

Introduction

R1

Welcome to the Wingames III AD and D Tournament. This Year the emphasis is on good team play. There are two rounds, this one and the finals tomorrow morning. There will be a total of 6 out of 18 teams that will go into the finals. From each of today's 3 rounds one full team will be chosen plus another team made up of 6 individuals chosen from the remaining 5 teams.

Winning is based on a fixed potential number of points. Team points are earned by attaining your objective and conserving your strength. There is also a small but not insignificant discretionary award that your DM can make based upon the team's role-playing.

Introduction to the Scenario

You are each residents of Castle Ston or it's surrounding area. Castle Ston sits at the top of a 1000 ft. high cliff. At the base of the cliff is a large lake fed by underground streams.

The history of castle Ston is as follows;

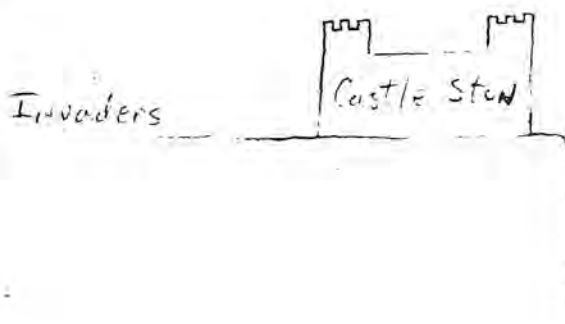
200 years ago the ancestors of it's present Lord took it by conquest from a tribe of barbarians. The barbarians had obviously not built the castle, but claimed they had been given it by it's builder, a powerful Wizard. This Spring an enormous army of evil creatures led by an Evil High Priest invaded your land and laid siege to your castle. You and your families have been defending the castle for over a month. You have been unable to get word to your ancient allies the Deep Rock Dwarves because patrols of Gargoyles have cut down all messengers.

This evening however just when things seemed their most desperate, one of the cooks reported that an odd passage way had been discovered in a three-quarters empty cistern. (For those who don't know what a cistern is, it is a large stone tank for holding water in case of siege.)

The castle can not hold out much longer. You 6 have volunteered to try to find a way out ; a way to get help. If you fail your family and friends will soon be captured or killed by the evil horde.

Good Luck, you'll need it.

(Note: The objective of the first round is to find the way out of the castle and away from the evil army.)



Note: tell the players that the size of all rooms are described using compass directions. They should use the top of their map paper as north. Unless otherwise stated the ceilings are all 10 ft. high.

1. The Cistern.

The room is 30 ft. N&S and 20 ft. E&W. The southern 20 ft. is filled by the cistern. The cistern wall is 6 ft. high. There is a stair case that goes up to the lip of the cistern.

The cistern is normally full (6 ft. deep) but because of the siege it now has only 2 ft of water in it.

In the south wall can be see a 3 ft X 3 ft opening which is of course two-thirds full of water.

2. The Passage.

It is 3'X3'. Note that only very short weapons could be used here.

The characters must crouch down and get wet.

After 20' it rises up a 10' stair. The ceiling is now 10' high.

At the top of the stair are the remains of a man.: a pile of bones rusted armour and a sword. Examination of the bones will show a crossbow bolt in the chest. (this came from a trap in the wall)

The passage continues another 10' south to a $\frac{1}{2}$ open door.

3. The Silver Room

From the doorway you can see the sparkle of silver under a layer of dust.

The room is 20' X 20' with the door in the centre of the north wall.

There are a dozen large chests (2X2X2') over brimming with silver coins. (total of 12,000 sp.)

Immediately obvious in the ceiling in the south east corner is a 5' X5' opening with a number of boxes piled below it.

4. The Trapdoor Passage.

The trapdoor in the ceiling leads to a 5' wide passage leading south 20' to a closed door. If the listen the players will hear clicking sounds. (these are the Giant Ants in the Gold Room.)

Half way down this passage on the west wall is a secret door which the players will automatically find if they check.

5. The Gold Room

This is a 20' X 20' room , the door is in the middle of the north wall.

In this room are a dozen large chests overbrimming with gold coins.

It is also the nest of a Giant Ant colony. There are ³ Warrior Ants that will attack if the party enters the room. In the southwest corner is where the Queen Ant stays. The ceiling and walls have a dozen 1' diameter holes in them. These are Ant tunnels.

Ants hit AC 0 on a 16

(Note: the Silver Room and the Gold Room were built by the Wizard to mislead anyone looking for his secret quarters.)

ANT, Giant

FREQUENCY: Rare

NO. APPEARING: 1-100

ARMOR CLASS: 3

MOVE: 18"

HIT DICE: 2

% IN LAIR: 10%

TREASURE TYPE: Q (X3), S

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-5 (3-12)

SPECIAL ATTACKS: Warriors have

poison sting

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: S (2' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

When giant ants are encountered it is 90% likely that they will simply be workers. If found in their lair (nest) there will be double the number rolled plus 1 warrior ant for every 5 workers. The warrior ant has 3 hit dice, does 2-8 hit points of damage with its mandibles, and if it hits with them it will also attempt to sting for 3-12 points of damage. If a sting hits, a saving throw versus poison must be made; if successful the victim takes only 1-4 hit points of damage. The queen ant has 10 hit dice, but she neither moves nor attacks. If she is killed the other ants will become confused (as if they were under the influence of that spell) for six melee rounds and then leave the nest. Treasure held by ants will be found in the chamber of the queen ant. The egg chamber will be guarded by 5-50 workers and 5 warriors. Giant ant eggs have no normal market value.

6. The Passage beyond the Secret Door.

This 5' wide passage leads west. In the 5' immediately west of the secret door the characters will see an open pit. At the bottom of the pit are the remains of an armoured man impaled on a set of stakes.

The passage continues west 10' from the first pit to a second pit that was also tripped by another armoured man.

10' beyond that pit is a rusted portcullis. The bars of this gate have been bent open enough so that a man can climb through.

10' beyond the portcullis the passage branches south and continues west. The passage west is blocked by another portcullis. (if the Fighter attempts to bend the bars he will be successful.)

7. The Passage to the Ledge.

This passage is 5' wide. It has a total length of 200' ft. As the party walks down this passage they will notice a number of things.

(a) At 100' they will feel a breeze coming down the passage.

(b) At 50' from the end they will hear the "crunch/slurp" of a carnivore feeding.

(c) At 30' they will see a faint glow of moon light through a screen of vines and bushes.

(d) At 10' they will automatically detect a secret door in the north wall of the passage.

(e) At the end of the passage the characters can see through a screen of vegetation. They see a terrible sight. On a 20' X 20" ledge a Gargoyle is feeding on the body of a dead man. They will recognize the man's armour as that of one of the castle's defenders.

If the group leaves with any kind of caution the Gargoyle will not hear them nor find the vine covered opening.

If the party attacks they will have surprise.

However if they;

(a) do not manage to kill the Gargoyle in the first round; or

(b) use an attack which make a loud sound or a bright light, etc.

they will attract the attention of a patrol of 3 Gargoyles. One of the Gargoyles will fly to tell the invaders of this. (result will be that the invaders will find another way to attack the castle and the players lose

6 victory points.) The other two Gargoyles will attack the party 3 rounds after they are alerted.

The players may attempt to trick the Gargoyle to enter the passageway where they could kill it without the risk of it escaping.

If they use an intelligent plan such as hiding in the secret room while one of them calls out "Help, help." like a wounded man to attract the Gargoyle into the passage, allow their plan to work. Of course the Gargoyle will still fight to the death. (If they succeed in killing the Gargoyle without alerting the patrol they get +1 victory point.)

7(d). The Secret Room.

This room is 10' X 10'. In this room, under a layer of dust is a moldy moth-eaten oriental carpet. 6' X 9' in size. (It is a Carpet of Flying with room for 4 passengers and a speed of 24" per turn. Any command word that the players try like "fly, soar" etc will work. However because the carpet is so badly damaged it will only fly for one turn or a maximum of 240 ft. At the end of that period it will disintegrate beneath it's riders, dropping them from what ever height they are at.

GARGOYLE

FREQUENCY: Uncommon
NO. APPEARING: 2-16
ARMOR CLASS: 5
MOVE: 9"/15"
HIT DICE: 4 + 4
% IN LAIR: 20%
TREASURE TYPE: Individuals M
(X 10), C in lair
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-3/1-3/1-6/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: +1 or better
weapon to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



These monsters are ferocious predators of a magical nature. They are typically found amidst ruins or dwelling in underground caverns. They will attack anything they detect, regardless of whether it is good or evil, 90% of the time. They love best to torture prey to death when it is helpless. Because they are fairly intelligent and evil they will sometimes serve an evil master of some sort.

Hit Points 30 each
Hit AC 000 15

Round 1 Variants

8. The Potion Making Room.

The door to this room is in it's east wall at the north end of the room. The room is 20' west and 30' N&S. There is a counter and a set of shelves above it which go all the way around the room. A long table stands in the centre of the room.

Next to the table on the floor is a pile of human bones, rusted armour and a rusted sword. Closer examination of the body will reveal a broken potion vial amongst the bones.

On the table are a set of weigh scale, a mortar and pestel, a small wooden box and an iron bottle.

The shelves are filled with glass bottles and jars filled with liquids, herbs and powders. They are labeled in the common tongue as things like, powdered bats wings, crickets teeth, etc. All of these things are useless to the players.

The counter is covered by a complex distillery apparatus made of glass.

(a) The Iron Bottle.

This object has silver runes inlaid in it and a brass stopper. It is actually an "Iron Flask" (DMG p.148)

Iron Flask: One of these special containers will typically be inlaid with runes of silver and stoppered by a brass plug bearing a seal of a dweomer set round with sigils, glyphs, and special symbols. When the speaker speaks a command, he or she can force any creature from another plane (daemon, demon, devil, elemental, etc.) into the container, provided the creature does not make its saving throw versus magic — after making resistance, if any, is checked. Range is 6". Only 1 creature at a time can be so contained. Loosing the stopper frees the captured creature; and if an individual loosing the plug knows the command word, the creature can be forced to serve for 1 turn (or to perform a minor service which takes up to 1 hour of time). If freed without command knowledge, dice for the creature's reaction . . . Any attempt to force the same creature into the flask a second time allows it +2 on its saving throw and makes it VERY angry and totally hostile. A discovered bottle can contain:

01-50	empty
51-54	air elemental
55-56	demon (type I-III)
57	demon (type IV-VI)
58-59	devil (lesser)
60	devil (greater)
61-65	djinni
66-69	earth elemental
70-72	efreeti
73-76	fire elemental
77-81	invisible stalker
82-83	mezzodaemon
84-85	night hag
86	nycadaemon
87-89	rakshasa
90-93	solamander
94-97	water elemental
98-99	wind walker
00	xorn

If unstoppered a Xorn will appear. This Xorn is very hungry for metals. It will immediately gobble up the rusted armour and sword of the dead man next to the table. It will then point it's three arms at the chain armour of the Ranger, the Cleric and the Fighter/Magic User making "give me, give me" type moyions. The Xorn will not attack unless attacked for 3 rounds; it will follow the party. If they have not lead it to a large amount of metal (i.e. the Gold or Silver Rooms) it will attack them. Offerings of such things as portcullis' or armour will only temporarily satisfy it. If there is combat the Xorn will leave either after it has taken 10 points of damage, or after it has killed one of the party members.

Round 1 con't

(b) The Wooden Box.

In the wooden box are 4 potion vials with space for a 5th. (the missing one was drunk by the dead man.)

There are 4 paper labels at the bottom of the box which can easily be seen. These labels have fallen off of the vials and there is no way of telling which belonged to which.

All of the vials contain a clear, tasteless fluid.

The 4 labels are in common and they say ; Longevity , Poison, Waterbreathing X 3 and Waterbreathing X 3.

They are each true (however the poison only does 1D10, with a +4 to the saving throw.) To determine which is which roll a D4.

XORN

FREQUENCY: Very rare

NO. APPEARING: 1-4

ARMOR CLASS: -2

MOVE: 9"

HIT DICE: 7 + 7

% IN LAIR: 40%

TREASURE TYPE: O, P, Q (X 5).

X, Y

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-3 (X 3), 6-24

SPECIAL ATTACKS: Surprise on a 1-5

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: Neutral

SIZE: M (5' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil



The xorn are a race of creatures found on the elemental plane of earth, but on rare occasions they will abide on the material plane for a time. When so doing, they seek deep subterranean places. Xorn feed on certain rare minerals which are the subject of their quest on the material plane.

The jaws of xorn are very powerful, and as the creature blends with stone

— both in color and conformation and as a physical capability — it is very likely to surprise any other creature. The xorn is likely to demand such metals as copper, silver, etc. to snack upon, and if a passing creature refuses, the xorn is 90% likely to try to take the metal by force, for it can smell such at 20' distance.

These creatures are not harmed by fire or cold-based spells. Electrical attacks, such as lightning bolts, do either one-half or no damage, depending on the saving throw. They are flung back 3" and stunned one melee round by a move earth spell, a stone to flesh or rock to mud spell will lower their armor class to 8 for 1 melee round (and the xorn cannot attack during that time as they must adjust their molecules), and a passwall spell delivers 11-20 hit points of damage to the creatures.

If a combat is going against a xorn, it will stop fighting, adjust its molecular structure, and pass through the nearest stone (usually the floor) to escape. This requires one melee round, and thereafter the xorn can progress at normal movement through solid stone, earth, or similar substances. If it is struck by a phase door spell when in this state a xorn is killed.



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10. The Library.

This is a 20' X 20' room. The walls are lined with book shelves. The shelves are filled with hundreds of volumes with identical covers, but with a long sequence of dates covering over 200 years. (These are the diaries of the Wizard.) The last volume is laying on the table in the center of the room. It records (a) the capture and execution of a Dwarf Lord. (b) the irritating fact that an underground river had cut under an area of new construction in the complex. (c) the invitation of some barbarian chieftains for a meeting about an alliance.

IN the south east corner is a secret door to the Trophy Room.

11. The Trophy Room.

This room is 10 E&W and 20' N&S.

Along the walls on either side are large glass cases with stuffed and mounted humans and humanoids in them. There are a total of 8 cases, 4 on each side of the room. The two nearest the door contain very tall men dressed in plate armour. (these are Flesh Golems. They will break out of their cases and attack if any attempt is made to break in any of the display cases. AC 3) The next two cases contain men dressed in M-U type clothes. They have nothing of value.

The third set contain the bodies of two elfish maidens dressed very provocatively. They also have nothing of value to the players.

The final set of cases contain a Dwarf in fine clothes. The other case is empty. The Dwarf has a gold chain with a finely wrought medalion on it. This is obviously of Dwarvish make and of great value. (plus 1 v.p. if the party takes it with them.)

The Flesh Golems.

Flesh Golem

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 9
MOVE: 8"
HIT DICE: 40 Hit points
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16/2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L (7 1/2" tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



A flesh golem can be created by means of a magical tome or by a high-level magic-user employing a wish spell, a polymorph any object, a geas, a protection from normal missiles and a strength spell. The latter case demands a level of magic-use of at least the 14th. The cost in materials is 1,000 gold pieces per hit point of the golem. It requires 1 month to fashion the creature.

The creator of the flesh golem controls the monster, being able to have it follow simple commands (go ahead, stop, kill, etc.). The master of the golem can have it suspend its functioning until a set event takes place (such as someone entering its room).

However, for each turn of melee a flesh golem engages in there is a 1% per melee round cumulative chance it will go berserk, attacking at random anything in sight. The monster's master has a 10% per melee round chance of regaining control of the golem.

The flesh golem is very powerful and able to smash through doors and wooden structures of normal construction. For example, a flesh golem would break through an oaken door with iron reinforcing bands and hinges, in 5-8 melee rounds. It does 1 point of structural damage to wooden constructions only every 3 melee rounds.

Normal weapons do not harm flesh golems, but magical weapons have normal effect. Spells of most sorts have no effect on such monsters, but fire or cold based spells (such as wall of fire, fire ball, ice storm, etc.) slow the golem by 50% for 2-12 melee rounds. Electrical attacks restore damage to the golem in direct relation to the number of dice of damage normally done, i.e. a 6 die lightning bolt restores 6 hit points of damage which the golem might have sustained.

Hits AC 0 on a 12

12. The Wizard's Apartment.

The door to this room is wizard locked.

This large room is 20' X 40'. Nearest the door is a small table and chair. Further in is a large bed and wardrobe closet.

Further still is a large bath tub.

At the far end of the room is a altar to a lawful evil devil(Asmodeus).

There is nothing of value in this room but the players may waste plenty of time looking at the robes in the wardrobe, checking for secret doors, etc.

13. This hallway is filled with spiderwebs. Burning them will cause a very large , very thick cloud of smoke to fill the corridor. This smoke cloud should be described graphically because if it had been made near an outside exit the invaders would soon investigate and find the way into the castle. (note, they will indeed run into that situation.)

14. The Excavation Room.

As they enter this room the party is attacked by the Flesh Golum who had been excavating this room Hundreds of years ago.

AC 9

HP's AC 0 or a 12

FTK 40

2-16 / 2-16

After the Golum is removed the players will notice a terrible horrible sickening smell coming up from a 2' high 3' wide hole in the far wall. (This is the smell of the Troglodite Village in the Cavern.

Looking down through this hole they can see a large cavern. They are 50' up it's East wall. Below they can see 6 crude stone huts. The Cavern is so large that they can not see its other side. (their light only reaches 30' into the Cavern. They can also hear the sound of running water.

Round 1

15. The Cavern

The Cavern is 80' E&W and 100' N&S. The small opening is in the North east corner. The Underground River enters the Cavern from the North and travels down the West side of the Cavern where it exits in the South wall. The River is 20ft wide.

From the opening the characters can see 6 crude stone huts. There are a total of 20 huts.

There are pathways leaving the Cavern following the River both North + South.

There is a fishing net strung across the River at the South Exit.

The Cavern is inhabited by Troglobites. That is what is causing the terrible smell. There is

1 Leader.

AC 5

HTK 16

Hits AC 0 on a 13

Attack Stone Axe (1-8)

25 Males

AC 5

HTK 10

Hits AC 0 on a 16

Use Stone Axe (1-8)

They will not check for morale because they are defending their home.

The Players will have alerted the Trog by shining their light into the Cavern. 10 of the Trog will immediately crowd around the bottom of the ~~wall~~ wall

near the opening. (Good target for a Fireball)

The Leader is controlling the other 15 Trogs.
He will hold them back for one big charge
when the party reaches the ~~bottom~~ floor.

They are hiding in the darkness.

Note the Effect of their smelly ~~and~~ secretion.

TROGLODYTE

FREQUENCY: Common
NO. APPEARING: 10-100
ARMOR CLASS: 5
MOVE: 12"
HIT DICE: 2
% IN LAIR: 15%
TREASURE TYPE: A
NO. OF ATTACKS: 3 or 1
DAMAGE/ATTACK: 1-3/1-3/2-5 or
by weapon type
SPECIAL ATTACKS: Revulsion odor
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Troglodytes are a race of reptilian humanoids who dwell in subterranean places. They loathe humans, and their aim is to slaughter all whom they encounter. Troglodytes have excellent infravision (90').

For every 10 troglodytes encountered there will be 1 leader-type with 3 hit dice. For every 20 there will be an additional 2 leader types with 4 hit dice each. If 60 or more are encountered there will be a troglodyte chieftain with 6 hit dice, and 2-8 guards of 3 hit dice each.

The lair of a tribe of troglodytes is typically a large cave or cavern with small chambers adjoining it in which the individual units live. A lair will contain females equal to 100% of the males. Females fight as 1 + 1 hit dice monsters. There will also be hatchlings and eggs, but these are of no importance.

Troglodytes can attack with claws and teeth, but 50% of them use weapons of some type. The armed half of a group encountered will have:

javelin (2)	25%
battle axe (stone)	10%
morning star (stone)	10%
sword	5%

Their javelins are great vaned darts which have a +3 chance to hit when used by troglodytes and cause 2-8 hit points damage. They shun armor.

When aroused for battle, troglodytes emit a secretion which smells extremely disgusting to humans — including dwarves, elves, gnomes, half-elves and halflings. Those humans failing their saving throw versus poison are affected by revulsion so as to lose 1 point of strength per melee round for 1-6 rounds, cumulative. Loss of strength lasts 10 melee rounds after it has taken final effect.

Troglodytes have a chameleon-like power, so they can change their skin coloration to shades of gray, brown or green. They thus surprise on a 1-4 unless they are angry and excreting their stench. They use this coloration to hide when an encounter goes against them.

Once the Male Trogs
are dead the Party
can pass through the
Cavern.

However if they try
to enter a stone
hut, or come back
into the Cavern. 25
Female Trogs will
attack.

AC 5
HTK 5
Attack 1-3/1-3
1-1 + AC 0 or a 15

16. The path way Up river (North) will follow the River a 60' to a wider section that contains patch of Green Mold (harmless, the Trog's Eat in) The path ends there.

17. The pathway Down River (South) follows the River. 100' to a wider section that contains a patch of 7 Shriekers. They are also eaten by the Trog's. They are here to bother the Players.

SHRIEKER

FREQUENCY: Common
NO. APPEARING: 2-8
ARMOR CLASS: 7
MOVE: 1"
HIT DICE: 3
% IN LAIR: 0%
TREASURE TYPE: Nil
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Noise
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S to L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Shriekers are normally quiet, mindless fungus which are ambulatory. They live in dark places beneath the ground. Light within 30' or movement within 10' will cause them to emit a piercing shriek which lasts for 1-3 melee rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter. Purple worms and shambling mounds greatly prize shrieker as food.

18. As they approach this area the character will hear the rumble of a Waterfall. The Waterfall is 50' high. If the Players act intelligently they should have no trouble getting down beside the Waterfall.

19. Stalagmite Cavern
Cavern is 60' E&W and 80' N&S. + 50' high. The River enters its North end in the middle of the 60' and leaves the South end also in the middle of the 60'.

On the East side near the South end
is a 10 ft. tunnel opening.

Except for a pathway along the East Wall
the floor and the ceiling are covered
in Stalagmites and Stalagmites from 1 to 12 ft
high.

When the characters get half way from the
North entrance to the East Tunnel they
will hear the echoes of rough guttural voices
coming up the East Tunnel. (Gargoyle voices!)

If they try to run back, it will be too late
and their light will be seen.

If they try to run up to the South exit
their light will also be seen.

(They may be told this if they ask
what their chance of doing these things are)

If they put out their lights they can hide
behind the Stalagmites and the elf
will see 3 gargoyles enter the cavern's
East tunnel.

If they don't see the party running etc
They will walk in and start to fly toward
the North entrance.

If the players don't attack, the gargoyles
won't see them. (The party will lose

- 2 v.p. because the gargoyles may
find the way into the castle)

If the players attack (ie missile weapons)
the gargoyles will be confused for
3 rounds. Then they will fly in the
East tunnel to get out. If not stopped

they will exit the East tunnel in 2 more rounds. (Lose -1 v.p.)

The characters may block the East Tunnel with a Web spell.

If thus trapped the Gargoyles will fight to the death.

Gargoyles.

AC 5

Hit Points 30 each.

Hit AC on 15

Attacks 1-3/-3, 1-6/-4

Defenses +1 on better weapons to hit

20. The East Tunnel

Appears to be former bed of the river. The Tunnel is 100' Al long.

After 50' they will notice ~~half~~ tracks on the floor. The Ranger will recognise these as Hippogriff tracks.

At 60' they can see moon light coming in the tunnel up ahead. (Tunnel is still 75' above the ground)
At 30' they will see a big pile of sticks. (The Hippogriff's nest).

In the nest are 4 smashed eggs and a freshly killed female hippogriff.

A male hippogriff will enter the tunnel mouth and attack the party.

HIPPOGRIFF

FREQUENCY: Rare
NO. APPEARING: 2-16
ARMOR CLASS: 5
MOVE: 18"/36"
HIT DICE: 3 + 3
% IN LAIR: 10%
TREASURE TYPE: Q (X5)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/1-10
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Hippogriffs dwell only in places uninhabited by men, generally nesting on rocky crags and similar places. They are fierce fighters and will defend themselves resolutely. As the hippogriff is an omnivore, it will never be found with pegasi. Griffons will attack and eat hippogriffs on occasion. The hippogriff is able to fight well with its two great fore claws and powerful beak, however, and they are not easy prey. If encountered in their lair (nesting area) they will attack immediately. There will be one nest for every 2 creatures, each nest containing 1 or 2 eggs or fledglings. Hippogriff eggs are valued at 1,000 gold pieces each on the open market, fledglings at 2,000 to 3,000 gold pieces.

To Hit AC 0 on a 16
HTK 16

Round 1

21. The River winds and curves back and forth, down and down over waterfalls etc. The players should be told that they suspect that they must be close to the base of the cliff.

22. The Tunnel Branches.
To the right ^{the} river continues. To the left is a dry river bed.

At this junction a large number of humanoid footprints can be seen. They are Orc tracks. They appear to come from the left tunnel.

23. The Orc Village.

Before the characters is a 20ft high wooden Palisade across the tunnel. It reaches to within 5ft of the ceiling.

3 Orc Guards can be seen sleeping at the top of the Palisade. (They can be killed with no trouble.)

Beyond the Palisade is a Village of Orcs. A chaotic jumble of huts & refuse pits. 60' away next to the West wall is a 20'x20' stockade with human prisoners.

The Orcs.

Leader	Half-Orc	AC 4	splint mail
		HTK 16	
		To Hit AC 0	16
		Attack	1-8 (sword)

50 Orc Guards

AC 6

HTK 8

Hits AC on a 19

Attacks club 1-6

or bow + arrow 1-6

The Party can't possibly sneak through The Orc Village.

Roll 1D6. The result is the # of tens of feet they get before being spotted (ie 10-60 ft)

Once spotted they will be attacked by 10 Orc Guards. (clubs)

2 rounds later another 10 Orcs will attack in

The Leader will control the remaining

30 Orcs in groups of 10 widely spread. They will attempt to keep out of melee and use bows to wipe out the party.

Each of the 3 groups of 10 will all fire at one character (roll randomly)

(a) The Stockade

There are 5 women and 5 children in the Stockade. They will call to the party to help them.

The party can move 90 ft per round while being fired on.

The Stockade can be opened in one round but the women and children will slow them to 50 ft per round. The Orcs won't fire on the prisoners.

At the far end of the Orc Village is another 20' Palasade, with a gate in it.

The Gate takes 2 rounds to open.

They could jump from top of palasade (25' - (None of the prisoners will survive such a jump.) at no time penalty.

Once beyond the Palasade they are out.

The Party will get +1 Vi? if they succeed in escaping with the prisoners.

24. The River will lead for a very long distance (400-500 ft more) The river comes lower until they have to go underwater to continue. (ie Water breathing potions.) After 50' the river empties into the lake. ^{Freshwater}

(a) The Party will notice a single shark (small) circling them at a range of 20 ft. (then 10' - If they ignore it it will not attack, but will follow them.

If they attack it, it will attack them. The Blood spilt by either side will attract 10 more sharks in 4 rounds. These sharks will be in a feeding frenzy.

SHARK

	Shark
FREQUENCY:	Common
NO. APPEARING:	3-12
ARMOR CLASS:	6
MOVE:	24"
HIT DICE:	3-8
% IN LAIR:	0%
TREASURE TYPE:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5 or 2-8 or 3-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Non-Neutral
ALIGNMENT:	M to L
SIZE:	Nil
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	

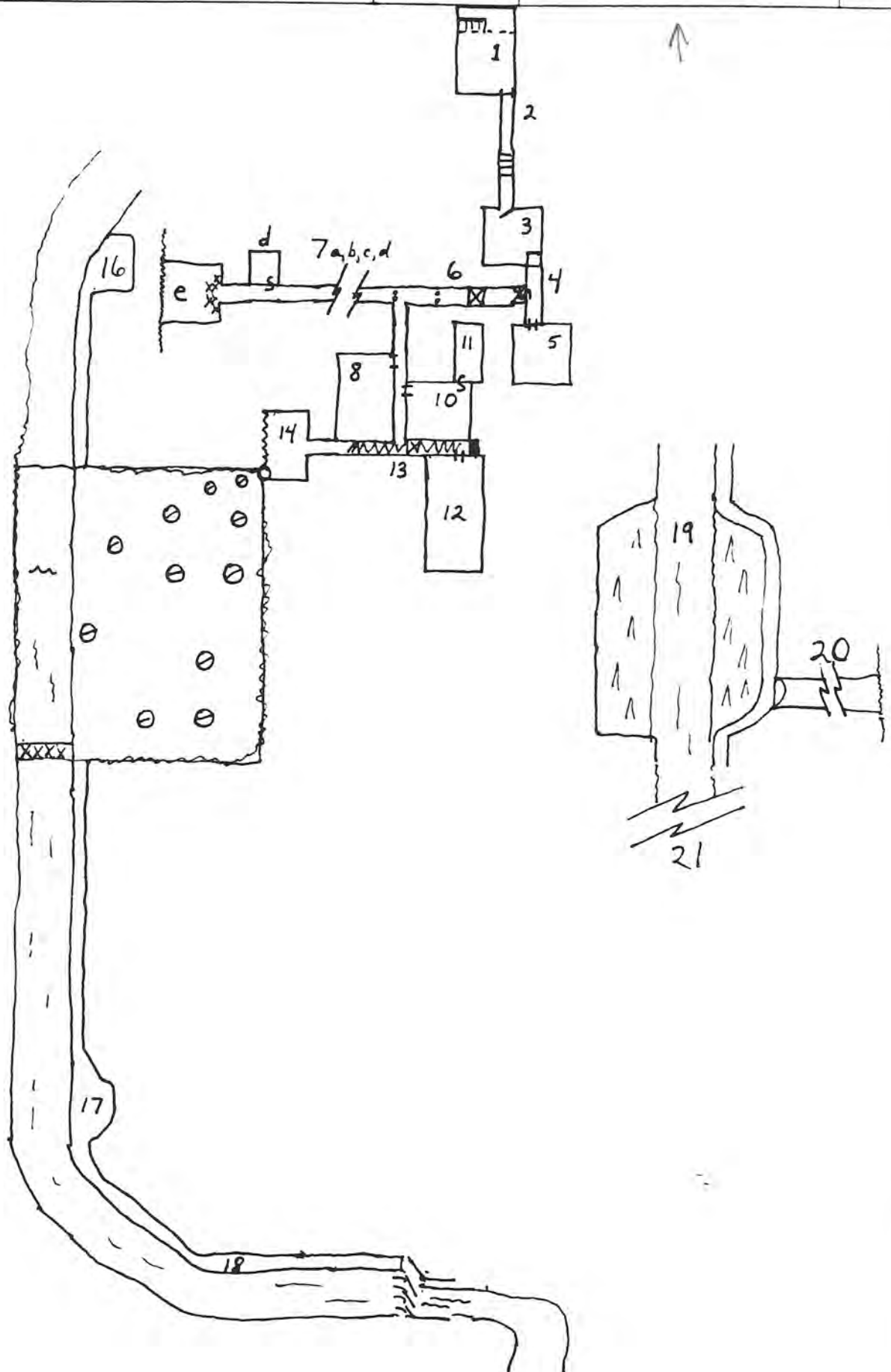
Sharks of all sorts roam the oceans and seas, constantly in motion and seeking food to satisfy their voracious appetites. The shark is a killing machine, attacking any recognizable food source at any time. Sharks are attracted by noise (pressure changes) from a mile or more, and they can smell blood from at least the same distance. Any creature which appears hurt is 90% likely to be attacked. A wounded creature will always be attacked, and this will cause all sharks nearby to go into a frenzy where they will attack any thing that remotely resembles food. They seize prey, tearing off a mouthful if it is not bite-sized, and swim away to swallow it, only to return again for more. Sharks are particularly vulnerable to ramming attacks, such as dolphins deliver, for they rupture internal organs which allow the creatures to swim. Similarly, a motionless shark dies in 2-5 melee rounds.

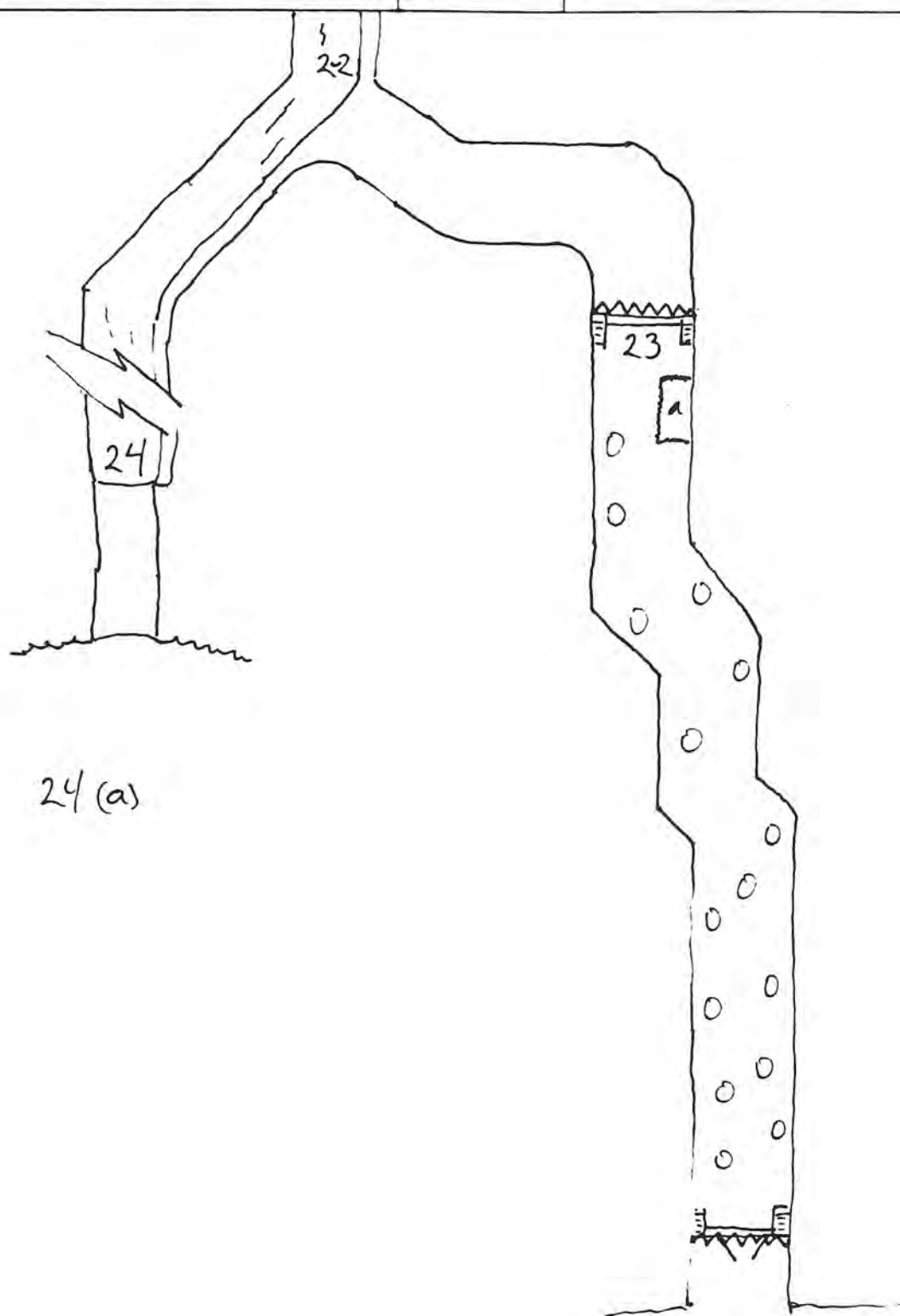
Hit AC 0 on a 16
HTK 10 each.

Note only thrusting weapons allowed underwater.
No missile weapons
Note spell limitations p. 57 DMG.

They will finally reach the shore of the
Lake.

The End of Round 1





Scoring

- (6) + 1. V.P. for each character who gets out alive.
- (5) + 5 V.P. if they get all the way out
+ 3 V.P. if they were not out yet but were likely to make it taking into consideration the easiest way out.
- 6
-2
C.V.P. if they are not out, + seem unlikely to make it out.
- 0-3 points based on bad-to-great role-playing by the Team in general.

Note Remember the V.P.'s earned or lost in the dungeon ie for killing Gargoyles, letting invaders know about way in, the Prisoner objects.

Imlach Lammoth Elf Fighter / MU

Str 11
Int 15
Wis 14
Dex 15
Con 13
Chr 15

- 1 defense (+1 vs fireballs etc)

Level 5/4 HTK(31)15 11

Hits AC 0 on 16

AC 3

Alignment NG

Prof - longsword, longbow, handaxe, spear

Weapons

+1 long sword D8/D12

longbow (+1 returning arrow) D6/D6

spear (silvered) D8/D8

handaxes (2) D6/D4

Armor elven chain + shield.

Gear

clothes.

pack

1 day food + water

small silver mirror

3' steel pry bar

1 Molotov

50' Rope.

Special

+1 to hit with longsword.
+ longbow.

Save.

see Dex

Para 11

Petr 12

R, S, W, 11

BW 13

Spell 12.

Spells.

① spider climb

② web.

Languages - Common, Elvish, Gnome, Halfling,
Goblin, Orcish, Neutral

Dyed Swain Cleric.

Str 13
Int 11
Wis 15 +1 vs charm, fear.
Dex 13
Con 15
Chr 13

Level 7 HT ~~K(48)~~ 40 34 30 24 26 31

AC 4

Hits 400 on a 16 Alignment LG

Prof - Alail, mace, staff.

Weapon

+1 Mace D6+1/D6

Armor

chain + shield + shield

Gear

* Permanent light stone.
clothes.

pack.

1 day food + water.

wolverine base.

silver holy symbol

2 torches

Tinder box

Saves

check Wis

Para 7

Petr 10

RSW 11

BW 13

Spell 12.

Spells.

① ~~CLW~~, Bless

② Hold Person

③ Dispell Magic. ; Speak with Dead.

④ Divination.

Gravin Wayward Magic User

Str 10
Int 15
Wis 13
Dex 16 - 2 Defense (+2 vs fireball etc)
Con 13
Chr 11

Level 7 HTK(2) 18 5

AC 6 Alignment LG

Hits AC 0 on 19.

Proff - staff, darts

Weapons

+1 staff D6 / 26
darts (x3) D3 / 22

Armor + 2 bracers.

Spells

- ① ~~charm person~~, ~~magic missile~~
- ② Mirror Image
- ③ haste

Gear

* wand of secret door detection (2 charges)

clothes

pack.

(50' rope + grapnel

1 day food + water.

1 melotov.

tinderbox

lantern (1 hr oil)

Saves

check dex Para 13

Petr 11

ESW 9

BSW 13

Spell 10

Bran Mac Brans Fighter

Str 18(17) +1 to hit +3 to damage.
Int 11
Wis 9
Dex 17 -3 Defense (+3 vs fireball etc)
Con 17
Chr 16

Level 6

HTK ~~60~~ 30 (18) & 49

AC 5 Hits AC 0 on 16

Alignment N

Prof - 2 handed sword, longbow, dagger.

Weapons

+1 Flaming sword D10/3D6 (+2 vs regen;
+3 vs cold, avian; +4 vs undead)

2 daggers (silvered) D4/D3
longbow, 10 arrows D6/D6

Armor leather.

Gear

clothes.

pack

1 day food + water.

10 spikes + hammer.

20' wire.

1 torch.

50' rope.

25 feet Rope

Special

Climbs as a 5th

Level Thief (90%)

Saves.

Chck Dex

Para 11

Petr 12

R, S, W 13

BW 13

Spell 14.

George H. C. Co. 3

- 3-4-1-2-6

Walker Farstar Ranger

- 16-

- 2

- 4

St. 16 + 1 to damage.

Int 13

Wis 14

Dex 15

Con 16

Chr 12

- 20
= 5 + 5 RL
+ 1 CL
11 - 1 = 1

- 1 Defense (+1 vs fireballs etc)

Level 5 HTK(52) 25

Hits ACC on 16

Alignment NG

AC 3 (No shield)

ITEM IN Red
lost to
Labe
+ 1

Prof - longsword, dagger, longbow, spear.

Weapons

Swords

+ 2 longsword DS/12

2 daggers (silvered) 04/03

spear (silvered) 06/08

long bow (10 arrows) 06 06

Armor

+1 chain and a shield

Gear.

clothes:

pack

1 day food + water

8 large sacks

lantern ball's eye (2 oil)

50' rope.

Special

- surprised only on a 1

+5 vs giant class

Trac in

Saves

Chen. 20

Chen. 20

Fire

10/10

10/10

10/10

10/10

10/10

Denith Earthtounge Druid

Str 11
Int 15
Wis 17 + 3 vs charm, fear, etc.
Dex 9
Con. 12
Chr 15

Level 5 HTK³³ 20 16

AC 7

Hits AC Con 18 Alignment N

Prof - scimitar, dart

Weapons

+ 1 scimitar (silvered) D8/108
darts (6 normal) ~~8~~ 8

Spells.

① Entangle, Entangle, Faerie Fire,
~~Faerie Fire~~

② CLW, Heat Metal

③ Call Lightning, Plant Growth, Summon Insect

Gear

clothes

food

1 day food + water

lantern (4 gts oil)

6 candles

6 gold

Special

+ 2 vs fire/lightning
ident - plants, food, water.
pass through overgrowth.

Saves

check WIS

Para 9

Petr 12

RSW 13

BW 15

Spell 14.

Languages - Common, secret, centaur, dryad,
elvish, gnome, neutral.