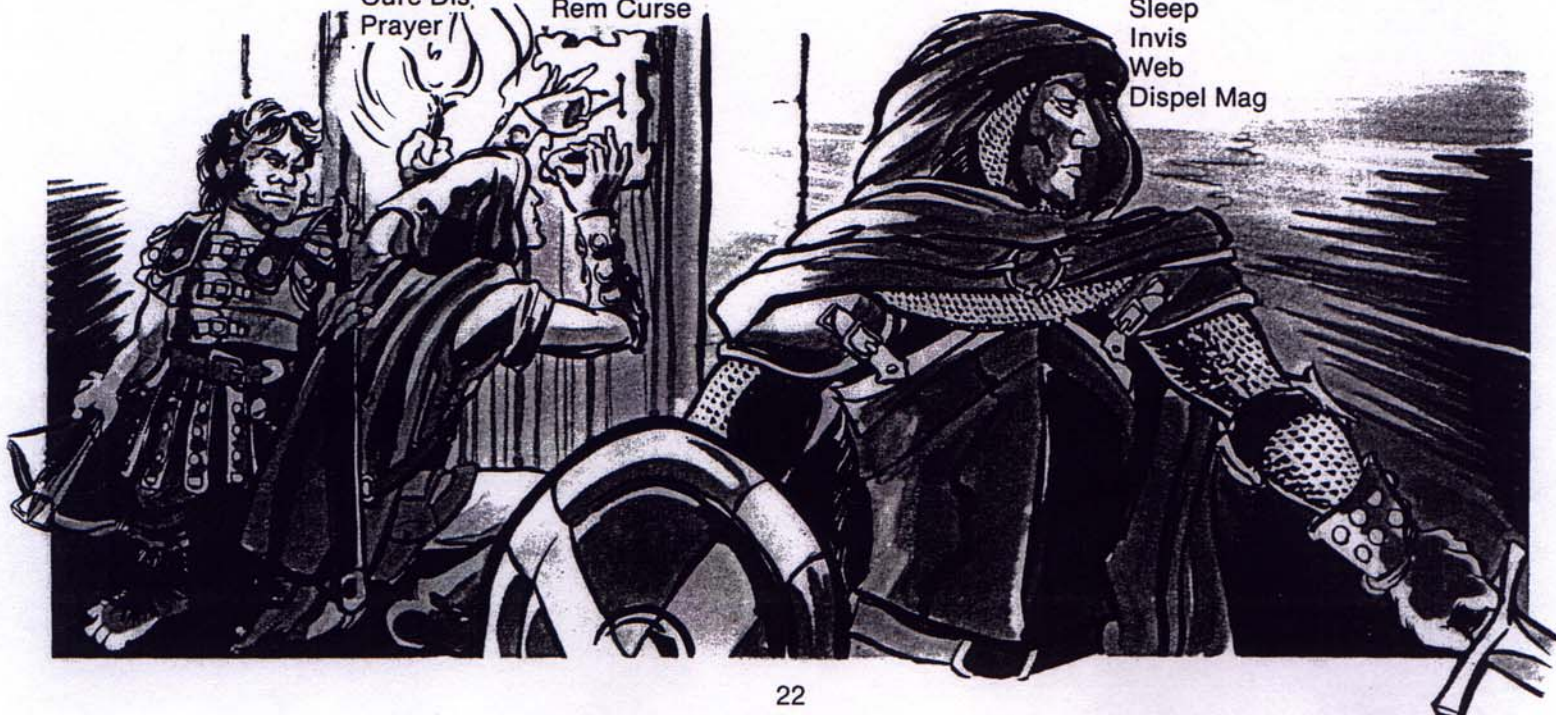
Program Illus. (C6s, R13)
 Shades (C6s, R3", DR13r, 60%;
 earth elemental or cloud giant.)

CHARACTER GUIDE

CLASS LEVEL NAME	CL/FTR 5/5 Paranor Moonbeam	CL/RNGR 5/5 Clarke Stormwind	FTR/ILL 5/5 Morpeth Gravel	FTR/TH 5/5 Bigelow Tenpenny	FTR/M-U/TH 5/5/5 Ren Greener	
Alignment	CG	LG	LN	N	NG	Alignment
Race	½ Elf	½ Elf	Gnome	Halfling	Elf	Race
hp	45	50	30	35	30	hp
AC	2	2	0	5	1	AC
Hear Noise	2	2	4	3	3	1d20
ST vs Spell (+Wis adj)	14 (+4)	14 (+1)	10 (-1)	10	12	
Doors	3	4	2	3	2	
Secret Doors	2	2	0	0	2	1d6
Surprised	2	1	2	2	2	
Strength	18/40	18/81	14	16	15	S
Intelligence	9	13	15	6	18	I
Wisdom	18	15	6	9	12	W
Dexterity	9	12	18	17	15	D
Constitution	15	18	9	12	7	Co
Charisma	14	6	12	16	9	Ch

Potions	Healing Fire Res	Healing Climbing	Healing Speed	Healing Poly S	Healing Flying
Scrolls	Cure Dis Raise D	Res Fire Cure Serious Wounds	Invis 10'	P/Devils	Mag Miss Knock

OTHER NOTES	Command Cure LW Cure LW Cure LW Det Magic	Bless Cure LW Cure LW Cure LW Cure LW	Change S Color Sp Det Invis Wall Fog Impr PhF Invis Spect Fc	PP 60 OL 57 FT 45 MS 55 HS 51 HN 25 CW 75 RL 20	PP 55 OL 37 FT 40 MS 45 HS 41 HN 25 CW 90 RL 25
	Augury Find Tps Hold Pers Res Fire Slow Poison Cure Dis Prayer	Augury Hold Pers Silence 15'r Speak With Animals Dispel Mag Rem Curse			Mag Miss Read Mag Sleep Sleep Invis Web Dispel Mag



Tournament Scoring Sheet

Team Number: _____

Just underline or circle the values of items found; remember that the items MUST be either used up or in the possession of the party to count for score, NOT stashed.

Encounter Number	Items	Possible Points	Actual Points	Maximum Points
4.	GUARDROOM: potion healing	400		
	Guards: 60 gp	60		
7.	JAILOR: potion extra healing	800		#4 max: 460
	50 gp	50		
	1 C gem	100		
10.	SPIDERS: 200 cp	1		#7 max: 950
	20 sp	1		
	8 ep	4		
	4 gp	4		
	2 L gems	100		
	scroll 2 spells	2,700		
12.	SHADOWS: 200 gp	200		#10 max: 2,810
	60 pp	300		
13.	REMAINS: potion healing	400		#12 max: 500
	2 C gems	200		
14.	WARMUP: potion healing	400		#13 max: 600
	Guards: 60 gp	60		
15.	ARMORY: arrows +1 (5)	600		#14 max: 460
16 a.	DISPLAY: chandelier	20		#15 max: 600
	6 C gems	600		
	30 gp	30		
16b.	Guard: 15 gp	15		
	1 C gem	100		
16d.	Guards: 80 gp	80		
	1 C gem	100		
16e.	Guards: 100 gp	100		
	6 L gems	300		
18.	OFFICE: longsword +1	2,000		#16 max: 1,345
	longsword +1	2,000		
	Captain: longsword +2	4,000		
	dagger +1	500		
	wand of paralyzation	5,000		
	Adjutant: shortsword +1	2,000		
	halberd +1	2,500		
	Desk: potion extra healing	800		
	potion healing	400		
	potion heroism	500		
	potion plant control	300		
	72 pp	360		
	1 C gem	100		
19.	STAIRS: If descended	1,000		#18 max: 20,460
20.	SHAMBLER: 3,000 cp	15		#19 max: 1,000
	1,000 ep	500		
	potion fire resistance	400		
	scroll 4 spells	3,000		
				#20 max: 3,915

Team's treasure points: _____
 plus 1,000 points per survivor: _____
Team's total points: _____

Tournament Scoring Sheet

Team Number: _____

Please note the fate of each of the following (captured, slain, escaped...):

IL3 Slad _____ IL7 Tuke _____ CL7 Parlee _____ IL13 Dutch _____

For ties, note the total playing time here: hours, minutes

List all treasures found, and their total value. (don't include magic item values; we'll do that). Remember that the items MUST be either used up or in the possession of the party to count for score, NOT stashed.

Non-Magical Treasures: gp value

Magical Treasures: gp value

S 18/40 +1 to hit, +3 Damage; +100#wt, Bars/gates 20%
 I 9
 W 18 +4 ST vs Mental Attacks
 D 9
 Co 15 +1hp/die, SS 91% / Res 94%
 Ch 14 +10% reactions

Plate & Shield
 AC rear: 3

LANGUAGES: Common, elvish, gnoll, gnome, goblin, halfling, hobgoblin, orcish.

Saving Throws	(d20)
Poison/Death	9
Petrification	12
Rods, etc.	13
Breath	13
Spells	14
Note +4 wisdom bonus	
Resist sleep/charm 30%	

Turn Undead	(d20/d12)
T Skeleton, Zombie,	
Ghoul	
7 Shadow	
10 Wight	16 Wraith
13 Ghast	20 Mummy

Abilities

Secret doors 2/6 or 1/6

Infravision 60'

SPELLS:

Command (C1s, R1", DR 1r)
 Cure LW (C5s) 1d8
 Cure LW (C5s) 1d8
 Cure LW (C5s) 1d8
 Detect Magic (C1r, R3", DR 1T)
 Augury (C2r, 75%)
 Find Traps (C5s, R3", DR 3T)
 Hold Person (C5s, R6", DR 9r)
 Resist Fire (C5s, DR 5T)
 Slow Poison (C1s, DR 30T)
 Cure Disease (C1T)
 Prayer (C6s, R6", DR 5r)

POTIONS: Healing, Fire Resistance

OTHER MAGIC ITEMS:

Scroll: Cure Disease, Raise Dead
 1 gem with Continual Light

TO HIT: Strength and Dexterity adjusts included.

Adjust for magic and situation bonuses/penalties.

	AC	10	9	8	7	6	5	4	3	2	1	0	AC
Hand:		5	6	7	8	9	10	11	12	13	14	15	
Device:		6	7	8	9	10	11	12	13	14	15	16	

WEAPONRY:

Weapons: 8 proficient, -2 NPP

Proficient: Longbow, Flail, Halberd, Hammer,
 Mace, Spetum, Longsword, Two-handed sword

Weapons carried:

Longbow, fire rate 2, ranges 7/14/21, d6/d6

Halberd, d10/2d6

Mace, d6+1/d6

Longsword, d8/d12

Two-handed sword, d12/3d6

NORMAL EQUIPMENT: _____

The wise but unpredictable Paranor is a good fighter, and often reminds companions of that fact. Heavily armed for battle, Paranor prefers to "fight first and cure later," to the occasional dismay of others. Cautioned by Clarke about the delicacy of the mission, Paranor will try to remain calm, but is sure to be in the thick of any fray.



CLERIC/RANGER

Clarke Stormwind

L 5/5

AC 2

hp 50

Align LG

½ Elf

S 18/81 +2 to hit, +4 Damage; +150#wt, Bars/gates 30%
 I 13
 W 15 +1 ST vs Mental Attacks
 D 12
 Co 18 +2/+4 hp/die; SS 99% / Res 100%
 Ch 6 -10% Reactions

Plate & Shield
 AC Rear: 3

LANGUAGES: Common, elvish, gnoll, gnome, goblin, halfling, hobgoblin, orcish

Saving Throws	(d20)
Poison/Death	9
Petrification	12
Rods, etc.	13
Breath	13
Spells	14
Note: +1 wisdom bonus	

Turn Undead	(d20/d12)
T Skeleton, Zombie,	
Ghoul	
7 Shadow	
10 Wight	16 Wraith
13 Ghast	20 Mummy

Abilities

Surprise 4/6, surprised 1/6
 Secret doors 2/6 or 1/6
 Infravision 30'

SPELLS:

Bless (C1r, R6", DR 6r)
 Cure LW (C5s) d8
 Cure LW (C5s) d8
 Cure LW (C5s) d8
 Cure LW (C5s) d8
 Augury (C2r, 75%)
 Hold Person (C5s, R6", DR 9r)
 Silence 15'r (C5s, R12", DR 10r)
 Speak w Animals (C5s, R3", DR 10r)
 Dispel Magic (C6s, R6")
 Remove Curse (C6s)

POTIONS: Healing, Climbing

OTHER MAGIC ITEMS:

Scroll: Resist Fire, Cure Serious Wounds
 1 gem with Continual Light

TO HIT: Strength and Dexterity adjusts included.

Adjust for magic and situation bonuses/penalties.

	AC	10	9	8	7	6	5	4	3	2	1	0	AC
Hand:		4	5	6	7	8	9	10	11	12	13	14	
Device:		6	7	8	9	10	11	12	13	14	15	16	

WEAPONRY

Weapons: 7 proficient, -2 NPP
 Proficient: Longbow, Flail, Hammer, Staff, Longsword, Two-handed Sword, Trident

Weapons carried:

Hammer, fire rate 1, ranges 1/2/3, d4+1/d4
 Longsword, d8/d12
 Two-handed sword, d12/3d6

NORMAL EQUIPMENT: _____

Clarke is a famous fighter, trusted cleric, and sturdy companion in tight spots. He has few friends, as he picks on the faults of others too much, but with the best intentions. An exceptional character, Clarke ever seeks to prove his worth, failing to realize that his lack of friends is not a judgement of his abilities.



FIGHTER/ILLUSIONIST

Morpeth Gravel

L 5/5

AC 0

hp 30

Align LN

Gnome

S 13 Carry +10#wt, Bars/gates 4%
 I 15
 W 6 -1 ST vs Mental Attacks
 D 18 +3 Missile bonus, -4 Defense bonus
 Co 9 SS 65% / Res 70%
 Ch 12

Ring Mail +1, shield
 AC rear: 6

Saving Throws

Poison/Death 11
 Petrification 12
 Rods, etc. 9*
 Breath 13
 Spells 10*

*+2 Race/Con bonus included

Note -1 wisdom penalty

Abilities:

Infravision 60'

Detect slope 8, unsafe floor 7,
 depth 6, direction 5 (on 1d10)

SPELLS:

Change Self (C1s, DR 17r)

Color Spray (C1s, R 5")

Det. Invisibility (C1s, R5", DR 25r)

Wall of Fog (C1s, R3", DR 5+2d4r)

Improved Phantasmal Force (C2s, R11", Area 21sq. ")

Invisibility (C2s)

Spectral Force (C3s, R11", Area 21 sq. ")

POTIONS: Healing, Speed**OTHER MAGIC ITEMS:**

Scroll: Invisibility 10' r

TO HIT: Strength and Dexterity adjusts included.

Adjust for magic and situation bonuses/penalties.

	AC 10	9	8	7	6	5	4	3	2	1	0	AC
Hand:	6	7	8	9	10	11	12	13	14	15	16	
Device:	3	4	5	6	7	8	9	10	11	12	13	

Note: +1 bonus to hit kobold & gnom;

-4 defense AC bonus vs. bugbear, giant gnom, ogre, troll.

WEAPONRY

Weapons: 6 proficient, -2 NPP

Proficient: Battle axe, shortbow, dagger, dart, sling, short-sword

Weapons carried:

Shortsword, d6/d8

Shortbow, fire rate 2, ranges 5/10/15, d6/d6

Dagger, d4/d3

9 Darts, fire rate 3, ranges 1 1/2"/3"/4 1/2", d3/d2

Sling (& bullets), fire rate 1, ranges 5/10/20, d4+1/d6+1

NORMAL EQUIPMENT: _____

LANGUAGES: Common, dwarvish, gnome, goblin,
 halfling, kobold, and burrowing mammal

A leader of the gnomish Gravel clan, Morpeth's black humor usually smoothes his rare disagreements with friends. Though not Good, he can be counted on in a pinch, and often alternates between spells and ranged weapons during difficult battles. He has falsely affected a "cute little gnome" image where convenient, with several past successes.



FIGHTER/THIEF

Bigelow Tenpenny

L 5/5

AC 4

hp 35

Align N

Halfling

S 16 +1 Damage; Carry +35#wt.; Bars/gates 10%
 I 6
 W 9
 D 17 +2 Missile bonus, -3 Defense bonus
 Co 12 SS 80% / Res 85%
 Ch 16 +25% Reactions

Leather Armor
 AC Rear: 8

Saving Throws

Poison/Death	7*
Petrification	10
Rods, etc.	8*
Breath	12
Spells	9*

*+3 Race/Con bonus included;
 Ring +1 included in all.

Abilities

If alone, surprise 4/6

POTIONS: Healing, Polymorph Self**OTHER MAGIC ITEMS:**

Ring of Protection +1;
 SCROLL: Protection From Devils

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

	AC	10	9	8	7	6	5	4	3	2	1	0	AC
Hand:		6	7	8	9	10	11	12	13	14	15	16	
Device:		4	5	6	7	8	9	10	11	12	13	14	

NOTE: add only +1 to "hand" roll for Backstabbing
 (Thief hits at -3, but +4 for surprise/rear)

WEAPONRY

Weapons: 8 proficient, -2 NPP
 Proficient: Battle Axe, Light Crossbow,
 Shortbow, Dagger, Dart, Sling, Spear.

Weapons Carried:

Battle axe, d8/d8
 Dagger, d4/d3
 9 Darts, fire rate 3, ranges 1 1/2"/3"/4 1/2", d3/d2
 Sling (& bullets), fire rate 1, ranges 5/10/20, d4+1/d6+1
 Shortsword, d6/d8

NORMAL EQUIPMENT: _____**Thief Percentages**

Pick Pockets	60
Open Locks	57
Find/Rem Traps	45
Move Silently	55
Hide in Shadow	51
Hear Noise	25
Climb Walls	75
Read languages	20

LANGUAGES: Common, dwarvish, elvish,
 gnome, goblin, halfling, orcish

The strong, dextrous Bigelow is not known for his brains. He prefers elven companions, but dislikes the ranger, Clarke, although the necessary trust is there. Bigelow purchased his special scroll after receiving a tip from his guild about the Hydell complex, and often voices second thoughts about the party's mission.



S 10 Bars/gates 2%
 I 18
 W 12
 D 15 -1 Defense bonus
 Co 7 SS 55% / Res 60%
 Ch 9

Saving Throws

Poison/Death 12
 Petrification 11
 Rods, etc. 11
 Breath 15
 Spells 12
 Resist sleep, charm 90%

Abilities:

Infravision 60'
 Secret doors 2/6
 If alone, surprise 4/6

SPELLS:

Magic Missile (C1s, R11")
 Read Magic (C1r, DR 10r)
 Sleep (C1s, R8", DR 25r)
 Sleep (C1s, R8", DR 25r)
 Invisibility (C2s)
 Web (C2s, R2.5", DR 10T)
 Dispel Magic (C3s, R12")

POTIONS: Healing, Flying

OTHER MAGIC ITEMS:

1 gem with Continual Light
 Scroll: Magic Missile, Knock

TO HIT: Strength and Dexterity adjusts included.

Adjust for magic and situation bonuses/penalties.

	AC 10	9	8	7	6	5	4	3	2	1	0	AC
Roll:	4	5	6	7	8	9	10	11	12	13	14	

Note: Add +1 when using longsword or longbow (elf)

Note: Add only +1 when backstabbing.

(Thief hits at -3, but +4 surprise/rear)

WEAPONRY

Weapons: 9 proficient, -2 NPP

Proficient: Longbow, Light Crossbow, Dagger, Dart,
 Halberd, Lance, Sling, Longsword, Two-handed Sword

Weapons carried:

- Longsword, d8/d12
- Longbow, fire rate 2, ranges 7/14/21, d6/d6
- Dagger, d4/d3
- Sling (& bullets), fire rate 1, ranges 5/10/20, d4+1/d4

NORMAL EQUIPMENT: _____

THIEF Percentages

Pick Pockets	55
Open Locks	37
Find/Rem Traps	40
Move Silently	45
Hide in Shadow	41
Hear Noise	25
Climb Walls	90
Read Languages	25

Bracers AC 2

AC rear: 2

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

Ren is the ninth child in a rich deepwoods family, all of whom are known as "Ren" to outsiders. An "average elf", Ren's strengths come from a wide range of skills learned over the years. Ren gets along with most characters, and is known to be an active and versatile companion, traveling very light for added stealth and mobility.



DM SUMMARY

Your name: _____

Team number: _____

About the Adventure:

1. Did you enjoy running this adventure: _____
2. What did you like most about it? _____

3. What did you like least about it? _____

4. Was there anything unreasonable? _____

5. Was there anything unfair? _____

6. Did you like the scoring system used? Why, or why not? _____

About your Players:

Please name the player that fits each of these categories as best you can; one runner-up may be mentioned. "None" is an acceptable answer, but try not to weasel out like that. And give names, please!

Most argumentative:	_____
Best knowledge of rules:	_____
Most leadership:	_____
Played closest to alignment:	_____
Highest quality of general role playing:	_____

And finally, in choosing the best 3 players overall, give: _____

YOUR CHOICES

THEIR CHOICES

THANK YOU!

PLAYER SUMMARY

Your Name: _____

Team Number: _____

About the Adventure:

1. Did you enjoy running this adventure: _____

2. What did you like most about it? _____

3. What did you like least about it? _____

4. Was there anything unreasonable? _____

5. Was there anything unfair? _____

6. Did you like the scoring system used? _____

7. Do you have any suggestions about anything? _____

About your Dungeon Master:

Please answer the next questions #1-3 with *one* of the following answers: Excellent, Good, Average, Below average, Poor.

How would you rate your DM's knowledge of:

1. the module used? _____

2. the game rules? _____

How would you rate your DM overall?

3. _____

4. Name one thing that you know your DM did wrong: _____

5. Talk with your teammates, and pick the best 3 players in your group. Tell your DM, and he will write them down along with his choices.

THANK YOU!





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The RPGA is a non-profit organization that provides a forum for the exchange of ideas and information among roleplayers. It is a place where you can find out what is going on in the roleplaying community, and where you can help to make it a better place.

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