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

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THE GHOST TOWER OF INVERNESS

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

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

For the stone Galap-Dreidel raised up the great central tower and filled his castle with many horrible creatures and deadly traps and, using a great incantation, he did wrest the tower from the very fabric of time and set it apart so that those within would not be affected by the passage of years. Thus it was that his traps never faltered nor did his guardians age or need food. Townsfolk whispered that Galap-Dreidel did leave on a journey northwest, over the river Selintan and into the foothills of Abbor-Alz where Galap-Dreidel discovered it as it lay in the fires of its glory. Through magicks most arcane and knowledge forbidden to mortal men he did bend its power and shape the stone to his will. Stories say that the light of the gem dragged the souls of men screaming from their mortal flesh and trapped them within its many facets. Galap-Dreidel, it was said, harnessed this power and used it against those who opposed his will. They also say that he who controlled the gem could call forth the stolen souls of men and make them do his bidding.

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

BACKGROUND:

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

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

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

Notes for the Dungeon Master

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

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

All tournament encounter areas are specially indicated by boldface numbers. Additional non-tournament encounters are listed as parenthesized (numbers). There are three sets of maps for this module, plus some VISUAL AIDS to show details of encounters. The maps are of the Upper Ruins, the Dungeon Level, and the Ghost Tower. The VISUAL AIDS should be shown to the characters at points noted in the text; the number of the VISUAL Aid to be shown is given in each case.

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

In tournament use, a real time limit of three hours is recommended. Play should begin when the character sheets are passed out and end when 3 hours have passed. There is no scoring bonus for finishing early, but parties that react quickly and avoid time-consuming situations will have the advantage of more time to spend on the later (more lethal) en-
counters. An accurate count of the turns played must be kept, as there is a cost (1 point per turn) for each turn used. Players may be informed of the number of minutes remaining if they request it of the DM. A stopwatch is ideal for keeping time, as it can be stopped if the DM needs to look something up in other playing aids, such as the DUNGEON MASTERS GUIDE.

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

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

1. All damage in tournament play is averaged and constant. Tournament damage usually follows the typical damage ranges in the text.
2. Monsters will not pursue characters beyond the room or area they are placed in.
3. No wandering monsters will be encountered.
4. Any rooms that are not keyed are considered empty and may be described as dusty, dirty, and cobwebby, with some piles of rubble and rotten timbers, or whatever the DM desires.
5. Several of the encounter areas included with this module were not designed for tournament use and should be ignored. All non-tournament encounter areas are indicated by the number in parentheses.
6. Any carvings referred to are undecipherable or obviously purely decorative.

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

HOW TO SCORE TOURNAMENT PLAY

Located on the tear-out sheets of this module are the DM'S SCORING SHEET and RECORD SHEET. On the DM'S SCORING SHEET, the bottom section is used to record the amount of time (in turns) the party uses. Calculate the movement base of the slowest party member and cross off one turn each time distance is covered, or when the group engages in a prolonged activity (searching, listening, etc.). The only other scoring that is done on this page before the final tallying is the KEYED INDIVIDUAL SCORING, which should be recorded as it occurs. If there is any INDIVIDUAL SCORING for a particular encounter area, it is noted in the KEY after the description. If there is no SCORING notation after or during an encounter description, there is NO score for that encounter. The DM'S RECORD SHEET should be marked with the armor classes and movement rates calculated after the party has equipped themselves. If any magic items are bought before leaving (or discovered in the dungeon), these should be noted in the appropriate section so that the DM will be aware of the fact (for example, if Zinethar has found a mace +2) but will not have to disclose this to the player. The To Hit and Damage bonuses can be changed in this manner to facilitate melee.

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

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

To calculate the Individual score of each player:
1. Add up the number of Hit Points Inflicted.
2. Subtract from this the number of Hit Points Received.
3. Enter this number under Combat Scoring on the DM'S SCORING SHEET.
4. Calculate the Subjective score (if any) for this player (remember it can't be more than 20% of the total Keyed Individual Score). Multiply the player's score by any Subjective bonus given and add it to the player's score.
5. Add together the Combat score, the Subjective score, and the Keyed Individual score to find the Total Individual Score for that player.

To calculate the Team score:
1. Find the total of the Keyed Team Scoring.
2. Find the value (in gp) of all of the treasure and magic items brought back by the party (including those drained by the Soul Gem, as they can be restored by the Seer); divide this gp value by 1000 and enter this result under Treasure score.
3. Add the Total Individual Scores of the characters, alive or dead, in the team, and take one-half of this amount (drop any fractions). Enter the result under 1/2 Sum of Total Individual Scores.
4. Enter the Number of Turns Elapsed (as taken from the DM'S SCORING SHEET).
5. Add the Keyed Team Score, the Treasure Score, and the 1/2 Sum of Total Individual Scores. Subtract from this total the Number of Turns Elapsed to obtain the Total Team Score.

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

Non-Tournament Play

If THE GHOST TOWER OF INVERNESS is to be used as part of an ongoing campaign, rather than as a tournament scenario, there are several things that the DM should consider. First, a party of adventurers should be strong, and well balanced with respect to class. The party should consist of 5-10 adventurers of levels 5-7, and should contain at least one thief, one cleric, and one magic-user. Parties of lower level
characters should either be much larger, or (a much better alternative) equipped with one or more NPCs (such as one of the tournament characters or the sergeant of the guard). Parties of higher level characters should be fewer in number. The party should be reasonably equipped with magic items.

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

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

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

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

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

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

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

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

Hodar's face remains calm as the Duke turns to the next of your group. "I should have thought that a warrior of your caliber, Lembu, would have known better than to slay a captain of the guard in a bar room fight."

A broad grin is the huge warrior's only reply. "Never mind the eleven guardsmen you killed while resisting arrest."

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

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

The thief merely shrugs.

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

As the Duke finishes speaking the shadowed figure of the Seer steps forward to address you. His features are indistinguishable beneath the long robe which hides all but his gnarled hands from view. "It is fortunate for all of you that the Duke is both a wise and merciful ruler."

His words are almost musiclike but have a strangely malevolent undertone. "He is willing to make you a most generous offer. Discinque, Hodar, Lembu, and Zinethar, you shall be granted amnesty, and Li Hon, you shall be freed from your bond of service if the five of you can perform but one small task for his majesty."

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

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

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

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

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

"When you are ready to return join hands and press the center stud of the amulet you have been given. Preserve its return. Remember that the Seer has many eyes. Good luck and may all the gods smile upon you."

**WANDERING MONSTERS**
(Not For Tournament Use)

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

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Monster</th>
<th>Number Appearing</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wight</td>
<td>1-4</td>
</tr>
<tr>
<td>2</td>
<td>Weretiger</td>
<td>1-3</td>
</tr>
<tr>
<td>3</td>
<td>Beetle, Bombardier</td>
<td>2-5</td>
</tr>
<tr>
<td>4</td>
<td>Doppleganger</td>
<td>1-3</td>
</tr>
<tr>
<td>5</td>
<td>Giant Lizard</td>
<td>1-4</td>
</tr>
<tr>
<td>6</td>
<td>Giant Snake</td>
<td>1-3</td>
</tr>
<tr>
<td>7</td>
<td>Brown Bear</td>
<td>1-3</td>
</tr>
<tr>
<td>8</td>
<td>Giant Ant</td>
<td>1-8</td>
</tr>
<tr>
<td>9</td>
<td>Stone Giant</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>Homed Devil</td>
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</table>

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

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Monster</th>
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<tbody>
<tr>
<td>1</td>
<td>Giant Centipede</td>
<td>3-18</td>
</tr>
<tr>
<td>2</td>
<td>Gelatinous Cube</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>Giant Badger</td>
<td>1-6</td>
</tr>
<tr>
<td>4</td>
<td>Ghoul</td>
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<tr>
<td>5</td>
<td>Green Slime</td>
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<tr>
<td>6</td>
<td>Gray Ooze</td>
<td>1-3</td>
</tr>
<tr>
<td>7</td>
<td>Leucrotta</td>
<td>1-2</td>
</tr>
<tr>
<td>8</td>
<td>Rust Monster</td>
<td>1-2</td>
</tr>
<tr>
<td>9</td>
<td>Basilisk</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>Ogre Mage</td>
<td>1-2</td>
</tr>
<tr>
<td>11</td>
<td>Hydra, 6 heads</td>
<td>1</td>
</tr>
<tr>
<td>12</td>
<td>Illusionist</td>
<td>1</td>
</tr>
</tbody>
</table>

**Details On Wandering Monster Encounters**

- **Ant**, Giant (AC 3, MV 18", HD 3, hp 23, 21, 20, 18, 15, 13, 10, 8, # AT 1 and 1, D 2-8 and 3-12 poison sting — save for 1-4)
- **Badger**, Giant (AC 4, MV 6" (3"), HD 3, hp 24, 21, 20, 18, 15, 10, # AT 3, D 1-3/1-3/1-6)
- **Basilisk** (AC 4, MV 6", HD 6 + 1, hp 33, # AT 1, D 1-10, meeting gaze results in petrification if no saving throw is made)
- **Bear, Brown** (AC 6, MV 12", HD 5 + 5, hp 40, 34, 27, # AT 3, D 1-6/1-6/1-8, hug if roll of 18 or better - D 1-12)
- **Beetle, Bombardier** (AC 4, MV 9", HD 2 + 2, hp 18, 15, 14, 11, 9, # AT 1, D 2-12, 50% chance for acid cloud 2x per day — D 3-12 + 20% chance of stun or deafness)
- **Centipede, Giant** (AC 9, MV 15", HD 1/4, hp 2 each, # AT 1, D nil plus save vs Poison at +4 or die)
- **Devil, Horned** (AC -5, MV 9/18", HD 5+5, hp 35, # AT 3 and 1, D 1-4/1-4/2-5 and 1-3 plus bleeding 1 per round until bound, MR 50%, at will: animate dead, charm person, detect magic, ESP, fear 5' radius, gate — 50% chance for another horned devil, illusion, know alignment, produce flame, pyrotechnics, suggestion, teleport — no effect; once per day; wall of fire triple strength — D 3-24, immune to fire, 1/2 damage from cold, + 1 or better weapon to hit)
- **Doppleganger** (AC 5, MV 9", HD 4, hp 25, 21, 17, # AT 1, D 1-12, surprise on 1-4, save as 10th level fighter, immune to sleep, and charm spells)
- **Gelatinous Cube** (AC 8, MV 6", HD 4, hp 28, # AT 1, D 2-8 plus paralysis, surprise on 1-3, immune to electricity, paralyzation, and polymorph spells)
- **Ghoul** (AC 6, MV 9", HD 2, hp 16, 14, 13, 12, 11, 10, 8, 5, # AT 3, D 1-3/1-3/1-6 plus paralysis, immune to sleep and charm spells)
- **Giant, Stone** (AC 0, MV 12", HD 9 + 3, hp 61, # AT 1, D 3-18, hurls rocks to 30' for 3-30 points of damage)
- **Gray Ooze** (AC 8, MV 1", HD 3 + 3, hp 22, 17, 13, # AT 1, D 2-16, corrodes metal, affected only by lightning or blows)
- **Green slime** (AC 9, MV nil, HD 2, hp 15, 12, 8, # AT nil, D nil, if touches flesh will turn creature to green slime in 1-4 rounds, affected only by fire, cold, or cure disease spell)
- **Hydra, 6 headed** (AC 5, MV 9", HD 6, hp 48 - 8 per head, # AT 6, D 1-6 each)
- **Illusionist human male** (AC 4, Lvl 10, hp 35, Algn LE, S 10, I 17, W 9, D 18, C 15, CH 7, cloak of protection +2, dagger +1). Spells:
  - First level: color spray (C 1s, R 100'), darkness (C 1s, R 100', DR 12-18r), detect invisibility (C 1s, R 100', DR 23r), hypnotism (C 1s, R 30', DR 11r), wall of fog (C 1s, R 30', DR 12-18r)
  - Second level: blur (C 2s, DR 13r), hypnotic pattern (C 2s), improved phantasmal force (C 2s, R 160', DR concentration + 3r), invisibility (C 2s)
  - Third level: fear (C 3s, R 60'), paralyzation (C 3s, R 100'), spectral force (C 3s, R 160', DR concentration + 3r)
  - Fourth level: improved invisibility (C 4s, DR 14r), phantasmal killer (C 4s, R 50', DR 10r)
  - Fifth level: shadow magic (C 5s, R 150')
  - (C = casting time, R = range, DR = duration, s = segments, r = rounds; see the PLAYERS HANDBOOK for more detailed spell explanations.)
- **Leucrotta** (AC 4, MV 18", HD 6+1, hp 39, 24, # AT 1, D 3-18, retreat allows 2 kicks for D 1-6 each)
- **Lizard, Giant** (AC 5, MV 15", HD 3 + 1, hp 25, 20, 18, 13, # AT 1, D 1-8, double damage on roll of 20)
- **Ogre Mage** (AC 4, MV 9"/15", HD 5 + 2, hp 39, 33, # AT 1, D 1-2, regenerate 1 hp/round, invisibility, darkness 10' radius, polymorph to humanoid, fly — 12 turn maximum; once per day; charm person, sleep, cone of cold — D 8-64)
THE UPPER RUINS

Weretiger (AC 3, MV 12", HD 6 + 2, hp 42, 37, 23, AT 3 and 2, D 1-3 plus poison — deadly unless save for 2-12 points)

Snake, Giant poisonous (AC 5, MV 15", HD 4 + 2, hp 30, 26, 23, AT 1, D 1-4/1-4/1-12 and rake — if front claws hit, rear claw attacks for D 2-5/2-5, silver or magical weapons needed to hit)

Rust Monster (AC 2, MV 18", HD 5, hp 25, 19, AT 1, D nil plus corrosion — magical metal saves 10% plus 'plus')

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

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

3. TOWER DOORS

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

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

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

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

THE DUNGEON LEVEL

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

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

THE KEYS: Each of the KEYS is a blue-gray rectangular bar 6" long, 1" wide, and 1/2 thick with a 2" (diameter) circle on one end (see illo.). It is smoother than glass.
harder than steel, and is treated as +3 Hard Metal for saving throw purposes. All four KEYS are necessary for entry into the center room. Whenever two KEYS are held together overlapping a square end with a circular end at a right angle and flat (not box-like), the juncture will glow a soft blue color, then become warm, and then disappear — leaving the bars permanently joined into an "L" shaped one-piece unit. When the last KEY is joined to the others, the resulting 8" semi-square figure (see ill.) will glow with a stronger blue light, not stopping until it is pressed into the matching indentation in one of the four doors (14, hereafter). (Note that this shape somewhat resembles the configuration of the outer walls of the castle and the round towers at each corner.)

Galap-Dreidel used the KEYS but he knew the area so well that he could easily bypass all of his own traps and so the gathering of the KEYS took him comparatively little time, and he could teleport from room 15 straight up the tower into the Jewel Room. Only Galap-Dreidel (or perhaps the Sage) could separate the KEY into its component parts again once the parts had been joined.

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

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

SOUTHEAST TOWER ENTRANCE

4. STAIRCASE LANDINGS

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

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

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

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

There is a sizzling sound as a monster appears — out of thin air! — and attacks.

Whenever a player steps on any of the numbered squares, the DM must roll one die (d6). One monster will appear on the square indicated by the die roll; the type is indicated by the same roll, referring to the following chart:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Monster</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hell hound (AC 4, MV 12&quot;, HD 7, hp 41, # AT 1, D 1-10 plus fire breath for 7 points — save vs Spells for 1/2 damage)</td>
</tr>
<tr>
<td>2</td>
<td>Giant lizard (AC 5, MV 15&quot;, HD 3+1, hp 20, # AT 1, D 1-8, double damage on a roll of 20)</td>
</tr>
<tr>
<td>3</td>
<td>Giant spider (AC 4, MV 3&quot;*12&quot;, HD 4+4, hp 28, # AT 1, D 2-8 plus poison)</td>
</tr>
<tr>
<td>4</td>
<td>Leucrotta (AC 4, MV 18&quot;, HD 6+1, hp 37, # AT 1, D 3-18)</td>
</tr>
<tr>
<td>5</td>
<td>Rust monster (AC 2, MV 18&quot;, HD 5, hp 30, # AT 2, D nil plus corrode metal — magical metal saves at 10% per 'plus')</td>
</tr>
<tr>
<td>6</td>
<td>Giant spitting snake (AC 5, MV 12&quot;, HD 4+2, hp 26, # AT 1 or 1, D 1-3 plus poison or spit poison to 30')</td>
</tr>
</tbody>
</table>

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

6. BUGBEAR ROOM (Use VISUAL AID #1)

This 90'x90' room has a 20' high ceiling; there is a 10' wide passage in the center of the west wall. In the room are 16 bugbears without weapons, standing perfectly still; however, they do not appear to be statues. In the center of the north wall is a 10' long, 5' wide, 5' tall stone sarcophagus engraved with lettering.

The bugbears are in a type of temporal stasis; 4 will animate (in their numerical order, as shown in the illustration below) and attack any intruders within the room each time one of the doorways is passed through. (For example, if a party member steps into the room and then out again, 8 bugbears will be animated.) The doorway, and not the floor, is the trigger: flying and levitation spells will still animate the monsters, characters using dimension door and teleport spells will not activate the bugbears, regardless of whether the room is entered or passed thereby.
The bugbears (AC 5, MV 9", HD 3 + 1, hp 18 each, # AT 1, D 2-8) are led by a chieftain, bugbear # 5 (AC 4, HD 4, hp 27, D 4-10 — 2d4 + 2). In tournament play, a normal hit by a bugbear will do 5 points of damage, while the chieftain will do 7 points of damage. If an inanimate bugbear is attacked, it will suffer no damage that round, animating and attacking in the following round.

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

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

---

**SOUTHWEST TOWER ENTRANCE**

7. **RUBBLE ROOM**

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

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

---

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

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

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

**Scoring:** Combat and Treasure scoring.

---

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

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

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

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

---

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

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

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

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

<table>
<thead>
<tr>
<th>Word</th>
<th>Creature</th>
</tr>
</thead>
<tbody>
<tr>
<td>IXAM</td>
<td>Carnivorous ape</td>
</tr>
<tr>
<td>ALRASTIL</td>
<td>Ice toad</td>
</tr>
<tr>
<td>PENTUKO</td>
<td>Minotaur</td>
</tr>
<tr>
<td>MYRG</td>
<td>Owlbear</td>
</tr>
</tbody>
</table>

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

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

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

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

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

10. THE TUNNEL ROOM

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

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

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

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

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wander away for 1 turn</td>
</tr>
<tr>
<td>2-6</td>
<td>Stand confused for 1 round, unable to attack</td>
</tr>
<tr>
<td>7-8</td>
<td>Attack nearest creature for 1 round</td>
</tr>
<tr>
<td>9-10</td>
<td>Attack the umber hulk for 1 round</td>
</tr>
</tbody>
</table>

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

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

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

NORTHEAST TOWER ENTRANCE

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

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

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

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

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Degree of Surprise</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>complete</td>
<td>2 free attacks by monster</td>
</tr>
<tr>
<td>2-4</td>
<td>partial</td>
<td>1 free attack by monster</td>
</tr>
<tr>
<td>5-6</td>
<td>none</td>
<td>none (normal initiative)</td>
</tr>
</tbody>
</table>
A monk should add +2 to the die roll before referring to the above table (regardless of level). The encountered monsters will never be surprised. The monsters first encountered on the unexplored side of the curtain are 6 gnolls (AC 5, MV 9", HD 2, hp 12 each, #AT 1, D 2-8), armed with morning stars and each carrying 8 ep and 5 gp.

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

12. THE FIVE CUBICLES

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

(Non tournament use only.) There will always be one cubicle in area 12; a new one will slide up to replace one that carries a character to room 13. This new cubicle will operate in the same manner as the old one. Any or all cubicles may function any number of times but none will be able to return characters to area 12, unless the statue is touched or passed (see 13).

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

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

The cubicle forces you out onto a 5' x 5' square that glows with a cold white light. The other squares in this 40' x 40' room are gray, blue, green, and yellow. In the center of the far wall is a 10' wide sageway. In front of the opening, straddling two squares, stands an intricately detailed statue of a handsome man, 7' tall, wearing a richly jewelled crown. His left hand is resting on the hilt of a long-sword, and his right arm is outstretched, palm down, toward the center of the east wall, as if in greeting—or in warning.

Note that if specific colors are ignored and the floor pattern is just considered to be colored and gray, a normal checkerboard pattern is formed. The trick is that each character must move across the board in the manner of the chess piece that starts the game in that character's initial square (A must move like a rook, B and E must move like knights, C must move like a king, and D must move like a bishop). Each time a character moves correctly, the square he or she is standing on will glow white; however, each time a character deviates from the pattern, the square will glow red, the character will sustain 5 hit points of damage (no saving throw), and the square will then glow white again. Whenever a character takes damage from a square, that square becomes the legitimate starting square for the character's next move (hence the white glow).

When a character reaches either of the squares on which the statue is standing, that character is safe and will never again suffer movement restrictions or hit point losses in this room. Any character flying, climbing on the walls, teleporting, and who otherwise do not contact the ground will not suffer any hit point losses but will also not obtain the immunity described above and are still considered as the piece (rook, knight, etc.) of their original designation. Thus, later in the game they may still suffer damage if they travel on the floor in an incorrect pattern. It is important that the DM record which square the character starts on for future reference, as needed.
CHARACTER INFORMATION SHEET - THE FIGHTER

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

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

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

COMBAT BONUSES:
To Hit: +1
Damage: +3
Open Doors: 1-3

EQUIPMENT CARRIED

CHARACTER INFORMATION SHEET - THE MONK

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

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

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

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

EQUIPMENT CARRIED
### Character Information Sheet - The Magic-User

**Character Name:** Hodar  
**Player Name:**  
**Alignment:** True Neutral  
**Race:** Human  
**Sex:** Male  
**Armor:** None  
**Level:** 10  
**Armor Class:** Hit Points: 40  

**Characteristics:**

<table>
<thead>
<tr>
<th>Trait</th>
<th>Value</th>
<th>Base Saving Throws Needed Vs.:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>9</td>
<td>Paralyzation/Poison/Death Magic: 13</td>
</tr>
<tr>
<td>Intelligence</td>
<td>18</td>
<td>Petrification/Polymorph: 11</td>
</tr>
<tr>
<td>Wisdom</td>
<td>13</td>
<td>Rod/Staff/Wand: 9</td>
</tr>
<tr>
<td>Dexterity</td>
<td>14</td>
<td>Breath Weapon: 13</td>
</tr>
<tr>
<td>Constitution</td>
<td>10</td>
<td>Spell: 11</td>
</tr>
<tr>
<td>Charisma</td>
<td>13</td>
<td>System Shock: 70% RESURRECTION: 75%</td>
</tr>
</tbody>
</table>

**Spells - Level and Number**

<table>
<thead>
<tr>
<th>Level</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>1)</td>
<td>2)</td>
<td>3)</td>
<td>4)</td>
<td></td>
<td></td>
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<tr>
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<td>2)</td>
<td>3)</td>
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<td></td>
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<tr>
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<td>2)</td>
<td>3)</td>
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<tr>
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<td>2)</td>
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<td>1)</td>
<td>2)</td>
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<td></td>
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</tr>
</tbody>
</table>

**Equipment Carried**

---

### Character Information Sheet - The Cleric

**Character Name:** Zinethar the Wise  
**Player Name:**  
**Alignment:** Lawful Neutral  
**Race:** Human  
**Sex:** Male  
**Armor:**  
**Level:** 9  
**Armor Class:** Hit Points: 72  

**Characteristics:**

<table>
<thead>
<tr>
<th>Trait</th>
<th>Value</th>
<th>Base Saving Throws Needed Vs.:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>13</td>
<td>Paralyzation/Poison/Death Magic: 7</td>
</tr>
<tr>
<td>Intelligence</td>
<td>10</td>
<td>Petrification/Polymorph: 10</td>
</tr>
<tr>
<td>Wisdom</td>
<td>18</td>
<td>Rod/Staff/Wand: 11</td>
</tr>
<tr>
<td>Dexterity</td>
<td>9</td>
<td>Breath Weapon: 13</td>
</tr>
<tr>
<td>Constitution</td>
<td>12</td>
<td>Spell: 13</td>
</tr>
<tr>
<td>Charisma</td>
<td>14</td>
<td>System Shock: 80% RESURRECTION: 85%</td>
</tr>
</tbody>
</table>

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

**Spells - Level and Number**

<table>
<thead>
<tr>
<th>Level</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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</thead>
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<td>1st</td>
<td>1)</td>
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<td></td>
</tr>
<tr>
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<td>1)</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>3rd</td>
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<td>1)</td>
<td>2)</td>
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</tbody>
</table>

**Equipment Carried**

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SPELL LIST FOR HODAR, THE MAGIC-USER

THE CLERIC

THE MAGIC-USER - ADDITIONAL NOTES

THE MAGIC-USER

THE CLERIC - ADDITIONAL NOTES
CHARACTER INFORMATION SHEET - THE THIEF

CHARACTER NAME: Discinque
ALIGNMENT: True Neutral
RACE: Human
ARMOR:
ARMOR CLASS:
CHARACTERISTICS:
BASE SAVING THROWS NEEDED VS.:
STRENGTH: 12
INTELLIGENCE: 13
WISDOM: 9
DEXTERITY: 18
CONSTITUTION: 10
CHARISMA: 13
PLAYER NAME:
CLASS: Thief
SEX: Male
LEVEL: 7
HIT POINTS: 42
SYSTEM SHOCK: 70%  RESURRECTION: 75%

COMBAT BONUSES:
Initiative Reaction: +3
Armor Class Adjustment: -1

THIEF ABILITIES:
Pick Pockets: 70%  Open Locks: 67%  Locate/Remove Traps: 55%
Move Silently: 65%  Hear Noise: 25%  Hide in Shadows: 53%
Climb Walls: 94%  Read Languages: 35%  Triple Damage from Rear

EQUIPMENT CARRIED

WEAPONS

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
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<tbody>
<tr>
<td>Sword +1</td>
<td>2000</td>
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<tr>
<td>Sword +1, Flame Tongue; +2 vs. Regenerating; +3 vs. Cold-using, inflammable, or avians; +4 vs. Undead</td>
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<tr>
<td>Sword +3, Frost Brand; +6 vs. Fire-using or fire-dwelling creatures</td>
<td>8000</td>
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<td>Sword +4</td>
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<tr>
<td>Arrows +1 (24)</td>
<td>120 each</td>
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<td>Arrows +2 (16)</td>
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</tr>
<tr>
<td>Arrows +3 (12)</td>
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<td>Arrows of Slaying (Demons)</td>
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<td>Axe +2, Throwing</td>
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<tr>
<td>Axe +1, Battle</td>
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<td>Bolts +2 (20)</td>
<td>300 each</td>
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<tr>
<td>Bow +1</td>
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<tr>
<td>Dagger +1, +2 vs. Smaller than man-sized</td>
<td>750</td>
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<tr>
<td>Flail +1</td>
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<tr>
<td>Hammer +1</td>
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<td>Mace +2</td>
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<tr>
<td>Spear +1</td>
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<td>Spear +2</td>
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RINGS

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<th>TYPE</th>
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<tr>
<td>Feather Falling</td>
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<td>Free Action</td>
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<td>Invisibility</td>
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<td>Protection +1</td>
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<td>Protection +2</td>
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<tr>
<td>Warmth</td>
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<td>Water Walking</td>
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SCROLLS (Magic-Users')

<table>
<thead>
<tr>
<th>SPELL</th>
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<tbody>
<tr>
<td>Cone of Cold</td>
<td>1500</td>
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<td>Continual Light</td>
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</tr>
<tr>
<td>Detect Magic</td>
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<td>Dimension Door</td>
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<td>Invisibility 10' Radius</td>
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<tr>
<td>Rope Trick</td>
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<td>Stone to Flesh</td>
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SCROLLS (Clerical)

<table>
<thead>
<tr>
<th>SPELL</th>
<th>COST</th>
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<tbody>
<tr>
<td>Cure Blindness</td>
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<tr>
<td>Part Water</td>
<td>1800</td>
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<tr>
<td>Raise Dead</td>
<td>1500</td>
</tr>
<tr>
<td>Resist Cold</td>
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<tr>
<td>Resist Fire</td>
<td>600</td>
</tr>
<tr>
<td>Sticks to Snakes</td>
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</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Type</th>
<th>Level</th>
<th>Cost</th>
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<tbody>
<tr>
<td>Leather +1</td>
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<tr>
<td>Studded Leather +1</td>
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<td>Chain Mail +1</td>
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<tr>
<td>Chain Mail +2</td>
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<td>Ring Mail +1</td>
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<tr>
<td>Scale Mail +1</td>
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<tr>
<td>Scale Mail +2</td>
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<tr>
<td>Splint Mail +1</td>
<td></td>
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</tr>
<tr>
<td>Splint Mail +2</td>
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<td>6750</td>
</tr>
<tr>
<td>Splint Mail +3</td>
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<td>Plate Mail +1</td>
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<tr>
<td>Plate Mail +2</td>
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### Miscellaneous

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<tr>
<th>Item</th>
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<tbody>
<tr>
<td>Boots of Elvenkind</td>
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<tr>
<td>Bracers of Defense, Armor Class 6</td>
<td>15,000</td>
</tr>
<tr>
<td>Armor Class 4</td>
<td>18,000</td>
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<tr>
<td>Cloak of Protection +1</td>
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<tr>
<td>Decanter of Endless Water</td>
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</tr>
<tr>
<td>Dust of Appearance</td>
<td>4000</td>
</tr>
<tr>
<td>Javelin of Lightning*</td>
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</tr>
<tr>
<td>Javelin of Piercing*</td>
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</tr>
<tr>
<td>Keoghtom's Ointment</td>
<td>10,000</td>
</tr>
<tr>
<td>Necklace of Adaptation</td>
<td>10,000</td>
</tr>
<tr>
<td>Periapt of Proof vs Poison, +3</td>
<td>12,500</td>
</tr>
<tr>
<td>Periapt of Wound Closure</td>
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<tr>
<td>Rope of Climbing</td>
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<td>Wings of Flying</td>
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### Potions

<table>
<thead>
<tr>
<th>Type</th>
<th>Level</th>
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<tbody>
<tr>
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<tr>
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<td>Extra-Healing</td>
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<td>Flying</td>
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<tr>
<td>Healing</td>
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<td>400</td>
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<tr>
<td>Invisibility</td>
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<td>500</td>
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<tr>
<td>Neutralize Poison</td>
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<tr>
<td>Speed (5)</td>
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<tr>
<td>Treasure Finding</td>
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<td>Undead</td>
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<td>2000</td>
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<tr>
<td>Water Breathing</td>
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<td>900</td>
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*These items are usable only by fighters.*
Examples of Movement: Character A (rook) may move one or more spaces horizontally or vertically, but will sustain damage each time he or she moves diagonally. If that character moves diagonally, that new square will become legal for that character (this is indicated by the white glow which follows the red "damage" glow). Characters B and E must move two squares forward or sideways and then one at a right angle to their former path (an "L" shape) or one square forward or sideways and one diagonally, or leap to a square that would result from this kind of "L" shaped move. Character C (king) may move one square at a time in any direction. If he or she moves more than one square (in any given segment), damage will result and movement will end. Character D (bishop) may move one or more squares diagonally, but will sustain damage if he or she tries to move horizontally or vertically.

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

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

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

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

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

The doors are made of the same metal as the KEYS, and one KEY will fit exactly into one side of the square indentation. The central room and the walls are protected by an anti-magic field so intense that absolutely nothing will harm the doors, nor allow the party to enter the room except by the proper operation of the KEYS.

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

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

15. THE CENTRAL ROOM

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

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

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

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

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

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

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

16. THE CHUTE

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

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

17. THE AIR LEVEL

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

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

18. THE HIERACOSPHINX

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

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

Scoring: Combat and Treasure scoring.

19. STAIRCASE TO THE EARTH LEVEL

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

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

A) PTERANODONS (Not for Tournament Use)

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

20. THE EARTH LEVEL

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

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

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

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

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

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

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

There is some treasure in the rose bed that the medusa was tending. Any character searching the garden (unless it is specifically stated that care is being taken to avoid the thorns), must make a saving throw vs Poison at +4; if the save is failed, the character will fall into an enchanted sleep for 2-12 turns. Only neutralize poison, haste, Keoghton's Ointment, or expiration of the time will awaken the victim. A coffer will be found in the undergrowth; it contains 8 zircons (50 gp each), a tiger eye (10 gp), a black pearl (500 gp), an emerald (700 gp), and a large star ruby (5,000 gp). In a false bottom on the chest there is a blue-white flawless diamond (10,000 gp), a glass vial containing a potion of sweet water, and bracers of defense AC 4.

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

STAIRCASE TO THE FIRE LEVEL

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

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

THE FIRE LEVEL (Use VISUAL AID #3)

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

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

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

The fire giant (at 26.) will first try to bombard party members with boulders, especially when they are on the narrow side paths. If a boulder strikes it will do 2-20 points of damage to the victim (12 points in tournament play), and the impact will drive the victim backwards in a straight line for 5'; if this knocks a character into the sea of fire, he or she must take that damage as well.

Note that a monk has a chance to dodge the boulders (save vs Petrification). The giant is aware of the Reverse Gravity Area (27.), and will not throw if his line-of-sight to the target intersects it. He can throw the boulders (he has 12) from 10'-200'; at closer than 10', he will melee with a sword (see 26., below).
26. **THE FIRE GIANT**

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

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

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

**Scoring:** Combat and Treasure scoring.

27. **THE REVERSE GRAVITY AREA**

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

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

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

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

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

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

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

- **Strength:** +1/2 round per point above 16
- **Constitution:** +1/2 round per point above 16

If a character has not begun to swim freely (unencumbered by heavy items or non-magical armor) by the time indicated, that character is considered to be unconscious and can no longer attempt to remove encumbering items. In three more rounds, that character will have drowned. If the base roll plus modifiers indicates a time which includes 1/2 of a round, round up
and assume a 50% chance of lapsing into unconsciousness during the last round.

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

<table>
<thead>
<tr>
<th>Item</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>general possessions</td>
<td>1 round</td>
</tr>
<tr>
<td>leather</td>
<td>1 round</td>
</tr>
<tr>
<td>studded</td>
<td>1 round</td>
</tr>
<tr>
<td>ring</td>
<td>2-3 rounds</td>
</tr>
<tr>
<td>scale</td>
<td>2-3 rounds</td>
</tr>
<tr>
<td>chain</td>
<td>2-4 rounds</td>
</tr>
<tr>
<td>padded</td>
<td>2-4 rounds</td>
</tr>
<tr>
<td>plate</td>
<td>4 rounds</td>
</tr>
<tr>
<td>banded</td>
<td>4-6 rounds</td>
</tr>
<tr>
<td>splint</td>
<td>4-6 rounds</td>
</tr>
</tbody>
</table>

The base time is modified by dexterity as follows:

- 1 round per point of dexterity over 16
- +1/2 round per point of dexterity under 5

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

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

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

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

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

30. THE ISLAND

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

31. THE HATCHWAY

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

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

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

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

32. THE IXITXACHITL LAIR

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

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

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

Scoring: Combat and Treasure scoring.
33. THE JEWEL ROOM

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

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

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

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

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

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

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

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

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

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

FINAL NOTE

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

CREDITS

DESIGN: Alien Hammack
EDITOR: Stephen D. Sullivan
DEVELOPER: Evan Robinson
DEVELOPMENT: Alien Hammack, Frank Mentzer, Paul Reiche III, Evan Robinson
EDITING: Alien Hammack, Harold Johnson, Frank Mentzer, Lawrence Schick, Stephen D. Sullivan
ART: Jeff Dee, David S. LaForce, Jim Roslof, Erol Otus, David C. Sutherland III, Bill Willingham
PLAYTESTING: John Baillie, Mike Carr, David Conant, David Cook, Helen Cook, Harold Johnson, Jeff Leason, Erol Otus, Lawrence Schick, Jean Wells
SPECIAL THANKS: To the many fine DMs who ran this tournament at Wintercon VIII for their helpful suggestions!
FIREBAT

FREQUENCY: Very rare
NO. APPEARING: 11-20 (d10+10)
ARMOR CLASS: 8
MOVE: 6'/20'
HIT DICE: 2
% IN LAIR: 50%
TREASURE TYPE: /
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8 (2d4)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Immune to fire
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral evil
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: 2/28 + 2/hp

The firebat is a denizen of the Elemental Plane of Fire; although rather common there, it seldom appears in the Prime Material Plane. Its body is batlike, about two feet long, with a wingspan approaching four feet; its entire body is flaming, and it radiates a temperature of several hundred degrees. Its mouth is small but the fangs therein are razor-sharp, and the damage from burning affects the victim more than the blood drain (hence 2-8 points of damage per round). The skin of the firebat is tough and leathery, and even the relatively thin wings are difficult to pierce.

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

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

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

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

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

SCALE: EACH SQUARE EQUALS 10 FEET
<table>
<thead>
<tr>
<th>CHARACTER NAME</th>
<th>Lembu</th>
<th>Hodar</th>
<th>Zinethar</th>
<th>Li Hon</th>
<th>Discinque</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHARACTER CLASS</td>
<td>Fighter</td>
<td>Magic-User</td>
<td>Cleric</td>
<td>Monk</td>
<td>Thief</td>
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<td>LEVEL</td>
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<td>13</td>
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<td>vs. Petrification or Polymorph</td>
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<td>vs. Rod, Staff, or Wand</td>
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<td>vs. Breath Weapon</td>
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<td>vs. Spells</td>
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</tbody>
</table>

**MAGIC ITEMS**

**TREASURE TAKEN**

*TOTAL "TO HIT" BONUS*

*TOTAL DAMAGE BONUS*

**HIT POINTS RECEIVED**

**HIT POINTS INFLECTED**

**NOTES**

*Calculate and fill in values after all equipment is bought.*
# Dungeon Master's Scoring Sheet

## Individual Scoring

<table>
<thead>
<tr>
<th>NAME</th>
<th>Lembu</th>
<th>Hodar</th>
<th>Zinethar</th>
<th>LiHon</th>
<th>Discinque</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS</td>
<td>Fighter</td>
<td>Magic-User</td>
<td>Cleric</td>
<td>Monk</td>
<td>Thief</td>
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</table>

## Combat Scoring

## Subjective Scoring

## Total Individual Score

## Team Scoring

<table>
<thead>
<tr>
<th>Keyed Team Scoring</th>
<th>Treasure Scoring</th>
<th>( \frac{1}{2} ) Sum of Total Individual Scores</th>
<th>Number of Turns Elapsed</th>
<th>Total Team Score</th>
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</thead>
</table>

## Time Record (Turns Elapsed)

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This item is only one of the many popular playing aids for ADVANCED DUNGEONS & DRAGONS® Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids for AD&D™ games currently available include:

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