

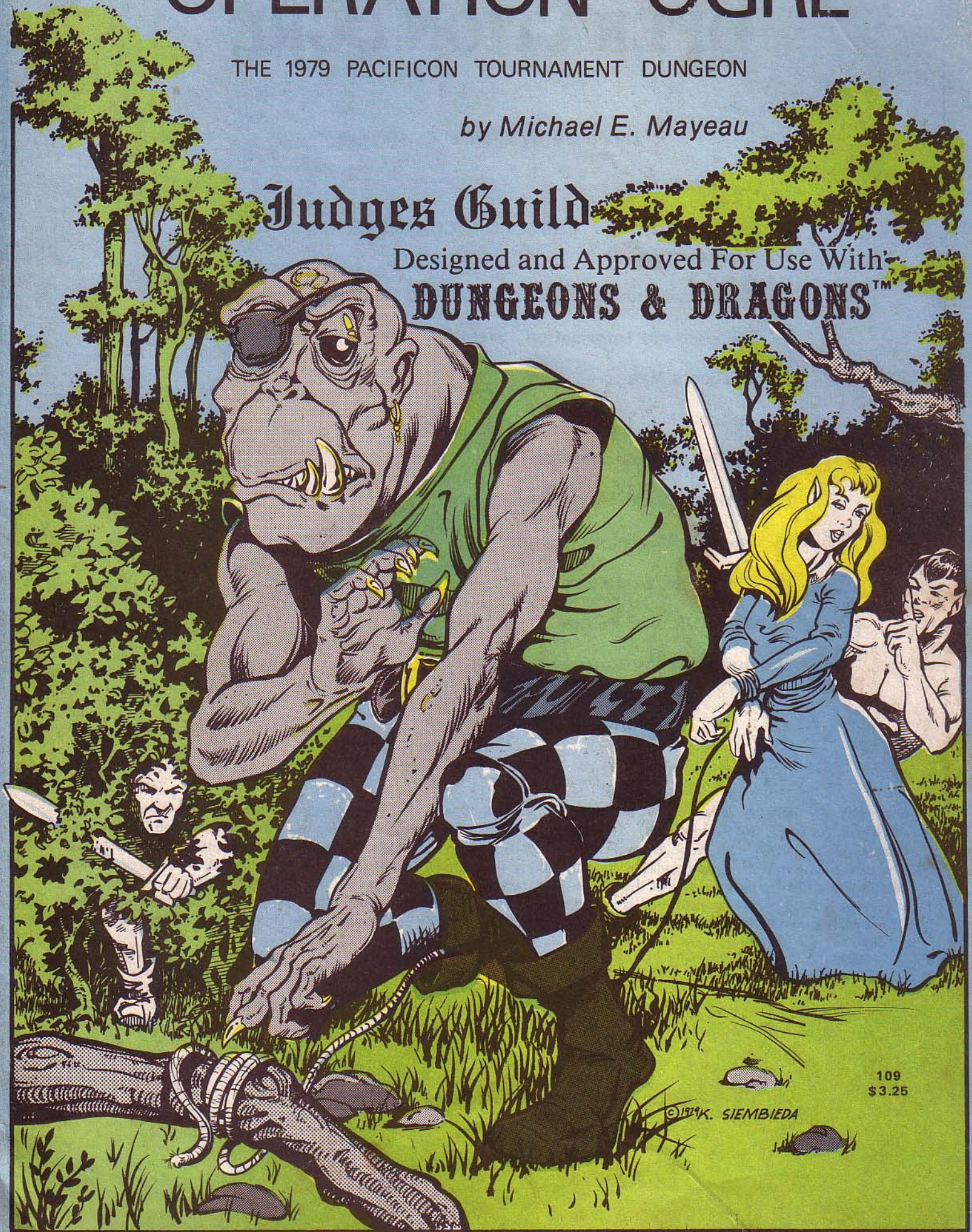
OPERATION OGRE

THE 1979 PACIFICON TOURNAMENT DUNGEON

by Michael E. Mayeau

Judges Guild

Designed and Approved For Use With
DUNGEONS & DRAGONS™



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Credits

Art by Kevin Siembieda, Gerald Busby, and Ed Perry

INTRODUCTION

To Be Given to Players at the Contest

You will go on a mission; your objective is to accomplish this mission within a given time span (4 hours). Treasure, characters, and encounters are all pre-determined. Your direction, die rolls, & decisions are left up to you and chance. This is a test of skill and luck. I have found that in running these contests, that the skillful, well-balanced party will overcome adverse conditions much more repeatedly than a random, lucky party, as good luck lasts only a short time. Some of the rules and ideas used here may be different from what you're used to playing at home. There will be little that you can do about this but accept it. I've found very few D.M.'s who run a dungeon the same. Many points have been perviously discussed by the 4 D.M.'s running this contest, to give all teams the same result in any given situation. So while you may think that a D.M.'s decision is incorrect, all teams will be competing under that ruling. Some special situations will come up that had not been thought of during the D.M. conference, your D.M. will have discription regarding these. The decision of the D.M.'s is final, but if you find any ruling just so absolutely unacceptable, that you cannot play by it, you are welcome to yield your position to an alternate, and discuss it with the contest designer. I will be at the convention during the contests (you may have to hunt around to find me), and I am the only person at the convention who has the power to override one of my D.M.'s decisions. I will not do it, unless you have a VERY, VERY good point, however, as I place continuity between the different teams of utmost importance.

Generally, this will be an action oriented game, there are some situations that require some thinking, but in most cases, it will be action that gets you thru this contest. The only reference book that will be permitted is the ADVANCED D & D PLAYERS MANUAL. Any other reference material is taboo.

There will be 8 teams running thru this contest, each team will go thru the same situation, with the same characters. Each character will have up to 10 personal items he can take. You will start off with some pre-determined equipment, the rest will be up to you to select what you desire to take with you. Selections are to be made from the equipment list in the AD&D Players Manual, do not worry about the cost.

Each team will have 6 players, and 2 alternates. If a player gets his/her character killed, then 1st alternate comes in, and 2nd alternate becomes 1st alternate, and the player whose character got killed becomes a "spectator". Likewise if a player is late, doesn't show up, or has to leave, then 1st alternate comes in, 2nd alternate becomes 1st, and possibly a new 2nd alternate will be brought in. Alternates, and "spectators" may kibitz, but may not direct the game, or it's progress. During play testing, in every case, all the alternates were used.

First the players, then the alternates select their characters from the selection of pre-rolled characters. There are 8 pre-rolled characters, and all 8 of them are going thru the dungeon with you. However only 6 are active, and none of the inactive ones may be brought while any of these 6 are alive. When 1 dies, a new one may be brought in immediately, or at the end of the battle that killed one (or more) of them. If you run out of alternates, then your party will have to go thru at a reduced size.

There will be a total of 28 prizes. 16 will go, one each, to the members of the winning team, & the 2nd place team. The remaining 12 are for various other awards, which will be announced later. The main idea is to have a good time exploring somebody elses dungeon, not getting a small trinket. If you play with that in mind, you will have a more enjoyable time.

If you would like a copy of this dungeon, it will be released for sale on Sunday afternoon, at the convention.

THANK YOU, and good luck.

TECHNICAL RULES

Victory Points- You receive 'Victory Points' for slaying monsters, finding treasure, obtaining your goal, and several other things. You lose them for losing characters. The team with the most victory points at the end of the contest wins.

Notes- Accepted, and information passed in notes if specifically requested.

Hit Damage- When you reach maximum hits, you fall unconscious. You will die in 1 turn unless someone comes and gives you aid.

Magic- It takes 1 melee round to prepare a spell, wands and the like can be fired immediately, like a gun.

Secret Doors- You get 1 try, roll a 1 or 2 on a 6-sided die (considering all of the pre-rolled characters are Elves), and you will find anything in your range of vision.

Critical Hits & Fumbles- Not used in this contest.

Arguing with the D.M.- If you feel that you have a valid point, you are welcome to bring it up. It may be accepted, rejected, or a die roll given for it. Many points have been discussed in a D.M.'s meeting, and it is not up to the discretion of the D.M. to modify these. This was done in the interest of giving all teams and equal chance in the dungeon. Long drawn-out discussion can be done with the game designer after the contest is over, as it will merely eat up your teams time during the contest, and is unfair to your teammates.

Fighting among your party- Not recommended, you are a team going thru this in competition with other teams.

Loud Noises, Talking, etc.- There is an excellent chance that another team will be running within hearing noise distance. They are your competition! Do you really want to give them advance warning of a monster that just ate one of your party??

Wandering Monsters- Generally a low percentage chance. The idea is to explore the dungeon, and achieve your goal, not to defend a corridor all night. However, as noise increases, so does the wandering monster percentage.

D.M. GUIDELINES ON PLAY

These notes are to enable D.M.'s to run this dungeon the same way it was run at Pacificon. I regret that I will not be able to publish the results, as it is being printed in advance so as to be able to be released for sale at Pacificon.

This dungeon was designed using the **ADVANCED D & D Rules**, all play should be in accordance with these rules.

Movement is 5' for every 3'' of movement. For the pre-rolled characters, this will be 20' or 10' and attack per melee round. Initiative for each melee round is diced for; with the winner moving, then doing attacks, followed by the loser moving, then doing attacks. Any being that slays a foe, can immediately move forward 1 space and take over his foes spot.

Unless separately specified, initiative is diced for in all cases where the players have an encounter.

All combat dice should be rolled openly, so as to prevent an occasional mis-reading of the dice. If the players die, they die, the same with the monsters.

The remaining 2 (or less) unused characters are assumed to be bringing up the rear. They cannot, in any way, aid the party. But they will not be mollsted either. They can only move up reinforcements if the party loses 1 or more characters.

Turns are indicated by distance on the D.M.'s map. As you travel so does time. As you stand still, time goes much slower. If the party wishes to rest up in a room, 1 turn will go by for every **REAL TIME** 10 minutes that go by. (Their 4 hours goes by this way too.) Backtracking, for a good reason, will allow the turn indicators to be reused. Backtracking, merely to get more turns, will not.

DESIGNER'S NOTES

This dungeon was specifically designed as a contest dungeon. The following objectives were kept in mind during the design:

- 1) The average group should be able to complete their objective within 4 hours.
- 2) Each group should have the same chance of success.
- 3) Last year, players were tested using low-level characters, this year I planned to use medium-level characters to test the players ability.

- 4) Two new monsters were created to test the groups capability in dealing with something that was new to them.
- 5) The contest should be a realistic approach to Fantasy Gaming.
- 6) Last, and most important, the contest should be enjoyable to each person participating in it.

To obtain these objectives, the following considerations were made:

- 1) The dungeon was a simple, one (1) level dungeon. The princess was located in an obvious place (if the party got the map from Snowstorm). All characters were pre-rolled and partially equipped.
- 2) All monsters were pre-rolled, and pre-positioned. All rooms were pre-stocked, including monster locations.
- 3) Characters from level 5 thru level 9 were used in the scenerio.
- 4) Ice Orges were a creation I had to make up after unsuccessfully writing the dungeon up originally using Ogre Magi. With the Ogre Magi it became a contest of who could get in the first hit, since few of the per-rolled characters could take an 8 die Cone of Cold and live. The Electric Crawlers were in the Original Design in 2 locations, and have been left there.
- 5) I believe that TSR has the best, practical system of Fantasy Gaming, so I have used their AD&D system. Other systems that I have tried are either too complicated to run in a contest of this short duration, or too simple to give the players and D.M. the variables needed to establish a winner based on skill and not luck.
- 6) A wide variety of characters should be available to offer all players an opportunity to play a character that they are comfortable with.

BACKGROUND INFORMATION FOR THE PLAYERS

"The Elven Princess "Soula" was out having a picnic 2 days ago with her 5 handmaidens and their escorts, when they were attacked by Ice Ogres and Bugbears. The escorts fought valiantly, but were slain, and the princess and her handmaidens were captured and carried off.

The king is very distraught at the capture of his daughter, and fears she will be slain before he can marshall his army and rescue her. So I, Esol, the king's wizard, have summoned you here for an attempt to rescue her. By means of a powerful spell, I am able to teleport up to 8 elves great distances. So I will teleport the 8 of you to the entrance of the cavern, where I have learned the Ogre's lair is located. From there on, you will be on your own, as the spell will drain my energies completely.

You are to locate and rescue the princess and her handmaidens, inflicting as much damage on the Ice Ogres in the process as possible for daring such a foul deed. If you succeed, the king will reward you handsomely."

"Have you any last Questions?" (Ignore any pleas for help, but give this answer if anyone asks for some type of aid.)

"The only other advice I can give you, is that some within that cavern may dislike the ogres too. Do not expect to find aid, but be not blind to it, if it comes from a strange face."

(Any member of the party can recognize the princess on sight.)

Location A] The ceiling height is about 20' here and throughout the entire complex. The walls and ceiling are coated with thick layers of ice, but it is obvious that underneath is solid stone. (Frozen Stalactites hang in the caves in the cavern section.) There is a tripwire alarm at point 'A' which will NOT be detected, unless someone is specifically looking for traps. This wire will alert the ogre guard at 'B'. The first Elf will trip the alarm (see Loc. B for results), and will immediately discover that he has tripped an alarm.

Location B] Alcove Guard Post. 1 Ice Ogre guard (AC=3, 6HD, 27hp, 2-12 damage or 3-24 breath of cold). If the tripwire at 'A' is activated, the Ice Ogre will turn invisible and peek around the corner towards the entrance. As soon as he sees the party he will pull another wire, which goes thru the wall to cavern C, alerting the Yeti, then polymorph himself into ice, flat against the wall and allow the party to pass him. When the Yeti spring their ambush, he will re-polymorph, and attack the party from behind.

Cavern C] 4 Yeti live here (AC=6, 4+4HD, 24 hp each, 2/1-6 claws, plus squeeze for an additional 2-16 on a roll of "20" on 'to hit' die with either claw.) The Yeti's attack plan, if alerted by the ogre at

'B', is to lie in ambush at the entrance to the tunnel leading to cavern C, and surprise the party as they come down the corridor. If they succeed, all who see the Yeti spring their ambush must save vs paralyzation, or be frozen with fright for 3 melee rounds. (If this happens, the Yeti can automatically hit and squeeze twice per melee round). If the Yeti hear sounds of battle coming from down the corridor towards 'B', 2 of the Yeti will go and investigate, while the other 2 will remain for the ambush. (For any fire based attack, the Yeti take an additional 50% damage, but on any cold based attack subtract 1 from each die of damage.) The cavern itself is about 30 feet in diameter and roughly circular. The cavern floor is covered with piles of snow that the Yeti use for bedding (the Yeti carry this snow in). The floor is littered with bones, and in the NW corner is a large pile of rubble (this is the unedible equipment from many victims). If searched it contains; 2 badly rusted suits of chainmail, 1 axe with the handle broken, 1 bent spear, 1 Short Sword with the blade broken off and missing, but it has 2 gems inset in the hilt (300, & 2500 G.P. value), and a badly battered dagger that the Yeti use for chipping ice. The remainder is shredded clothing and completely unusable equipment. If the party searched thru the piles of snow, they will find 200 G.P. hidden in them.

Cavern D] 4 Winter Wolves dwell in this cavern (AC = 5, 6HD, 26hp ea., 2-8 bite or 6-24 Frost Breath range 1'', save vs breath for 1/2 damage). Winter Wolves are immune to any cold based attacks, but fire based attacks get an additional +1 per die of damage. Winter Wolves are NOT detectable with infravision beyond 40 feet. Like many animals, Winter Wolves have an excellent sense of smell, and can smell an invisible creature at 30 feet and attack them at -2 on their 'to hit' die rolls, or use breath (+2 to saving roll). All winter Wolves in this cavern will use this attack plan; Breath--Bite--Bite, etc. They move 18'' per melee round.

The cavern is roughly 30' E-W, by 60' N-S. There are gnawed bones of all types strewn about the floor. In the southern tip, is a small pile of rocks, under these rocks is a shallow hole which contains 1300 P.P., 9 Gems (300x2, 600x2, 2500x2, 3000x3), 2 bracelets (2000 & 4000 G.P.), and 1 necklace (6000 G.P.). A successful search for secret doors will be required to "notice" the pile of rocks. But, being elves, any member of the party will detect them on a '1' (1D6) automatically. On a finger bone is a ring (1000 G.P.) which the party will find if they search the bones.

Cavern E] There are 3 (normal) Ogres in this cavern (AC=5, 4+1HD, 19hp each, 1-10 damage).

The cavern is roughly 50' E-W, by 40' N-S. The Ice Ogres keep it as a guest area for important visitors. The 3 ogres are here to discuss a trade agreement with the Ice Ogre King, whereby their "tribe" will capture humanoids and sell them to the Ice Ogres for slaves (food). They are preparing to leave after a successful discussion, and are carrying 3 large sacks. 2 of the sacks contain a variety of weapons, gifts from the Ice Ogre King to their tribe, the third contains 2000 G.P. and a +2 Two-Handed Sword (no alignment) as a personal gift to their chief from the king.

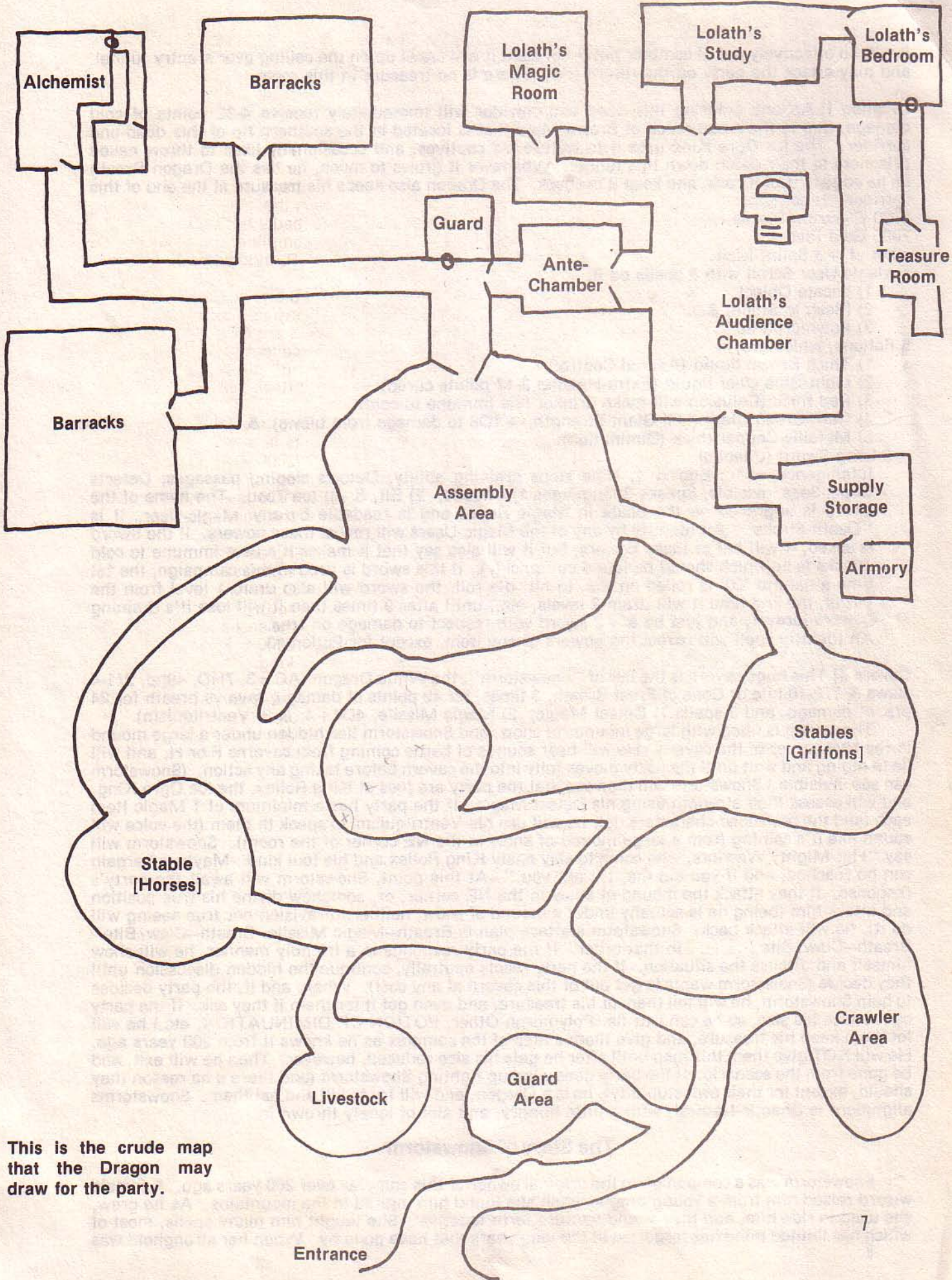
Cavern F] This cavern contains 20 Bugbears (AC=5, 3+1HD, 14hp ea., 2-8 damage). They are warriors from a near-by tribe that work in co-operation with the Ice Ogres on raids. They are resting up here after the raid before returning to their tribe. They have 3 Elf females as prisoners, as their share of the raid, who are tied up in the alcove at the north side of the cavern. They have no other treasure.

The cavern is roughly 60' in diameter, and is littered with bones and other rubble.

Cavern G] A very harsh chill will be felt by the party as they approach this cavern. 3 Ice Toads occupy this cavern (AC = 4, 5HD, 20hp each, 3-12 bite or 3-18 cold 1'' radius). The Ice Toads are NOT detectable with infravision beyond 20', however they can sense body heat at 30' and will attack it even if the player is invisible). The attack plan of the Ice Toads is; 1st round: Radiate Cold; 2nd round: Bite (repeat).

The cavern is roughly 55' E-W, by 40' N-S. In the alcove in the SW corner under a large flat stone is their treasure. It has 500 G.P., 4 Gems (150x1, 250x1, 600x1, 20,000x1), 2 Necklaces (3500, & 4000 G.P.). Anyone walking in the alcove will feel the flat rock shift, as it is not tightly fitted into place. Near the east wall is the frozen half-eaten body of an orc. Ice Toads are immune to cold based attacks, however fire based attacks do 50% more damage.

Cavern H] A roughly circular cavern, about 50' in diameter. Many bones and the rotted remains of old equipment litter the floor of the cavern, but outside of these, it "appears" empty. (If the party looks closer, or even if they don't, have them roll a 1D6, and inform the lowest roller(s), that they see a 'glittering Gem-like object in the center of the cavern, near "H".) There are actually 12 Piercers on the ceiling of the cavern (AC=3, 3HD, 12hp each, 3-18 damage) + 3 points per melee round thereafter on a successful hit.) The party will not see the Piercers unless they specifically inspect the ceiling and roll a 1 on a 1D20. There are 8 Piercers over the gem (a cheap quartz stone worth 2 c.p.), and 2 over each entrance to the cavern. The cavern is full of stalactites, so it will take a roll of 1 on 1D12 to identify any individual Piercer before it drops. If the Piercers attack an unsuspecting figure, they will get a +2 on their 'to hit' roll. Any Piercer that hits will do an additional 3 points of damage on each following melee round, as it is eating it's victim alive. If a Piercer misses it's target,



This is the crude map that the Dragon may draw for the party.

it will be effectively out of combat, but if not slain it will crawl up on the ceiling over a entry tunnel, and may attack the party on the return trip. There is no treasure in this room.

Location I] Anyone entering this dead end corridor will immediately receive 4-32 points of cold damage, due to the small patch of Brown Mold that is located in the southern tip of this dead-end corridor. The Ice Ogre King uses it to torture his captives, and occasionally likes to throw naked prisoners to their death down this tunnel. Whenever it grows to much, he has the Dragon Breath on its edge to trim it back, and keep it in check. The Dragon also keeps his treasure at the end of this corridor. It contains:

6000 Electrum Pieces.

7000 Gold Pieces.

a set of +3 Splint-Mail.

a Magic-User Scroll with 3 spells on it;

- 1) Locate Object;
- 2) Flesh to Stone; &
- 3) Polymorph Self.

5 Potions, which are;

- 1) Thick Brown liquid (Animal Control);
- 2) Light-Blue clear liquid (Extra-Healing 3-17 points cured);
- 3) Red thick (Delusion-will make drinker feel immune to cold);
- 4) Dark-Green Clear (Hill Giant Strength, +1D8 to damage from blows); &
- 5) Metallic-Copper thick (Diminution).

+2 Long Sword (Chaotic)

Intelligence = 10; Ego = 1; Nine steps draining ability; Detects sloping passages; Detects traps; Sees invisible; Speaks 3 languages 1) Chaotic, 2) Elf, & 3) Ice Toad. The name of the sword is engraved on the blade in Magic Runes and is readable by any Magic-User,, it is "Death-Stroke". An Identify by any of the Magic-Users will reveal these powers. If the Sword is asked, it will tell of these powers, but it will also say that it makes it's user immune to cold attacks (a lie which should be found out quickly). If this sword is used in this campaign, the 1st time a natural '20' is rolled on the 'to hit' die roll, the sword will also drain 1 level from the target, the 2nd time it will drain 2 levels, etc., until after 9 times then it will lose it's draining powers forever, and just be a +2 sword with respect to damage on foes.

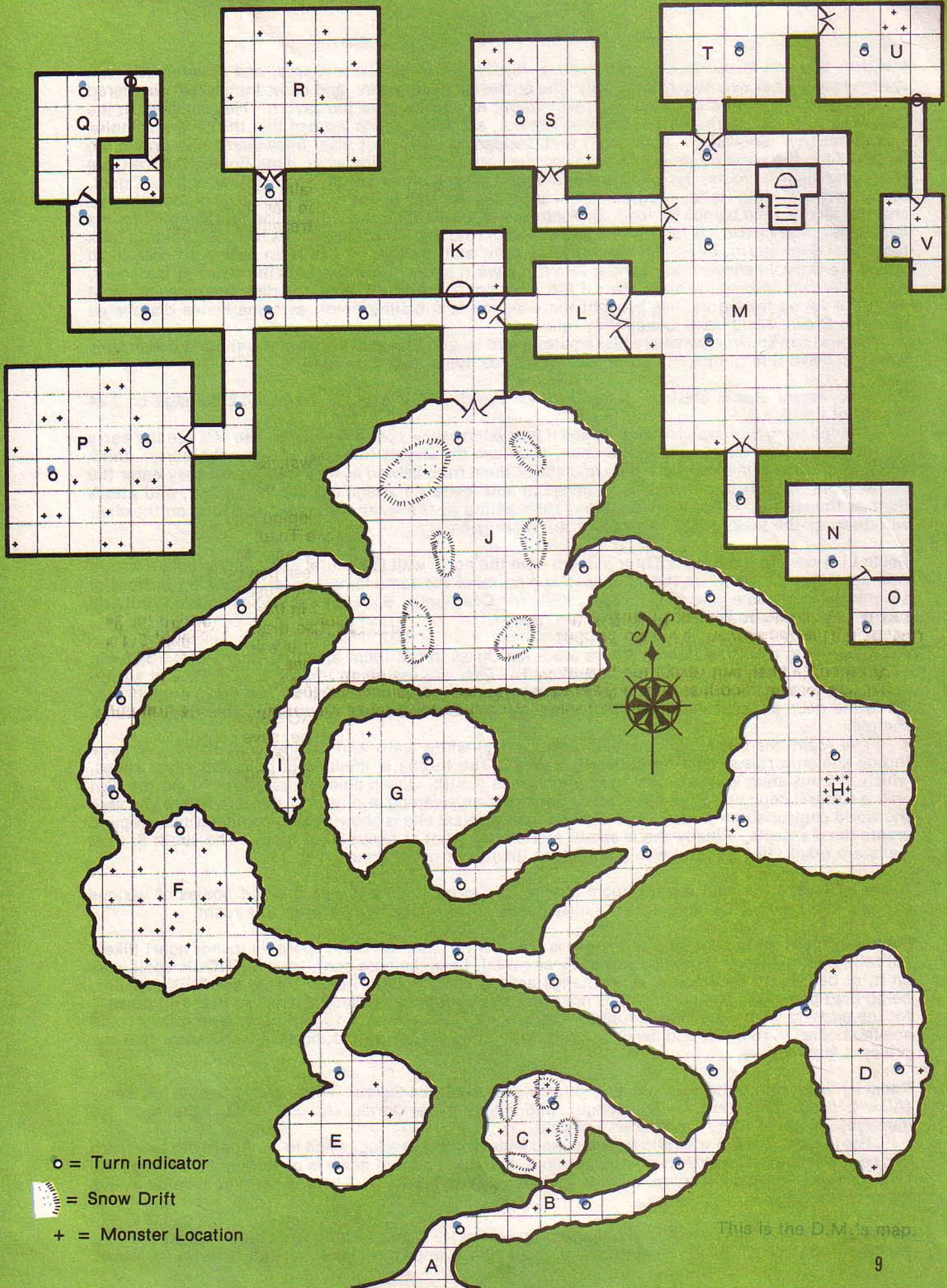
An Identify spell will reveal the powers of any item, except for Potion #3.


Cavern J] This huge cavern is the lair of "Snowstorm", the White Dragon (AC=3, 7HD, 49hp, 2/1-4 claws & 1/2-16 bite or Cone of Frost Breath, 3 times, for 49 points of damage, save vs breath for 24 pts. of damage, and 3 spells 1) Detect Magic; 2) Magic Missile, 4D4+4; & 3) Ventriloquism).

The cavern is filled with large mounds of snow, and Snowstorm lies hidden under a large mound in the NW corner of the cavern. He will hear sounds of battle coming from caverns F or H, and will lie in hiding and wait until the party moves fully into the cavern before taking any action. (Snowstorm can see invisible.) Snowstorm will then see that the party are foes of King Rollex, the Ice Ogre King, and will assess their strength using his Detect Magic. If the party has a minimum of 1 Magic Item each (and the pre-rolled characters do), he will use his Ventriloquism to speak th them (the voice will sound like it's coming from a large mound of snow in the NE corner of the room). Snowstorm will say "Ho! Mighty Warriors, who come to slay nasty King Rollex and his foul kind. Maybe a bargain can be reached, and if you aid me, I'll aid you." At this point, Snowstorm will await the party's response. If they attack the mound of snow in the NE corner, or, somehow divine his true position and attack him (being he is actually under a mound of snow, neither infravision nor true seeing will do it), he will attack back. Snowstorm's attack plan is Breath--Magic Missile--Breath--Claw/Bite--Breath--Claw/Bite in that order. If the party responds in a friendly manner, he will show himself and discuss the situation. If the party reacts neutrally, continue the hidden discussion until they decide (Snowstorm wants to get out of this cavern at any cost). When, and if, the party decides to help Snowstorm, he will tell them of his treasure, and even get it for them if they ask. If the party can reduce his size, so he can exit (ie. Polymorph Other, POTION OF DIMINUATION, etc.) he will let them keep his treasure, and give them a map of the complex as he knows it from 200 years ago. He will NOT give them this map until after he gets his size reduced, however. Then he will exit, and be gone from the scenario. If the party does wind up fighting Snowstorm (and there's no reason they should, except for their own stupidity), he is a Dragon, and will try to kill and eat them. Snowstorms alignment is Chaotic-Neutral, with a little hungry, and alot of lonely thrown in.

The Story of Snowstorm

Snowstorm was a companion to the original owner of this complex over 200 years ago. A female wizard raised him from a young dragon when she found him injured in the mountains. As he grew, she used to ride him, and they would venture forth together. She taught him many spells, most of which has limited mind has forgotten in the long years that have gone by. When her stronghold was



- = Turn indicator
-  = Snow Drift
- + = Monster Location

This is the D.M.'s map.

invaded, she was forced to flee. Snowstorm finally destroyed the invaders, and crawled into this cavern to await her eventual return. With the bodies of the invaders, and other things that wandered in, Snowstorm was able to eat (and grow) without having to leave the cavern. He remained in the cavern for over 200 years. Finally his food ran out, and most things learned that the cavern complex was unhealthy. Snowstorm got hungry and decided to leave, but alas, Snowstorm had grown too large to fit in the narrow tunnels. He was on the verge of starvation when King Rollex, the Ice Ogre King, and his tribe found the abandoned caverns. After a minor battle, and a dinner of 2 Ice Ogres, Snowstorm and King Rollex reached an uneasy truce, whereby King Rollex would give Snowstorm a share of all captured beings for food, and Snowstorm would allow the King to use this complex for his lair. This uneasy truce has lasted for 5 years, and during that time King Rollex has been holding back food from Snowstorm, in an attempt to starve him, and Snowstorm has been eating an occasional young Ice Ogre whenever they wander into this cavern alone. Both suspects the other of treachery, and neither would shed too many tears if the other got 'croaked'. Lately, the disappearance of about 1/2 of the young Ice Ogres, has brought the situation to a boiling point, as some bones discovered near the Brown Mold have looked very familiar.

Snowstorm knows now where his female wizard is, and that she is alive and well, and despirately wants to leave this complex to go to her. (Wizards live a long time too.)

Room K] Secret Guard Station. 1 Ice Ogre on Watch (AC=3, 6HD, 29hp, 2-12 damage or 3-24 Breath of Cold).

The Ice Ogre is on watch mainly to see if Snowstorm ever opens the doors. He will see the party thru the peep-hole (or see the doors open, then use his Detect Invisible and see the party), think about it for awhile, then turn invisible and attack them from behind as they walk by. If they enter the secret room, he will forget that he is invisible and levitate flat against the 20' ceiling, and attack them as they leave. There is an oversized chair sitting by the south wall, anyone sitting on the chair will discover the peep-hole. The rest of the room is empty.

Room L] Alcove to the King's Throne Room. On the north wall is a mural depicting a female wizard riding a White Dragon. On the south wall is a mural of the same female wizard standing in front of several ranks of some kind of (?) insect. (Electric Crawlers). Both are somewhat defaced, but still recognizable. There is nothing else in the room.

Room M] King's Throne Room. There are 5 Ice Ogres in the room standing guard (AC=3, 6HD, 27hp each, 2-12 damage or 3-24 breath of cold.) They are assuming their ICE FORM, and so will appear as 5 large blocks of ice. The party will get surprise on the one by the door, even if they rattle the door or make noise, as the ogres will not be expecting any trouble this deep in their complex.

The room has red Marble for floor, and (dirty) white walls and ceiling (30ft high). A large throne sits on a raised dais near the NE corner. The throne is inlaid with gold and silver runes, which, if translated, will say nothing of importance (Lolith, Queen among women). Along the east wall is a mural depicting a female wizard. She is shown sleeping and having a dream where she sees the world controlled by some sort of Electric Insect. Next she is shown going about various steps to create these insects. Finally she is shown standing in front of about 50 of them. The south & west walls are blank, like a mural was planned for them, but never done.

Room N] This is the food storage room for the Ice Ogres. There are 21 dressed bodies of various animals and humanoids hanging from meat racks. There is nothing else in this room.

Room O] This is the old Armory. The door is made of verticle iron bars, spaced 4 inches apart (like a jail cell), and is locked. It may be picked by any thief, have the bars bent, have a KNOCK spell used on it, or be opened by the key, which hangs around King Rollex's neck. Inside are 2 Elf females, being held prisoner. The north wall is not solid, but built of bars, like the door, so they will be easy for the party to spot. The king thought it was a cruel joke to imprison them here, where they could see the bodies in room N, and dwell on their fate. They are unharmed, however, and know that the princess is still alive.

Room P] This room is the quarters for the female & young Ice Ogres. There are 12 female Ice Ogres (AC=4, 5HD, 20hp each, 1-10 damage), and 6 young Ice Ogres, (AC=5, 3HD, 12hp each 1-6 damage). None of these has a breath of cold.

The room is littered with straw, twigs, and leaves, and has a foul smell to it. There are two fresh Orc bodies that have been thrown into the room, and quite a bit of noise is generated at feeding time (The party will hear the feeding noise as they come near the door). There is nothing of value in this room to the party.

Room Q] This door has been heavily boarded up by the Ice Ogres. There is a crude sign on the door (written in Ice Ogre), which will require a 'Comperhend Languages' spell to read. It says, "Beware,

Dangerous Insects''.

If the party goes thru this door, refer to the special detailed section entitled 'ALCHEMIST LABORATORY'.

Room R] This barracks is the quarters for the male Ice Ogres. There are 9 male Ice Ogres in the room, (AC=3, 6HD, 26hp each, 2-12 damage or 3-24 breath of cold). The party will have 1 melee round of surprise on them, regardless of door rattling, etc., as they will not believe that dinner has just walked in on its own.

Littered about the room in 20 distinct heaps are piles of grass, straw, and old clothing which form their beds. If these are searched, a total of 2000 Platinum Pieces will be found hidden in them, of course the 9 Ice Ogres must be disposed of first.

Room S] This guard room contains 4 Ice Ogres (AC=3, 6HD, 30hp each, 2-12 damage or 3-24 breath of cold). They are always present, awaiting the kings summons.

There is a table in the NW corner with 3 Ice Ogres sitting at it. There is a keg of wine behind the table, and a large hunk of meat (raw), on the table which the ogres are chewing at. The 4th ogre is in the SE corner, he is in his ICE FORM. If the room is entered, the ogres will attack immediately. Each of the ogres has a pouch with 100 Gold Pieces in it.

Room T] This room is the Ice Ogre Kings living area. There is a table with 3 large wooden chairs in the SE corner, a sack on the table, contains 2 jeweled bracelets and necklace that were removed from the princess (worth 5000 G.P. each). In the NE corner is a large easy chair, and running along the north wall is a long sofa. Hidden in the sofa is a sack with 4000 Gold Pieces in it. As soon as the party opens the doors, much yelling and shouting can be heard. It will sound like its coming from this room, but it is actually coming from Room U.

Room U] The Ice Ogre Kings sleeping quarters. The Ice Ogre King and his 2 consorts are in here. King Rollex (AC=-2, 8HD, 49hp, 4-18 damage* or 3-24 breath of cold). *King Rollex does 2-16 damage, but will be using a +2 Axe (Hit & Damage), the king also has a +3 ring of protection he is wearing. Kings Consorts, (AC=4, 5HD, 25hp each, 1-10 damage.)

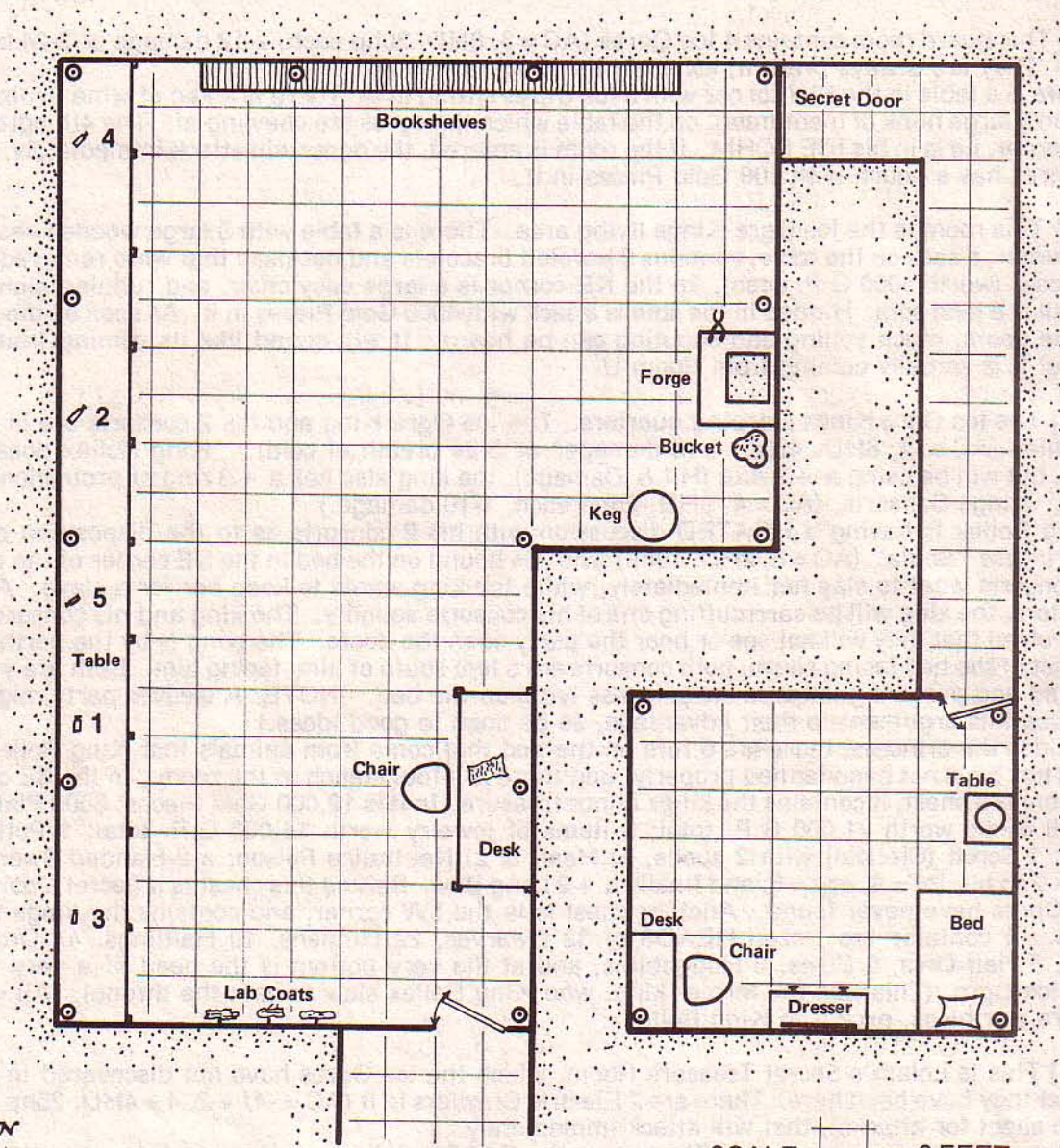
King Rollex is having a HEATED discussion with his 2 consorts as to the disposition of the Elven Princess "Soula" (AC=8, 2HD, 10hp) who lies bound on the bed in the NE corner of the room. The 2 consorts want to slay her immediately, while the king wants to keep her for a slave. As the party enters, the king will be seen cuffing one of his consorts soundly. The king and his consorts will be so involved that they will not see or hear the party open the doors. The King is by the north wall, by the foot of the bed facing south, both consorts are 5 feet south of him, facing him. Both are yelling at the king and gesturing towards the princess lying on the bed. (NOTE: A clever party might be able to use this argument to their advantage, so be open to good ideas.)


Besides the princess, there are 6 furs on the bed that come from animals that King Rollex has killed. They have not been tanned properly, and there is a foul stench in the room. In the SE corner of the room is a chest, it contains the kings minor treasure. In it is 12,000 Gold Pieces; 3000 Platinum Pieces; 8 Gems worth 21,000 G.P. total; 5 items of jewelry worth 16,000 G.P. total; 1 Potion of Healing; 1 Scroll (Clerical) with 2 spells, 1) Heal, & 2) Neutralize Poison; a 2-Handed Sword (no align), +2 to hit, int=4, ego=5; and finally a +2 Long Bow. Behind this chest is a Secret Door, that the Ice Ogres have never found. Another chest is in the SW corner, and contains the kings major treasure. It contains the frozen HEADS of 32 Dwarves, 22 Humans, 10 Halflings, 47 Orcs, 13 Goblins, 8 Half-Orcs, 5 Elves, 3 Hobgoblins, and at the very bottom is the head of a very mean looking Ice Ogre, (This was the former king, who King Rollex slew to gain the throne). All of the heads are worthless, except to King Rollex.

Room V] This is Lolath's Secret Treasure Room, which the Ice Ogres have not discovered in the 5 years that they have been here. There are 2 Electric Crawlers in it (AC=-4/ +2, 4 +4HD, 25hp each, see spec sheet for attacks), that will attack immediately.

There are 3 chests in the room. The one on the EAST wall has a poison gas trap. Any thief will find and disarm this trap if they look for it and successfully roll their removal percentage, but if not, then all in the room must save vs poison or die in 1 melee round. This chest contains 9000 Electrum Pieces, 5000 Gold Pieces, and 1000 Platinum Pieces. The chest by the WEST wall has a Explosive Runes trap on it, and unless opened by someone of Chaotic-Good alignment, the opener and all within 10 feet will take 21 points in damage. A Clerical Find Traps will reveal this, nothing else will. The Chest contains 9 Gems, worth 23,100 G.P.; a Crown, worth 6,000 G.P.; 2 Jeweled necklaces, worth 14,000 G.P. total; a Diamond Brooch, worth 1,400 G.P.; 2 other brooches, worth 1,900 G.P. total; 8 Jeweled Hair Pins, worth 900 G.P. total; 15 assorted bracelets, some jeweled, worth 2,500 G.P. total; and 7 various Rings, worth 8,400 G.P. total. Lolath was very heavy into jewelry, and she especially liked rings. The last chest, by the SOUTH wall, is guarded by a POWER-WORD KILL trap. Unless opened by a female, the opener will take 80 points of damage. A Clerical "Find Traps" will reveal this, nothing else will. The chest contains a +3 Cloak of Protection; a Manual of Golems (Stone); a Scroll (M.U.) with 3 spells, 1) Plant Growth, 2) Wall of Force, & 3) Stone to Flesh; a Wand

ALCHEMIST LABORATORY



SCALE  = 2 FEET
 ○ Light Globe

of Power with 5 charges (as a Staff of Power, but only 6D6 damage); a Ring of Electrical Resistance (as a Ring of Fire Resistance); and a +3 (Hit & Damage) Daggar. The daggar has an obvious 'Nysgals Magic Aura' on it, which will lead any M.U. (below 9th level), to believe that it is just a 'nice-looking' Magic Daggar.

ALCHEMIST LABORATORY

Main Laboratory Area:

At every corner, and positioned along the wall at 10 foot intervals at a height of 6 feet, are glass bulbs containing a glowing object, actually a Fire Beetle gland, suspended in a liquid (Formaldehyde). Each of these casts an eerie red illumination, equal to a torch. If any are broken (they are sealed glass balls) the light will immediately go out (due to extreme age).

There is a 3 foot high x 3 foot wide table that runs the entire length of the west wall, with legs spaced every 4 feet. There are numerous broken glass containers on the table, but a casual search will reveal 5 unbroken bottles; 1) Has a THICK PINK liquid in it, (Ampicillin), which will taste sweet, and cure any disease that the drinker has, and prevent the drinker from acquiring any disease for 48 hours; 2) Has a THIN CLEAR liquid in it (Rubbing Alcohol), which if rubbed on the body of a paralyzed being, will remove the paralyzing effect. It also will disinfect rat bites, etc.; 3) Has a YELLOW-WHITE THIN liquid in it (Sodium Pentothal), which if drunk, or rubbed onto a wound, will not heal any damage, but the person will think that it has for 1-6 turns. Also, if drunk, the drinker will answer any question put to him truthfully for 1-6 turns too. If another member of the party examines the user, they will see that the wounds have NOT been repaired. 4) Is a small vial containing a THICK PALE-YELLOW liquid (Nitroglycerin). If drunk it has a 25% chance of exploding the drinker into many pieces, if not, the drinker must save vs poison or die anyway. If the drinker does save, he (she) will still take 3-18 points of acid damage. If used like it should be, it will do 6-36 damage to everything in a 1" radius. It has a 05% chance per turn of going off with normal movement; a 20% chance per turn during running, fighting, etc; and a 99% chance of going off on impact, dropping, thrown, spilt, etc. 5) Contains a THICK WHITE liquid (Sodium Bicarbonate), which, if drunk, will add +5 to any saving roll vs poison. They have to be magic, they sure aren't scientific. It contains 2 doses. These are magic (of course), and #1,2, & 5 are labeled. A Comprehend Languages spell will be required to read the labels, however. Under the table are many broken glass fragments. A careful search will reveal a whole bottle that is made of Cut-Crystal (empty), which is worth 300 G.P. in ONE piece (not broken).

By the FAR EAST wall is a small Coal Furnace. A bucket of Coal sits at the right side of it, and a pair of forge tongs are hanging at the left side of the furnace. The furnace is cold, and sifting thru the ashes will only reveal more ashes.

In the center of the EASTERN half of the SOUTH wall is a large, covered keg, full of a thick blackish liquid. If touched, the liquid will feel 'gritty', and if someone drinks it, it will taste horrible, but will do no harm. If the liquid is searched, an old paint brush will be found. The keg is labeled "EVERHARD", and it will do absolutely nothing, unless used properly (detailed later).

The NORTH wall is lined with books in a huge bookcase which runs almost the entire length of the wall. There are 432 books in it (108 books per shelf). Most are books dealing with Chemistry or Pharmaceutical formulas. A Detect Magic will reveal one which radiates magic (a Tome of Understanding).

On the WESTERN half of the SOUTH wall, 3 soiled lab coats are hanging from pegs. In the left pocket of the center coat is an old rag with green stains on it (contact poison). Anyone reaching into this pocket to search it must make a saving roll vs poison or die in 1-4 segments.

Near the EAST wall by the door, is a 3' x 8' table, with a chair in front of it. A sheet of parchment is lying on the table. If anyone examines it, it says (in common) "General Order of Evacuation".

"All beings are immediately ordered to evacuate the Stronghold. Any item of value, or which might aid the enemy should be destroyed

signed 'Lolath' "

The Alchemist missed 3 bottles, and left 2 intentionally, and knowing that the enemy could not read common, did not bother with any written material.

The secret door can be found normally, and to open it, a person must roll their wisdom or less and they will find a loose brick or something like that. (It is intended that the party find the door and how to open it if they attempt to.) The corridor beyond the secret door is unlit, empty, and ends in a 3' metal door that opens inward.

Alchemist Chambers (secret room)

At each corner of the room at a 6' height is another 'light bulb'. In the SE corner is a bed, the bedding is rumpled and soiled. An old pillow lays at the head of the bed at the SOUTH wall. Stuffed in the mattress is a gem (250 G.P. value). The gem is inscribed with the symbol Rx, this is a trademark of the Alchemist, and means nothing else (he was planning on giving it to his mistress).

By the center of the EAST wall is a small table, with a wash basin on it. Under the table is a large cask, filled with clean pure water. A dresser sits against the center of the SOUTH wall. On top of the dresser is a small silver mirror. The dresser has 3 drawers. The top drawer is filled with underwear and socks. At the back of the drawer is a small box. The box contains (roll a 4-sided die); 1) 1-6 Gold Pieces; 2) 1 gem, 10 G.P. base; 3) 1 stale hard loaf of bread; or 4) Boot polish.

The center drawer contains shirts and pants, there is a bottle of liquid in the front right-hand corner. It contains (roll a 4-sided die); 1) Mans cologne; 2) Water; 3) Moldy cheese (was milk); or 4) Hair oil.

The bottom drawer contains 6 clean laboratory coats. Under the coats is a piece of paper. It is (roll a 4-sided die); 1) Laundry instructions; 2) Partially complete love poem; 3) A fragrant, but faded love letter; or 4) a formula for making hand soap.

In the SW corner of the room is a desk facing the WEST wall, with a simple wooden chair behind it. The desk has 5 drawers, it's contents are; Top Center drawer) Several Quill pens, a dried bottle of ink (should look like a small vial with a plack powder in it, hint!), and a stack of writing paper. Top Right-Hand drawer) 6 bottles, 5 empty, and 1 filled with a watery-pink liquid. This is a powerful aphrodisiac that will make anyone who tastes it (save vs poison allowed) attempt to make love to anyone near-by (regardless of race or sex). Lower Right-Hand drawer) Filled with dirty old clothes. Top Left-Hand drawer) Has a balance scale, and 7 measuring beakers. Lower Left-Hand drawer) Is a filing drawer. Most of the material is illegible or meaningless, one is marked "EVERHARD", it contains;

Description- A liquid mixture of Pillum Carbon molecules in a light oil solution. Used for improving the effectiveness of the weapons and armor of the guards here at the castle (Fort, Dungeon, etc.).

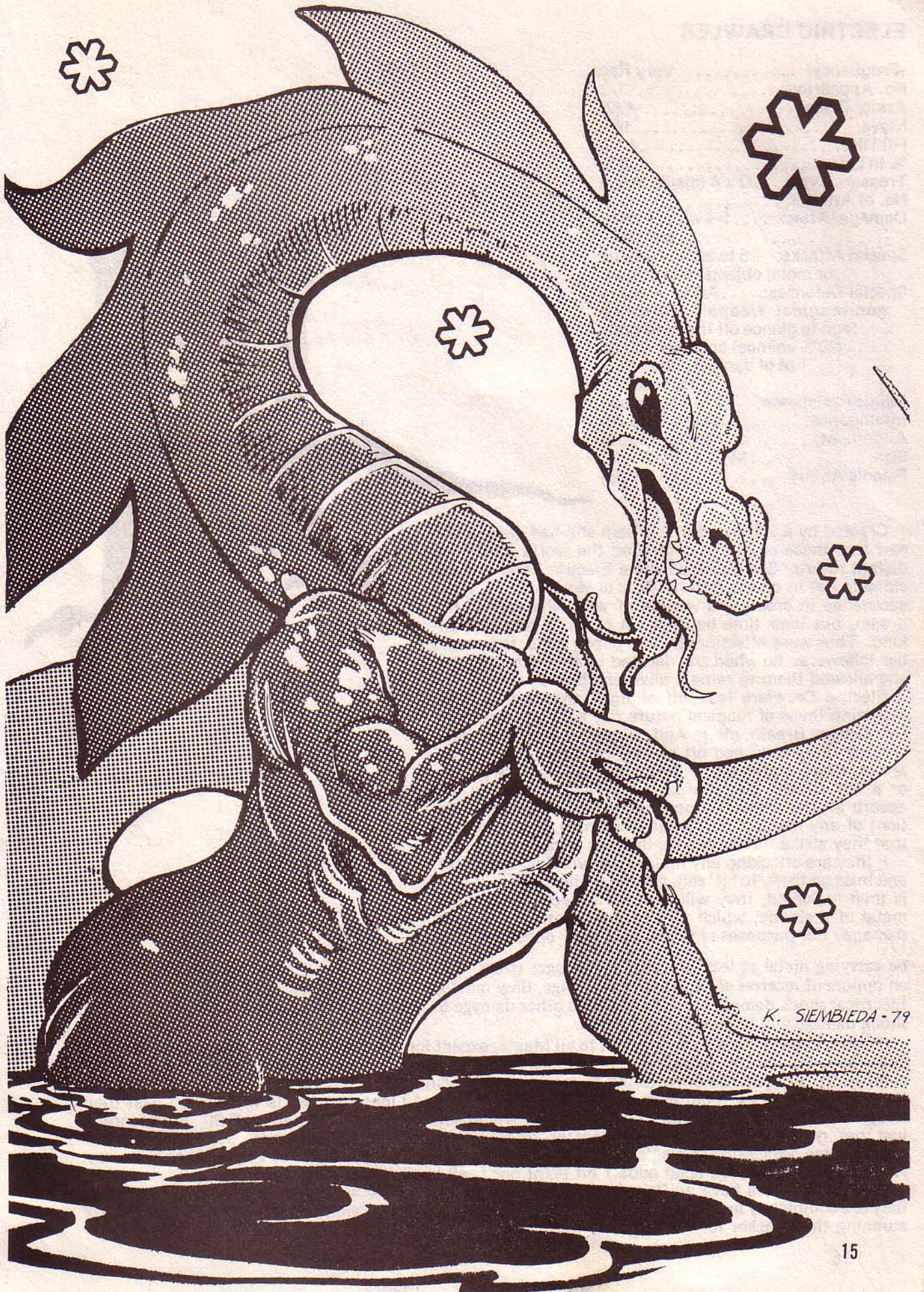
Instructions- Heat metal to a dull cherry glow, then immerse in keg, (or apply with brush) until cooled. Wipe off excess, then heat again to a dull cherry red (this allows deeper penetration of the carbon molecules. Cool quickly in water.

Results- It will strengthen any ferrous metal tremendously, giving weapons a harder, and more durable edge, for superior striking ability, and making armor many times more durable.

D.M. Note: It will make any EDGED weapon (including magical ones) +1 to hit AND damage over what it previously was. This is NOT a magical bonus, but due to the better quality of the metal. Also it will raise any metal armor or shield by +1. Thus normal plate and shield would go from AC=2 to AC=0 when treated. Also any metal so treated gets +1 to it's saving throw vs Fire, Blows, Acid, Falls, & Cold (the wearer gets no bonuses however). All of these properties are non-magical, and will NOT radiate magic. The only way to identify metal so treated is that it has a very tough, coarse, dull black finish.

THERE ARE ALSO 2 ELECTRIC CRAWLERS IN THE ROOM! One on the bed (26hp), and one in the NE corner (22hp), which will immediately attack.

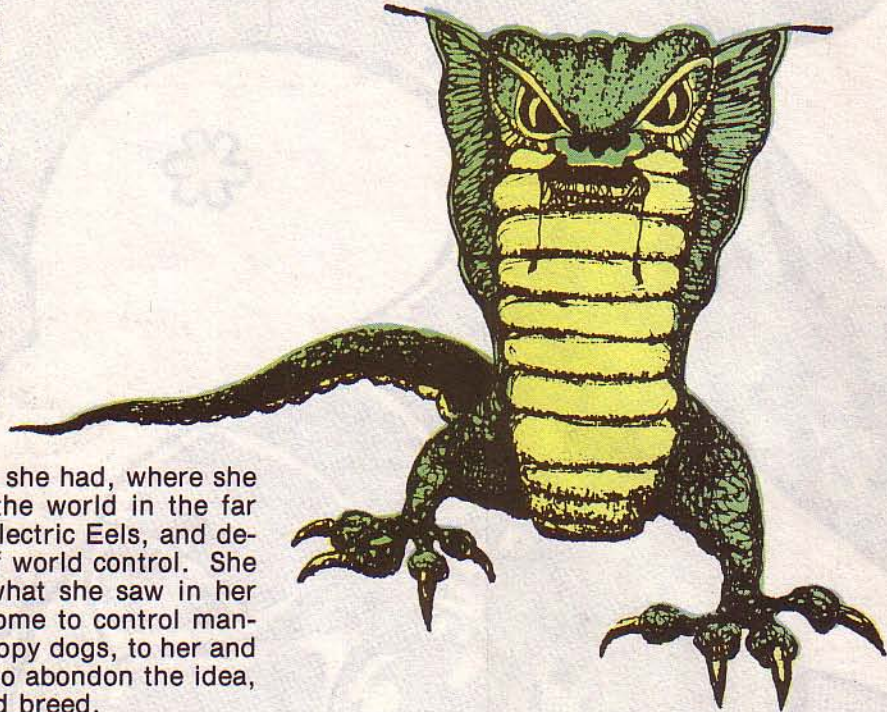




K. SIEMBIEDA - 79

ELECTRIC CRAWLER

Frequency:Very Rare
No. Appearing:1-3
Armor Class:-4 (2)
Move:18"
Hit Dice:4+4
% in Lair:0%
Treasure Type: ... Q x 4 (inside body)
No. of Attacks:2
Damage/Attack: ... 1-4 whip + 2-12
.....electrical
Special Attacks: +5 to arc to metallic
..... or metal objects (see below).
Special Defenses: ... AC = -4 to any
non-magical weapon. Missiles
..... tend to glance off the hard body
(90% chance) and only will do
..... 1 pt of damage when they
..... glance off.
Magic Resistance: ..75% (see below)
Intelligence:Varies (1 to 20)
Alignment:Lawful Neutral
Size:M (4' long, 2' tall)
Psionic Ability:Nil (see below)



Created by a Wizard after a dream she had, where she saw that these creatures controlled the world in the far distant future. She gathered some Electric Eels, and decided to get in on the ground floor of world control. She succeeded in creating a version of what she saw in her dream, but their time had not yet come to control mankind. They were affectionate, like puppy dogs, to her and her followers. So when she decided to abandon the idea, she allowed them to remain alive and breed.

Electric Crawlers feed off of light and heat energy, including those of magical nature (ie, sunlight, fireballs, Red Dragon Breath, etc.). And, since they were magically created, they also feed off of magical items (ie swords, armor, rings, staves, etc.). There is a 10% chance per +, or a 1% chance per charge (cumulative), that they will absorb all the magical properties (as a Rod of Cancellation) of any magical object striking them, or any object that they strike. They can do this but once a day.

If they are attacking any metal clad/wielding opponent, and miss on their 'to hit' roll, add '5' to the die roll, if a hit is then indicated, they will create an electric arc to the metal of their foe, which will do 2-8 points of electrical damage. For purposes of this attack, their opponent must

be carrying metal at least the size of a dagger (rings, bracers, etc. are NOT large enough). Each round an opponent receives electrical shock damage, they must save vs. paralyzation or be stunned for 1 round. Electrical shock damage can kill, or add to other damage to kill, but if the player survives, the electrical shock damage will be restored in 1 turn.

Electric Crawlers are 75% resistant to all Magic, except for the following, which will affect them as described: Polymorph- adds 1 hit die to the creature (lasts 1 day); Lightning Bolt- 50% chance of destroying, 50% chance of restoring to maximum hit points (36). Lightning Bolts are attracted to them, they will draw them from any angle up to 45%, and Lightning Bolts will not go past their body, even to extend to the full 60', the crawler will absorb the entire Lightning Bolt! Disintegrate- just that, no save allowed. Charm Monster- no save, but there is a 10% chance per day that it will absorb some possession of it's "owner", in a friendly manner (like a dog chews up a shoe) of course. Any heat or light based spell adds 1 hit point per spell level (effect lasts 1 day).

Electric Crawlers have no Psionic Abilities, but because of the way that their mind is organized, they are completely immune to Psionic Attack. Furthermore, any Psionic Attack has a 25% chance of stunning the attacker for 1-4 turns.

Electric Crawlers 'see' by a form of radar, which gives them a full 360° vision. Their attacking antenna are able to reach any foe at any part of their body, and can reach 10' directly ahead of them. The antenna attack like whips, and carry electric shock damage along also. They communicate among themselves sonically, and can communicate by telepathy to those who they wish to, by touching that beings head with their antenna (no shock, but 10% chance of insanity the first time communication is tried).

Electric Crawlers are found in any terrain, including their native water. If found outdoors during the daytime, there is a 75% chance that they will be sunning themselves (feeding), and they will not bother the party, unless they are molested. If encountered at any other time besides feeding, there is a 40% chance that they will attack the party, a 50% chance that they will ignore the party, and a 10% chance that they will be friendly to the party. They do not like Orcs, Dwarves, or ½ Orcs, so any party containing any of those races, subtract 5% for each member from the reaction roll.

Electric Crawlers have no morale check, and will fight until; 1) all of the party are dead, or 2) they are all destroyed, or 3) they have digested the magical properties from some item, then they will run off, if possible.

ICE OGRES

Frequency: Rare
 No. Appearing: 1-8 (in Lair 5-50)
 Armor Class: AC=3
 Move: 12"
 Hit Dice: 6
 % in Lair: 20%
 (0% if not in Permanent Ice
 or Tundra.)
 Treasure Type: ... Individuals N(x10),
 G in Lair
 No. of Attacks: 1
 Damage/Attack: 2-12 or 3-24
 Cone of Cold Breath.
 Special Attacks: Breath
 Special Defenses: 50% damage
 from cold based attacks,
 if save made only 25% damage.
 Magic Resistance: Standard.
 Intelligence: Low to Average.
 Alignment: Neutral Evil
 Size: L (9 feet tall).
 Psionic Ability: Nil
 Attack/Defense Modes: Nil

Ice Ogres are similar to normal Ogres, but have a better constitution (6HD). They always dwell in frozen lands, but will forage outside of these in search of food or slaves.

Ice Ogres have the following powers, which they are able to use at will, once per turn of melee round: Breath, Cone of Cold, 3-24 damage, range 5", base 1"; See Invisible; Polymorph Self (to Ice), making them impossible to detect among frozen, ice covered areas (They can use no other power or ability except sight, See Invisible, & Ultravision while in this form however); Ultravision, 6" range; and Detect Good. In addition, they have the following powers that they may use once per day: Invisibility (as per the spell); and Levitate (as per the spell).

Only Adult males have the Breath weapon. In any lair 1/3 of the population will be adult males, 1/3 will be adult females, and 1/3 will be young, with young males equal to approximately 60% of the young.

Description: Ice Ogres have very pale white skin, white hair, and red eyes. (Picture an Albino Ogre and you have an Ice Ogre.) Their favorite attack pattern is to alternate attacks, starting with their Breath (ie Breath, Strike, Breath, Strike, etc.).



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PLAYER NAME-- CHARACTER NAME-- "EMAR" ELF -MAGIC USER
STRENGTH 11 INTELLIGENCE 18 WISDOM 6
CONSTITUTION 15 DEXTERITY 15 CHARISMA 13
LEVEL 9th HIT POINTS: 36 HITS TAKEN:
+ 's TO HIT (HAND) = 3 + 's TO DAMAGE = 3 + 's TO HIT (MISSILE) = n/a
Hit AC = 2 on a 14 HEAR NOISE 1-2/D6 OPEN DOORS 1-2/D6
ARMOR CLASS = 3 FIND SECRET DOORS 1-2/D6 ALIGNMENT: CHAOTIC-NEUTRAL

EQUIPMENT

- 1) +3 Daggar (1-4/1-3)
- 2) Bracers of Defense AC = 4
- 3) Wand of Fire 5 charges, 6D6 damage, save for 1/2 damage allowed. Fires a cone- 6'' range, 2'' base.
- 4) Staff of Striking (2D6)
- 5) Ring, allows wearer to see invisible. (Wearer must be thinking that he wishes to see invisible)
- 6) Backpack
- 7) _____
- 8) _____
- 9) _____
- 10) _____

SPELLS:

- 1) _____
- 1) _____
- 1) _____
- 1) _____
- 2) _____
- 2) _____
- 2) _____
- 3) _____
- 3) _____
- 3) _____
- 4) _____
- 4) _____
- 5) _____

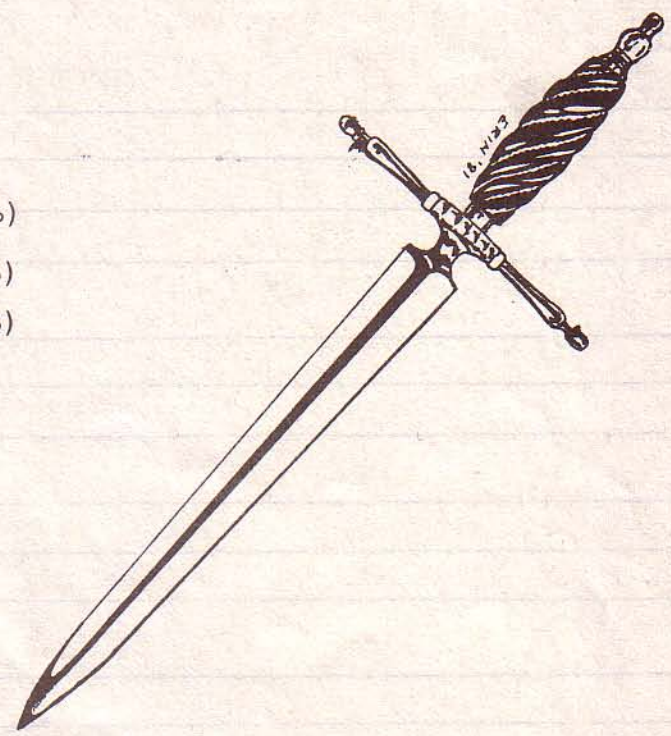
PLAYER NAME--	CHARACTER NAME-- "ESWIF"	ELF - THIEF
STRENGTH 14	INTELLIGENCE 9	WISDOM 7
CONSTITUTION 16	DEXTERITY 18	CHARISMA 11
LEVEL 9th	HIT POINTS: 54	HITS TAKEN:
+ 's TO HIT (HAND) = 3	+ 's TO DAMAGE = 2	+ 's TO HIT (MISSILE) = 3
Hit AC = 2 on a 11	HEAR NOISE 1-2/D6	OPEN DOORS 1-2/D6
ARMOR CLASS = -2	FIND SECRET DOORS 1-2/D6	ALIGNMENT: NEUTRAL-GOOD

EQUIPMENT

- 1) +2 Short Sword (1-6/1-8)
- 2) Sling with 20 Bullets (2-5/2-7) (S=5'', M=10'' ea.-2, L=15'' ea.-5)
- 3) Bracers of Defense AC=2
- 4) Elven Cloak & Boots
- 5) Ring of Invisibility (wearer will become visible after any attack for 1 Turn)
- 6) Backpack
- 7) _____
- 8) _____
- 9) _____
- 10) _____

THIEF ABILITIES:

- PICK POCKET-----85%
- OPEN LOCKS -----72%
- FIND/REMOVE TRAPS-----65%
- MOVE SILENTLY -----85% (97%)
- HIDE IN SHADOWS-----76% (94%)
- HEAR NOISE-----35% (68%)
- READ LANGUAGES -----45%
- CLIMB WALLS -----98%
- X 4 DAMAGE FROM BEHIND



PLAYER NAME--

CHARACTER NAME-- "EROY"

ELF - FIGHTER

STRENGTH (80%) 18

INTELLIGENCE 8

WISDOM 10

CONSTITUTION 17

DEXTERITY 16

CHARISMA 10

LEVEL 7th

HIT POINTS: 89

HITS TAKEN:

+ 's TO HIT (HAND) = 6

+ 's TO DAMAGE = 7/2 msle

+ 's TO HIT (MISSILE) = 4

Hit AC = 2 on a 6

HEAR NOISE 1-2/D6

OPEN DOORS 1-4/D6

ARMOR CLASS = -4

FIND SECRET DOORS 1-2/D6

ALIGNMENT: CHAOTIC-NEUTRAL

EQUIPMENT

1) + 3 Bastard Sword (2-8/2-16)

2) Short Bow (S = 5'', M = 10'' ea.-2, L = 15'' ea.-5)

3) 20 +2 Arrows (1-6)

4) +2 Plate-Mail

5) +1 Ring of Protection (+1 to all saving throws)

6) Ring of Cold Resistance (+2 to save vs any Cold Attack, 50% damage or 25% damage if save is made)

7) Backpack

8) _____

9) _____

10) _____



PLAYER NAME--

CHARACTER NAME-- "ESSER"

ELF - CLERIC

STRENGTH 16

INTELLIGENCE 9

WISDOM 18

CONSTITUTION 16

DEXTERITY 13

CHARISMA 12

LEVEL 7th

HIT POINTS: 64

HITS TAKEN:

+ 's TO HIT (HAND) = 3

+ 's TO DAMAGE = 4

+ 's TO HIT (MISSILE) = n/a

Hit AC = 2 on a 11

HEAR NOISE 1-2/D6

OPEN DOORS 1-3/D6

ARMOR CLASS = -1

FIND SECRET DOORS 1-2/D6

ALIGNMENT: CHAOTIC-GOOD

EQUIPMENT

- 1) +3 Flail (2-7/2-8)
- 2) +2 Banded-Mail
- 3) +2 Shield
- 4) Silver Cross
- 5) Holy Water (2 vials)
- 6) Bag of Holding
- 7) Ring of Regeneration
- 8) Backpack



E.L. Perry

- 9) _____
- 10) _____

SPELLS:

- 1) _____
- 1) _____
- 1) _____
- 1) _____
- 1) _____
- 2) _____
- 2) _____
- 2) _____
- 2) _____
- 2) _____
- 3) _____
- 3) _____
- 3) _____
- 4) _____
- 4) _____

CLERICAL UNDEAD ABILITIES

SKELETON-----	D		
ZOMBIE-----	D		
GHOUL-----	D		
SHADOW-----	T		
WIGHT-----	T		
GHAST-----	+ 4	(1D20)	for T
WRAITH-----	-7 +	"	" "
WRAITH-----	-7 +	"	" "
MUMMY-----	-10 +	"	" "
SPECTRE-----	-13 +	"	" "
VAMPIRE-----	-16 +	"	" "
GHOST-----	-20	"	" "

1-12 Turned or Destroyed

TEAM VICTORY POINTS

LOCATION	MONSTER		MAGIC		SPECIAL
		TREASURE			
A	-----	-----	-----	-----	100-Detect trip wire w/o tripping
B	60	-----	-----	-----	-----
C	200	30	-----	-----	-----
D	240	343	-----	-----	10-Ring on skeleton hand
E	120	20	100	-----	-----
F	600	-----	-----	-----	600-Rescue 3 Elf Females
G	150	350	-----	-----	-----
H	360	-----	-----	-----	-----
I	-----	100	720	-----	-----
J	-----	-----	-----	-----	200-Getting Snowstorm out
K	60	-----	-----	-----	-----
L	-----	-----	-----	-----	-----
M	300	-----	-----	-----	-----
N	-----	-----	-----	-----	-----
O	-----	-----	-----	-----	400-Rescue 2 Elf Females
P	780	-----	-----	-----	-----
Q	100	3	700	-----	-----
R	540	100	-----	-----	-----
S	240	4	-----	-----	-----
T	-----	190	-----	-----	-----
U	180	1095	1060	-----	5000-Rescue Princess
V	100	3097	3680	-----	300-Defeating 3 traps (100 ea)
	4030	5332	6260	6610	Total Possible = 22,232

Gold, Gems, Jewelry, etc. every 100 G.P. value equals 1 point.

Monsters count 10 points per Hit Die.

Magic Items: 100 points per plus; Scrolls-10 points per spell level per spell; Potions-20 points each; Wands-10 points per charge; Books-500 points each; Other magic-100 points per item.

Character loses, 100 points per level. For Multi-Class characters, add the number of classes to their highest level, and use that number for the multiplier. These points are SUBTRACTED from a teams victory points.

D.M.

D.M. READY REFERENCE SHEET

TEAM #

PLAYERS NAME	EMAR	ESWIF	EROY	ESSER	EFOM	ETAF	ETAM	EMAT
CHARACTER NAME	Magic User	Thief	Fighter	Cleric	Ftr/M.U.	Ftr/Thief	Thief/M.U.	Ftr/Thief/MU
CHARACTER CLASS	9th	9th	7th	7th	6th-6th	6th-6th	6th-6th	5th-6th-5th
Experience Level (s)	Chaotic-Neut.	Neutral-Good	Chaotic-Neut.	Chaotic-Good	Chaotic-Good	Neutral-Good	True Neutral	True Neutral
ALIGNMENT	13	10	5	10	9	9	13	11
Hits AC = 3 on a . . .	3	-2	-2	-1	0	0	1	2
Armor Class	36	54	89	64	48	54	32	35
Hits to Kill	15	16	16	13	16	17	17	18
Dexterity	15	16	17	16	16	16	15	15
Constitution	+3 Dagger	+2 Sh. Swd.	+3 Bast Swd	+3 Flail	+2 Scimitar	+2 Sh. Swd.	+2 Sh. Swd.	+1 Long Swd.
MAGIC ITEMS*****	B of D AC = 4	B of D AC = 2	+2 Arrows(20)	+2 Banded	+1 Dagger	+1 Arrows(20)	+1 Dagger	+1 Dagger
" "	Wand-Fire (5)	Elv Clk&Boot	+2 Plate	+2 Shield	+1 Arrows(20)	+4 Leather	B of D AC = 4	B of D AC = 4
" "	Staff-Strikng	Ring/ Invisib	+1 Ring Prot	Bag of Hold	+3 Chainmail	+1 Ring Prot	Potion-Poly S	
" "	Ring-see inv.		Ring-Cold Rs	Ring-Regen.	Wand-Paraliz		Wand	
" "				Holy Wtr (2)	Jav of Ltng-3		Det SD&T	
SPECIAL ITEMS		Sling	Short Bow	Silver Cross	Short Bow	Short Bow	Sling	Short Bow
GOOD IDEAS								
BAD IDEAS								
BRAVERY								
COWARDACE								
STUPIDITY								
NOISE								
ARGUEING w/D.M.								
Experience Points								
DM Notes:								

CLERICS includes DRUIDS & MONKS.

FIGHTERS includes BARDS, PALADINS, & RANGERS.

THIEVES includes ASSASSINS.

MAGIC USERS includes ILLUSIONISTS.

AD & D ATTACK MATRIX

Armor Class	10 9 8	7 6 5	4 3 2	1 0 -1	-2 -3 -4	-5 -6 -7	-8 -9 -10
HUMANS Lvl 0; <u>MAGIC USERS 1-5</u> ; <u>THIEVES 1-4</u> ; <u>MONSTERS to 1-1</u>	11 12 13	14 15 16	17 18 19	20 20 20	20 20 20	21 22 23	24 25 26
<u>FIGHTERS 1-2</u> ; <u>CLERICS 1-3</u> ; <u>MONSTERS 1-1 HD</u>	10 11 12	13 14 15	16 17 18	19 20 20	20 20 20	20 21 22	23 24 25
<u>MAGIC USERS 6-10</u> ; <u>THIEVES 5-8</u> ; <u>MONSTERS 1 HD</u>	9 10 11	12 13 14	15 16 17	18 19 20	20 20 20	20 20 21	22 23 24
<u>FIGHTERS 3-4</u> ; <u>CLERICS 4-6</u> ; <u>MONSTERS 1 + HD</u>	8 9 10	11 12 13	14 15 16	17 18 19	20 20 20	20 20 20	21 22 23
<u>FIGHTERS 5-6</u> ; <u>CLERICS 7-9</u> ; <u>M.U. 11-15</u> ; <u>THF 9-12</u> ; <u>MON 2-3 +</u>	6 7 8	9 10 11	12 13 14	15 16 17	18 19 20	20 20 20	20 20 21
<u>MONSTERS 4-5 + HD</u>	5 6 7	8 9 10	11 12 13	14 15 16	17 18 19	20 20 20	20 20 20
<u>FIGHTERS 7-8</u> ; <u>CLERICS 10-12</u> ; <u>THIEVES 13-16</u>	4 5 6	7 8 9	10 11 12	13 14 15	16 17 18	19 20 20	20 20 20
<u>MAGIC USERS 16-20</u> ; <u>MONSTERS 6-7 + HD</u>	3 4 5	6 7 8	9 10 11	12 13 14	15 16 17	18 19 20	20 20 20
<u>FIGHTERS 9-10</u> ; <u>CLERICS 13-15</u> ; <u>THIEVES 17-20</u> ; <u>MONSTERS 8-9 +</u>	2 3 4	5 6 7	8 9 10	11 12 13	14 15 16	17 18 19	20 20 20
<u>MAGIC USERS 21 +</u>	1 2 3	4 5 6	7 8 9	10 11 12	13 14 15	16 17 18	19 20 20
<u>FIGHTERS 11-12</u> ; <u>CLERICS 16-18</u> ; <u>THIEVES 21 +</u> ; <u>MONSTERS 10-11 +</u>	0 1 2	3 4 5	6 7 8	9 10 11	12 13 14	15 16 17	18 19 20
<u>CLERICS 19 +</u> ; <u>MONSTERS 12-13 + HD</u>	-1 0 1	2 3 4	5 6 7	8 9 10	11 12 13	14 15 16	17 18 19
<u>FIGHTERS 13-14</u> ; <u>MONSTERS 14-15 + HD</u>	-2 -1 0	1 2 3	4 5 6	7 8 9	10 11 12	13 14 15	16 17 18
<u>MONSTERS 16 and up HD</u>	-3 -2 -1	0 1 2	3 4 5	6 7 8	9 10 11	12 13 14	15 16 17
<u>FIGHTERS 15-16</u>	-4 -3 -2	-1 0 1	2 3 4	5 6 7	8 9 10	11 12 13	14 15 16
<u>FIGHTERS 17 +</u>	-6 -5 -4	-3 -2 -1	0 1 2	3 4 5	6 7 8	9 10 11	12 13 14



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PLAYER NAME-- CHARACTER NAME-- "EFOM" ELF - FIGHTER/M.U.

STRENGTH 17 INTELLIGENCE 17 WISDOM 12

CONSTITUTION 16 DEXTERITY 16 CHARISMA 10

LEVEL (S) 6th Ftr. / 6th M.U. HIT POINTS: 48 HITS TAKEN:

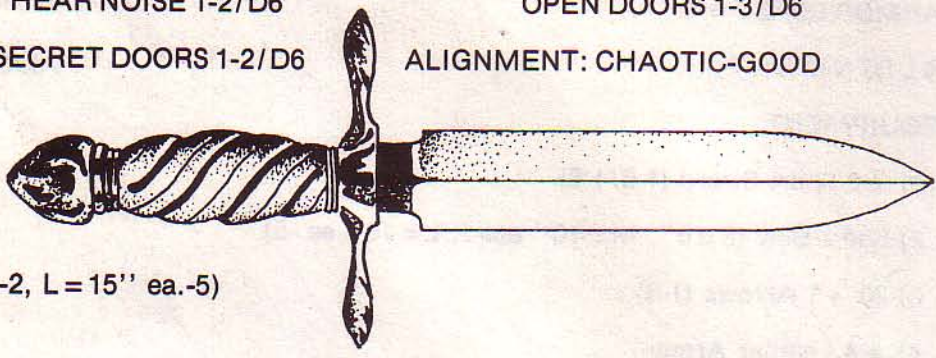
+ 's TO HIT (HAND) = 4 + 's TO DAMAGE = 3/1 msle + 's TO HIT (MISSILE) = 3

Hit AC = 2 on a 10 HEAR NOISE 1-2/D6 OPEN DOORS 1-3/D6

ARMOR CLASS = -2 FIND SECRET DOORS 1-2/D6 ALIGNMENT: CHAOTIC-GOOD

EQUIPMENT

- 1) +2 Scimitar (1-8)
- 2) +1 Dagger (1-4/1-3)
- 3) Short Bow (S = 5'', M = 10'' ea.-2, L = 15'' ea.-5)
- 4) 20 +1 Arrows
- 5) +3 Chain-Mail
- 6) Wand of Paralyzation - 8 charges, 3'' range (One creature, save negates. If save unsuccessful, paralyzed for 5-20 rounds.)
- 7) Backpack
- 8) 3 Javelins of Lightning (One use only, 1-6 plus 20 pts damage, save for 1/2 damage.)
- 9)
- 10)



SPELLS:

- 1) _____
- 1) _____
- 1) _____
- 1) _____
- 2) _____
- 2) _____
- 3) _____
- 3) _____

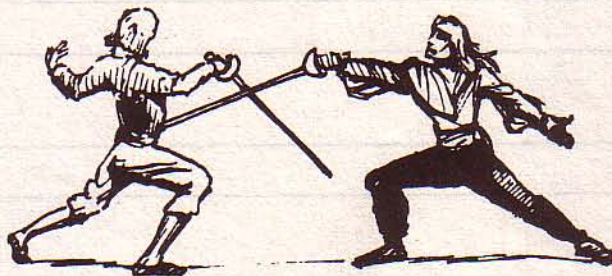
PLAYER NAME--	CHARACTER NAME-- "ETAF"	ELF - FIGHTER/THIEF
STRENGTH 17	INTELLIGENCE 10	WISDOM 8
CONSTITUTION 16	DEXTERITY 17	CHARISMA 12
LEVEL(S) 6th Ftr. / 6th Thief	HIT POINTS: 54	HITS TAKEN:
+ 's TO HIT (HAND) = 4	+ 's TO DAMAGE = 3/1 msle	+ 's TO HIT (MISSILE) = 4
HIT AC=2 on a 10	HEAR NOISE 1-2/D6	OPEN DOORS 1-3/D6
ARMOR CLASS = 0		FIND SECRET DOORS 1-2/D6
ALIGNMENT:		ALIGNMENT: NEUTRAL-GOOD

EQUIPMENT

- 1) +2 Short Sword (1-6/1-8)
- 2) Short Bow (S=5'', M=10'' ea.-2, L=15'' ea.-5)
- 3) 20 +1 Arrows (1-6)
- 4) +4 Leather Armor
- 5) +1 Ring of Protection (+1 to all saving throws)
- 6) Backpack
- 7) _____
- 8) _____
- 9) _____
- 10) _____

THIEF ABILITIES:

- PICK POCKETS -----65%
- OPEN LOCKS -----52%
- FIND/REMOVE TRAPS -----45%
- MOVE SILENTLY -----57%
- HIDE IN SHADOWS -----52%
- HEAR NOISE -----25% (58%)
- READ LANGUAGES -----30%
- CLIMB WALLS -----92%
- X3 DAMAGE FROM BEHIND



PLAYER NAME-- CHARACTER NAME-- "ETAM" ELF -THIEF/M.U.
 STRENGTH 12 INTELLIGENCE 17 WISDOM 9
 CONSTITUTION 15 DEXTERITY 17 CHARISMA 14
 LEVEL(S) 6th Thief/ 6th M.U. HIT POINTS: 32 HITS TAKEN:
 + 's TO HIT (HAND) = 3 + 's TO DAMAGE = 2 + 's TO HIT (MISSILE) = 2
 Hit AC = 2 on a 14 HEAR NOISE 1-2/D6 OPEN DOORS 1-2/D6
 ARMOR CLASS = 1 FIND SECRET DOORS 1-2/D6 ALIGNMENT: TRUE-NEUTRAL

EQUIPMENT

- 1) +2 Short Sword (1-6/1-8)
- 2) +1 Dagger (1-4/1-3)
- 3) Bracers of Defense AC=4
- 4) Sling with 20 Bullets (2-5/2-7) (S=5'', M=10'' ea.-2, L=15'' ea.-5)
- 5) Potion, Polymorph Self (Lasts 6 full turns)
- 6) Wand - Detect Secret Doors & Traps, 18 charges, 1'' range (yes-no reply)
- 7) Backpack
- 8) _____
- 9) _____
- 10) _____

SPELLS:

- 1) _____
- 1) _____
- 1) _____
- 1) _____
- 2) _____
- 2) _____
- 3) _____
- 3) _____



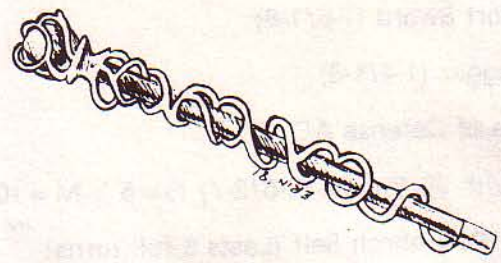
THIEF ABILITIES:

PICK POCKETS -----65%
 OPEN LOCKS -----52%
 FIND/REMOVE TRAPS -----45%
 MOVE SILENTLY -----57%
 HIDE IN SHADOWS -----52%
 HEAR NOISE -----25% (58%)
 READ LANGUAGES -----30%
 CLIMB WALLS -----92%
 X 3 DAMAGE FROM BEHIND

PLAYER NAME-- CHARACTER NAME-- "EMAT" ELF - FTR/THIEF/M.U.
 STRENGTH 16 INTELLIGENCE 16 WISDOM 7
 CONSTITUTION 15 DEXTERITY 16 CHARISMA 11
 LEVEL(S) 5th Ftr/6th Thief/5th MU HIT POINTS: 35 HITS TAKEN:
 + 's TO HIT (HAND) = 2 + 's TO DAMAGE = 2 + 's TO HIT (MISSILE) = 2
 Hit AC = 2 on a 12 HEAR NOISE 1-2/D6 OPEN DOORS 1-3/D6
 ARMOR CLASS = 2 FIND SECRET DOORS 1-2/D6 ALIGNMENT: TRUE NEUTRAL

EQUIPMENT

- 1) +1 Long Sword (1-8/1-12)
- 2) +1 Daggar (1-4/1-3)
- 3) Short Bow (S=5'', M=10'' ea.-2, L=15'' ea.-5)
- 4) 20 Arrows (1-6)
- 5) Bracers of Defense AC=4
- 6) Wand, Detect Magic, 42 charges, 1'' range (One charge per item.)
- 7) Backpack
- 8) _____
- 9) _____
- 10) _____



SPELLS:

- 1) _____
- 1) _____
- 1) _____
- 1) _____
- 2) _____
- 2) _____
- 3) _____

THIEF ABILITIES:

- PICK POCKETS -----60%
- OPEN LOCKS -----47%
- FIND/REMOVE TRAPS -----45%
- MOVE SILENTLY -----52%
- HIDE IN SHADOWS -----47%
- HEAR NOISE -----25% (58%)
- READ LANGUAGES -----30%
- CLIMB WALLS -----92%
- X 3 DAMAGE FROM BEHIND



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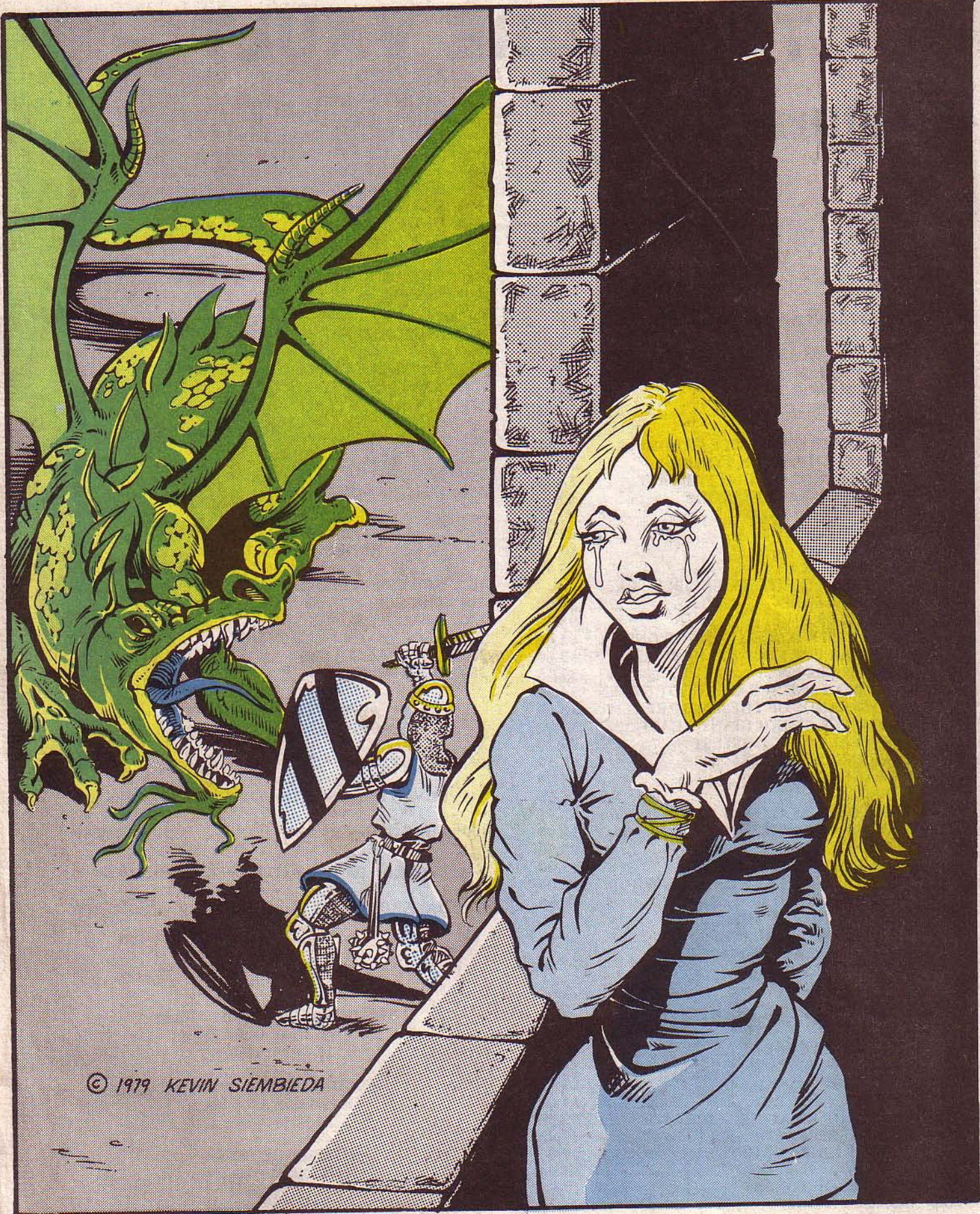
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