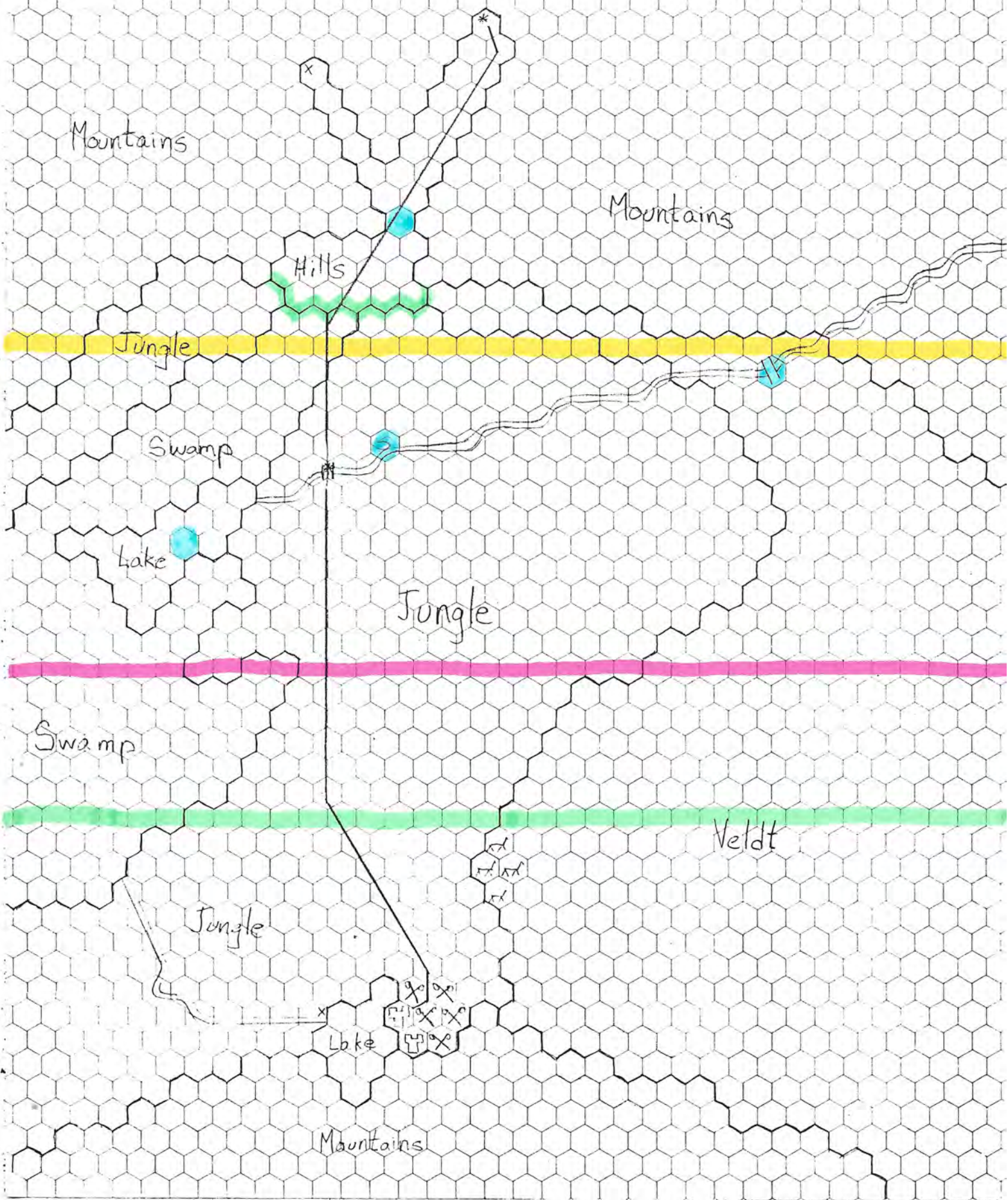




## Notes to D.M.'s concerning movement

### Raft Destruction

Some of the monsters may attack the raft. Hits on the raft are automatic in hand to hand combat. Whenever a raft takes  $\frac{1}{10}$  of its initial HP of damage all characters who are on the edge of the raft must save or fall overboard. They miss only on a 1 if the raft is  $\frac{1}{10}$  destroyed, +2 if  $\frac{2}{10}$  etc. No dexterity modifications apply since this represents the chance of their portion of the raft falling apart, not their ability to stay on a tossing raft.

If the raft at any time contains more than one character for every 10 hp. it immediately takes 10/10 of damage and capsizes.

Characters who fall in the water must spend one round recovering. They are then at +2 AC and -2 to hit until they get back on (Assuming swamp or river terrain. In the lake they must drop all gear or drown.)

### Horses

Horses are available in the hexes marked. They are caught automatically if the druid uses his speak with animals. Otherwise each 10 minutes the druid and ranger will catch one on a 1 or 2 on a D6, and the others on a 1 on a D6. Characters can ride double but only one can fight per horse. When leading horses use slowest of mounted + foot speed.

## Getting Lost

Swamp - 2 on 206 if both druid + ranger are there  
- 1 on 106 if either druid or ranger  
- 3 on 106 if neither druid nor ranger

Jungle - 1 on 106 if neither druid nor ranger

Getting lost is a 15 minute penalty



## Encounters

- ① The party receives a warning before this encounter. Should they chose to immediately avoid the area they lose 15 minutes. If they advance the creature(s) will confront them and make aggressive motions without attacking. If the party immediately backs off they can avoid with a half hour penalty. If they stand the creature(s) will charge. If they attack they get one round of missile fire before they are engaged in hand to hand combat. If the druid does a speak with animals he will alone be allowed to pass. The bear or Elephant

| Swamp                                                    | Jungle                                       | Veldt                                       |
|----------------------------------------------------------|----------------------------------------------|---------------------------------------------|
| Smashed trees and<br>corpses of half eaten<br>crocodiles | Claw marks on<br>trees 14' off the<br>ground | Stripped trees<br>and trampled<br>brush     |
| 2 Ogres (L)                                              | Cave Bear (L)                                | Bull Elephant                               |
| HP: <del>25</del> 25 <del>30</del>                       | 45                                           | 60                                          |
| AC: 5                                                    | 6                                            | 6                                           |
| To Hit AC 0: 15                                          | 13                                           | 10 12                                       |
| Dmg: 1-10                                                | 1-8/1-8/1-12                                 | 2-12(x5)                                    |
| on a 1 or 2 each round<br>it will attack the raft        | see Monster<br>Manual                        | horses will<br>not approach<br>the elephant |

- ② This attack is a total surprise.  
The creature gets one free round of attacks against a random target

|             | Swamp                   | Jungle                      | Veldt                                   |
|-------------|-------------------------|-----------------------------|-----------------------------------------|
|             | Snake (Constrictor) (L) | Tiger (L)                   | Rhino                                   |
| HP.         | 40 <del>23</del>        | 35                          | 50                                      |
| AC.         | 5                       | 3                           | 6                                       |
| To Hit AC 0 | 13                      | 13                          | 12                                      |
| Dmg         | 1-4/2-8                 | 2-5/2-5/1-10<br>(2-8)/(2-8) | 2-12<br>(4-24) charge ie<br>first round |
|             | See Monster<br>Manual   | See Monster<br>Manual       | will attack rider<br>not horses!        |

- ③ This encounter takes place either at the lake or when crossing the river. It is avoidable, in fact the monster will not attack unless attacked first. (or his territory violated) As these monsters are capable of wiping out the party they will probably be avoided therefore no stats are given for them. Refer to the monster manual if necessary.

| Lake                                                                                                                                                                                                                                                                                          | Unknown Ford                                                                                                                                                                                                                                                                                                                                                                                                                 | Known Ford                                                                                                                                                                                                                                      |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>The lake contains a dragon turtle that the party should spot when they reach the edge. It will ignore them if they stay near the edge of the lake. If they move one hex from the shore it will appear and capture their raft. Characters may only retain 2 lbs of gear and still swim.</p> | <p>When the party gets within 4 hexs of here they will encounter a white stag. The stag will lead the party to the ford which is really a massive log over the ravine. If the stag is fired at it will run away. If spoken to, it will say only "Follow me". If the party does not follow they will find the river uncrossable except at the log and they must enter the same hex in order to find the log on their own.</p> | <p>The ford contains a herd of 18 hippos. All 18 will attack if one of their number is attacked or if the party does not ride around the <sup>herd</sup> <del>group</del>. It is possible to cross the ford without going through the herd.</p> |
|                                                                                                                                                                                                                                                                                               | <p>100' Beneath the log is a nest of 5 cockatrices. The party should spot them.</p>                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                 |



- ④ This is a non-avoidable nuisance encounter.  
A random character takes 104 of damage.

| Swamp                                            | Forest                                           | Veldt                  |
|--------------------------------------------------|--------------------------------------------------|------------------------|
| Bite by a snapping<br>turtle during a<br>portage | Monkeys throw<br>coconuts at random<br>character | Horse throws<br>rider. |

⑤

This encounter is unavoidable. After seeing the creature, the party has one round to prepare weapons or to fire ranged weapons before the creature has closed.

All of the creatures can and will overtake the party if the party attempts to flee. The shambling mound will cut off any party member who runs in any direction except back towards the swamp. (If the party moves into the swamp, the S.M. will be able to overtake them) If the party hastes themselves in an attempt to escape the monster will pursue until the haste wears off and then overtake them.

|               | Shambling Mound                           | Tyrannosaurus Rex           | Bulette                                                                                |
|---------------|-------------------------------------------|-----------------------------|----------------------------------------------------------------------------------------|
| H.P.          | 50 <del>30</del>                          | 110                         | 55                                                                                     |
| A.C.          | 0                                         | 5                           | -2/4/6                                                                                 |
| To hit A.C. 0 | 12                                        |                             |                                                                                        |
| Dmg           | 2-16/2-16                                 | 1-6/1-6/5-40                | 4-48/3-18/3-18                                                                         |
|               | will only engulf one character at a time! | will not use swallow attack | will not use swallow attack                                                            |
|               | See Monster Manual (Special Defenses)     |                             | See Monster Manual at HP 15 or less will begin using jump attacks and will raise crest |



- ⑥ This encounter should be the same for all parties. The group should spot two tents pitched in a hollow. They may avoid it at no penalty. If they approach roll 2D6. If the number on the lower dice is less than the number of characters approaching then they are heard. Characters who successfully sneak up on the tents will hear talking in an unknown language with intermittent screaming. The tents contain 5 orcs and a torched ~~elf~~ dwarf. At the first sign of trouble one of the orcs will strike the dwarf on the head and render him unconscious despite all cures for the remainder of the game. He has 15 of 40 HP. The tents are closed however and nothing can be seen without initiating hostilities.

Tent 1

|           |                     |
|-----------|---------------------|
| 1 Orc 1   | HP. <del>8</del> 14 |
| 4 Orc 2   | <del>8</del> 6      |
| 12 Leader | 14 <del>8</del>     |
| Dwarf     | 15                  |

Tent 2

|       |                    |
|-------|--------------------|
| Orc 3 | HP. <del>8</del> 5 |
| Orc 4 | <del>8</del>       |

If attacked the orcs will try to get a message away

## GENERAL NOTES (DM ONLY)

BEFORE THE PARTY GETS TO THE CAVE, A ORC PATROL FINDS THE CAVE + INVESTIGATES. THERE ARE 10 ORIGINALLY. ONE ('IRVING') IS LEFT AT THE CAVE MOUTH, ~~FROM MOUTH~~ AND THE REMAINDER WILL BE MET LATER. ALSO THERE IS A FAERIE DRAGON (GREEN) CALLED FAGAN.

AC 5 HD 4 ATK 10 DM 1-2 MAGIC RESIST 60%

THE FAERIE DRAGON CAN (AND WILL) BE INVISIBLE MOST OF THE TIME (~4 TO AC). THE DRAGON IS VAIN AND REALLY ONLY WANTS SOME APPRECIATION, SOME APPLAUSE, AN AUDIENCE! HE WILL BE THROWING SPELLS FOR JOKE ON THE PARTY + ORCS. HE WILL RESERVE HIS BREATH WEAPON FOR CRITICS. THE BREATH WEAPON IS EUPHORIA. THE PERSON ON WHICH IT IS INFLICTED MUST SAVE VS BREATH WEAPON OR BE AFFECTED FOR 3-12 ROUNDS DURING WHICH TIME HIS A.C. IS LOWER (WORSE) BY 2 AND HE MUST ALSO MAKE AN d20 ROLL UNDER HIS INTELLIGENCE EACH ROUND. IF HE MAKES THE INT. ROLL HE MAY ACT THIS ROUND OTHERWISE HE WILL WANDER BLISSFULLY TIL THE BREATH WEAPON WEARS OFF.

### EXAMPLE

'WALKER' GETS A FACEFUL OF THE GAS AND FAILS HIS SAVING THROW VS BREATH WEAPON. THAT ROUND HE ROLLS A 10 ON HIS INT. ROLL AND HIS INT. IS 14, SO HE CAN ATTACK, ALTHOUGH HIS AC IS STILL AFFECTED. THE NEXT ROUND HE ROLLS A 15, SO HE WILL NOW WANDER (HAVING A GOOD TIME) TIL THE GAS WEARS OFF 3-12 ROUNDS (3d4)

### SPELL LIST (CAST AT 10TH LEVEL)

LEVEL SPELL

- 1 MESSAGE, SLEEP, VENTRILLOQUISM (x2) ✓
- 2 PYROTECHNICS, FORGET, LEVITATE (x2)
- 3 SUGGESTION, ~~PHANTASMAL FORCE~~ (x2)
- 4 FUMBLE, POLYMORPH SELF
- 5 TELEKINESIS (x2) ✓

HE WILL AID THE PARTY IF TREATED PROPERLY, BUT ONLY IN SMALL WAYS. REMEMBER HE IS VAIN AND A PERFORMER TO THE END, AND HIS PURPOSE IS TO ADD COLOR TO THE ADVENTURE.

ALL PASSAGES, UNLESS SPECIFIED, ARE 6' HIGH AND 5' WIDE. THIS MEANS THAT SOME WEAPONS ARE NOT USABLE, LIKE TWO-HANDED SWORDS. ALSO THE EFFECTIVE RANGE OF BOWS ARE REDUCED TO  $\frac{1}{2}$  SHORT RANGE AND CROSSBOWS TO  $\frac{1}{2}$  MEDIUM.



## ENTRANCE (1)

A ROUGH CAVE OPENING, 10 FEET HIGH, WITH LOTS OF LIGHT VEGETATION SURROUNDING IT. THERE ARE VINES DIRECTLY IN FRONT AND THEY SWAY A LITTLE, BUT NOT IN RYTHUM WITH THE WIND.

AT CLOSER RANGE (30') A 4'SPHERE CAN BE SEEN HIDING (NOT VERY WELL) AMONG THE VINES. WHEN IT BECOMES OBVIOUS THAT IT'S BE<sup>EN</sup> SEEN, IT WILL CALL OUT 'MY TOLL IS THE LIFE OF ONE!'. THE PARTY CAN CRAWL UNDER BOTH THE 8' VINES AND THE GASEOUS SPHERE. ONCE INSIDE THE PARTY WILL SEE A BOUND AND GAGGED AND OBVIOUSLY SCARED SILLY ORC, 'IRVING'. IRVING KNOWS VERY LITTLE ABOUT ANYTHING, EXCEPT THAT 9 ORCS WENT IN ABOUT AN HOUR AGO, AND NONE CAME OUT. IRVING STILL BELEIVES THAT HE IS BEING TOYED WITH BY THE BEHOLDER.

-FAGAN HAS JUST USED A TELEKINESIS AND A VENTRILOQUISM.

## INSIDE THE CAVE (2)

A RATHER MUNDANE 15' X 30' CAVE EXCEPT FOR THE BROKEN METAL GRATE INSIDE.

THE PARTY ENTERS A 6' X 5' TUNNEL ON THE OTHER SIDE OF THE GRATE AND GOES ABOUT 100', THOUGH THEY CANT TELL HOW FAR DOWN THEY'VE GONE.

~~CHAMBER~~

~~SHALL BE~~

CAVERN  
~~CAGE~~ #1 (3)

15

- THERE ~~ARE~~ LOTS OF DINGE + DANK IN THIS PLACE (35' x 20')  
AS WELL AS STALACTITES + STALAGMITES. AT THE  
FAR END A PLAIN STONE CHAIR FACES THE PARTY

- AS THE PARTY APPROACHES, A LOW MOANING CAN  
BE HEARD COMING FROM THE CEILING.  
(THERE ARE NO PIERCERS, JUST A LOW MOANING)

THE 'CHAIR' IS A MIMIC, AND AS THE PARTY APPROACHES  
IT THEY NOTICE SMALL KNOBS ON THE ENDS OF THE  
ARMS. IF SOMEONE SITS IN THE CHAIR THE MIMIC WILL  
'GRAB-ENVELOPE' HIM, RESTRAINING ARMS + LEGS  
+ TORSO. NO MOVEMENT IS ALLOWED FOR THAT PERSON  
NOW THE MIMIC WILL YELL "GIVE ME FOOD OR YOU'LL  
WATCH THIS ONE DIE!". IF THE PARTY GIVES IT  
FOOD THE MIMIC WILL RELEASE THE PERSON + RUN (3')  
AWAY (OUT). IF CAUGHT RUNNING AWAY, IT WILL  
TRY TO BARGAIN FOR IT'S LIFE, IF ATTACKED IT WILL  
COLLAPSE, A QUIVVERING MASS OF PROTOPLASM, AND  
BEG FOR MERCY. IT KNOWS NOTHING MORE OF THIS

MIMIC HD. 7 HTK ~~35~~ AC 7 MOVE 3' DAMAGE 3-12  
35

DUNGEON BUT <sup>WILL</sup> TELL AN AWFUL LOT ABOUT IT.

(4)

BEYOND THE MIMIC THE TUNNEL REMAINS ROUGHLY  
LEVEL AND GOES ABOUT 50' THEN DROPS STRAIGHT  
DOWN 100' AND LEVELS OUT.

(5)

LIKE 4 ONLY MORE 50

(6) THIS TIME THE TUNNEL GOES 50' THEN DROPS  
200' AND THE TUNNEL LEVELS OUT, GOES ABOUT  
400' AND ENDS. THERE IS A SECRET DOOR MIDWAY  
DOWN THE VERTICAL SHAFT.

(7)

IN THE 400 FOOT LONG DEAD END TUNNEL YOU WILL RUN INTO THE 9 ORCS, THEY WILL BE DEPENDING ON INFRAVISION + WILL SEE THE PARTY'S LIGHT LONG BEFORE THE PARTY WILL SEE THE ORCS. THE ORCS WILL FIRE ALL OF THEIR CROSSBOWS (4 LIGHT, 2 HEAVY) AT 60' THEN CHARGE WITH SHORT SWORDS. ALL MISSILE FIRE IN THIS TUNNEL IS AT -2 BECAUSE OF THE ROUGHNESS OF THE TUNNEL. TWO ORCS CAN FIGHT AT ONCE DUE TO WEAPON SIZE.

| ORC | HD | HTK                       | AC | DAMAGE      |     |     |          |   |     |
|-----|----|---------------------------|----|-------------|-----|-----|----------|---|-----|
| 1   | 2  | 12                        | 4  | SHORT SWORD | 1-6 | HUY | CROSSBOW |   | 2-5 |
| 2   | 1  | <del>8</del> <sup>4</sup> | 5  | -           | -   | 1-6 | HUY      | - | 2-5 |
| 3   | 1  | <del>8</del> <sup>3</sup> | 5  | -           | -   | 1-6 | LGT      | - | 1-4 |
| 4   | 1  | <del>6</del>              | 6  | -           | -   | -   | -        | - | 1-4 |
| 5   | 1  | <del>8</del>              | 6  | -           | -   | -   | -        | - | 1-4 |
| 6   | 1  | <del>1</del>              | 6  | -           | -   | -   | -        | - | 1-4 |
| 7   | 1  | <del>5</del> <sup>4</sup> | 6  | -           | -   | -   | -        | - |     |
| 8   | 1  | <del>4</del> <sup>2</sup> | 6  | -           | -   | -   | -        | - |     |
| 9   | 1  | <del>5</del>              | 6  | -           | -   | 1-6 | -        | - |     |

(8)

BEYOND THE SECRET DOOR IN THE VERTICAL SHAFT (6) THE TUNNEL COMES TO AN ~~IN~~ DECLINE THAT GOES ABOUT 15' AND THEN GOES BACK UP ABOUT 30'. ON THE IN CLINE THERE IS A FAIRLY LARGE AMOUNT OF LOOSE GRAVEL + RUBBLE. IF SOMEONE ATTEMPTS TO CLIMB UP THE 30' SLOPE, A SLIDE WILL BEGIN. IF THE PERSON RUNS DOWN THE SLOPE, HE WILL REACH THE BOTTOM JUST AS THE SLIDE HITS HIM, AND HE AND ANYONE ELSE THERE WILL TAKE 4d8 OF DAMAGE. IF HE STANDS STILL (OR OTHERWISE DOESN'T MOVE MUCH) HE WILL BE CARRIED DOWN + WILL TAKE 2d8. IF HE RUNS UP (TOWARD) THE SLIDE HE WILL KEEP MOST OF THE SLIDE BEHIND HIM AND WILL TAKE A MERE 1d8 FROM CUTS AND BRUISES. ONCE THE SLIDE HAS OCCURED THE PATH IS FAIRLY CLEAR AND WILL PRESENT NO REAL HAZARD FOR THE PARTY. IMMEDIATELY BEYOND THE SLIDE ZONE THE PARTY WILL CROSS WHAT WAS OBVIOUSLY A MINE SHAFT, NOW THOROUGHLY BLOCKED. THE TUNNEL CROSSES THE SHAFT + CONTINUES.



## CAVERN #2 (9)

THIS CAVERN IS ABOUT 30' LONG, 15' WIDE AND 25' HIGH. IT'S ONLY INHABITANT IS A SMALL (5' DIA) BLACK PUDDING, IT'S IN THE MIDDLE OF THE ROOM, MUNCHING ON SOMETHING METALLIC (OLD GARBAGE)

IT WILL ATTACK IF SOMEONE COMES WITHIN 5' OF IT

HD-10      AC 6      MOVE 6  
HTK-45      DAM 3-24 (3d8)

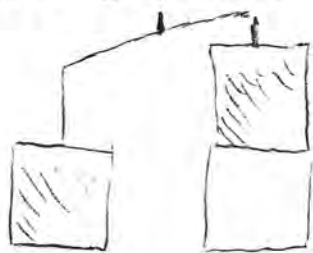
IT CAN BE LURED TO ONE SIDE BY THROWING FOOD  
FAGAN WILL ALSO MAKE HIS ENTRANCE HERE  
(EXPECTING APPLAUSE, OF COURSE)

(10)

THE TUNNEL NOW COMES TO THE BRINK OF A BIG SHAFT. THE FLOOR IS 100' DOWN, THE CEILING 100' UP. THERE IS A LEDGE LEADING UPWARD AROUND THE EDGE. THE DIAMETER OF THIS CIRCULAR SHAFT IS 70'. IT IS VERY DARK. THE LEDGE LEADS IT'S WAY UP FOR 1/2 TURN AND ENTERS A TUNNEL, LEADING UP FOR 1500' AND ENDS IN A GRATE. BEYOND THE GRATE IS A DIMLY LIT CAVE. BEYOND THE CAVE IS A LARGE (50-MAN) ENEMY PATROL THAT WILL CATCH THE PARTY AND USE THE ENTRANCE ~~TO~~ ~~TO~~ TO MOUNT A SNEAK ATTACK ON THE DWARVES. ADVENTURE OVER. MEANWHILE BACK IN THE SHAFT, THERE IS AN ENTRANCE 50 FEET FROM THE FLOOR, DIRECTLY OPPOSITE THE PARTY'S ORIGINAL ENTRY POINT. IF THE PARTY CHECKS A TORCH, CANDLE, ETC. THEY WILL SEE THAT AIR IS MOVING TOWARD THAT ENTRANCE. A LARGE AMOUNT OF AIR IS COMING FROM THE TUNNEL AT THE CEILING. THERE IS ANOTHER TUNNEL LEADING TOWARD THE HEART OF THE MOUNTAIN FROM THE BASE OF THE SHAFT.

(11)

AT THE BASE OF THE SHAFT A TUNNEL HEADS IN TOWARD THE HEART OF THE MOUNTAIN. IT GOES ABOUT 50' AND MAKES 180° TURN TO THE LEFT. AS THE PARTY GOES ON THEY SEE A BLANK WALL THAT RAISES AS THEY APPROACH. BEHIND THE WALL IS... A ROPER AND BEHIND THE ROPER IS A LEVER ABOUT 3' OFF THE GROUND. IF THE PARTY RETREATS THEY WILL FIND A BLANK WALL JUST AROUND THE 180° TURN. THE PARTY MUST GET PAST THE ROPER AND THROW THE SWITCH. THE PROBLEM IS THAT THEY MUST STOP THE BLOCKS HALF WAY + CRAWL THROUGH



THE OPENING. DRAGGING THE ROPER'S BODY UNDER THE NEAREST BLOCK, THEN THROWING THE SWITCH WILL WORK, AS WILL THROWING THE SWITCH HALFWAY, THOUGH THE LATTER METHOD WILL PUT 2X

NORMAL WEIGHT ON THE SYSTEM AND BREAK IT IN 4 ~~4~~ ROUNDS THE PARTY WILL BE FOREWARNED BY THE GROANING OF METAL UNDER EXCESS STRAIN.

ROPER: HD 10  
ATK 30

AC 0 MOVE 3  
DAMAGE 5-20 (6 ATTACKS)

(12)

THIS IS THE CONTINUANCE OF THE TUNNEL. THIS TUNNEL GOES 200' AND COMES TO AN OPEN PIT; 18' ACROSS, 10' DEEP AND WALL TO WALL. THIS PIT WILL OPEN IF ANY WEIGHT IS PUT ON IT AND CLOSE AS SOON AS THAT WEIGHT IS REMOVED. FAR, UNDER THIS PIT, IS AN OUTHER WITH SPIKES IN IT (DEX ROLL TO AVOID SPIKES) THAT DO AN EXTRA d6 OF DAMAGE. THE PARTY WILL ALSO NOTICE THAT A LARGE AMOUNT OF AIR IS PASSING THROUGH THIS AREA (FAGAN WILL NOT ENTER)

### (13) THE FAN

AFTER THE PIT THE PARTY WILL GO FORWARD ABOUT 50' AND THEN THE TUNNEL WILL SLOPE DOWN TO A LARGE METAL FAN, BLADES PASSING WITHIN 1 MILLIMETER OF THE OBVIOUSLY WORKED STONE. IF THE PARTY BREAKS THE FAN TO GET THROUGH (BY THROWING ROPE IN, HEAT METAL ETC.) THEY WILL HEAR A HISSING SOUND COMING FROM THE WRECKAGE. IF ANYONE STANDS THERE AND WAITS THEY WILL TAKE 4d10 FROM THE SUPERHEATED STEAM THAT COMES FORTH. IF THEY RUN TOWARD (AND THEN PAST) THE WRECKAGE THE STEAM WILL GO UPHILL AND THEY WILL TAKE NO DAMAGE. IF THEY RUN AWAY AND HIT THE DIRT THE STEAM WILL GO OVER THEM, AGAIN NO DAMAGE. IF THEY KEEP STANDING AFTER RUNNING THE STEAM WILL ONLY HIT THEM FROM THE WAIST UP AND THEY WILL TAKE ONLY 2d10. THE STEAM WILL ONLY LAST FOR A FEW ROUNDS. IF THE PARTY DOES NOT DESTROY THE FAN (SHRINK SPELL) IN GETTING THROUGH THERE WILL BE NO STEAM.

### (14) THE DWARVES.

THE PARTY WILL NOW GO FORWARD ABOUT 200' AND AGAIN CROSS A MINE SHAFT, EXCEPT THIS TIME THE SHAFT IS NOT BLOCKED. (AT LEAST A 4-WAY INTERSECTION) IF THE PARTY IGNORES THE SHAFT AND CONTINUES THEY WILL COME TO A DEAD END. IF THE PARTY ENTERS THE SHAFT (EITHER WAY) THEY WILL SEE A DWARF, HIS BACK TURNED, USING A PICK TO DIG OUT AN EMERALD THE SIZE OF A HGN'S EGG. HE WILL EVENTUALLY NOTICE YOU AND LOOK VERY SURPRIZED AND YELL HIS HEAD OFF IN DWARVISH AND BRANDISH HIS PICK. VERY SOON ~~THE~~ THE PARTY WILL BE SURROUNDED AND A VERY LARGE (6') DWARF APPROACHES YOU AND ASKS YOU IN PERFECT COMMON TO DROP YOUR WEAPONS AND EXPLAIN YOURSELF.

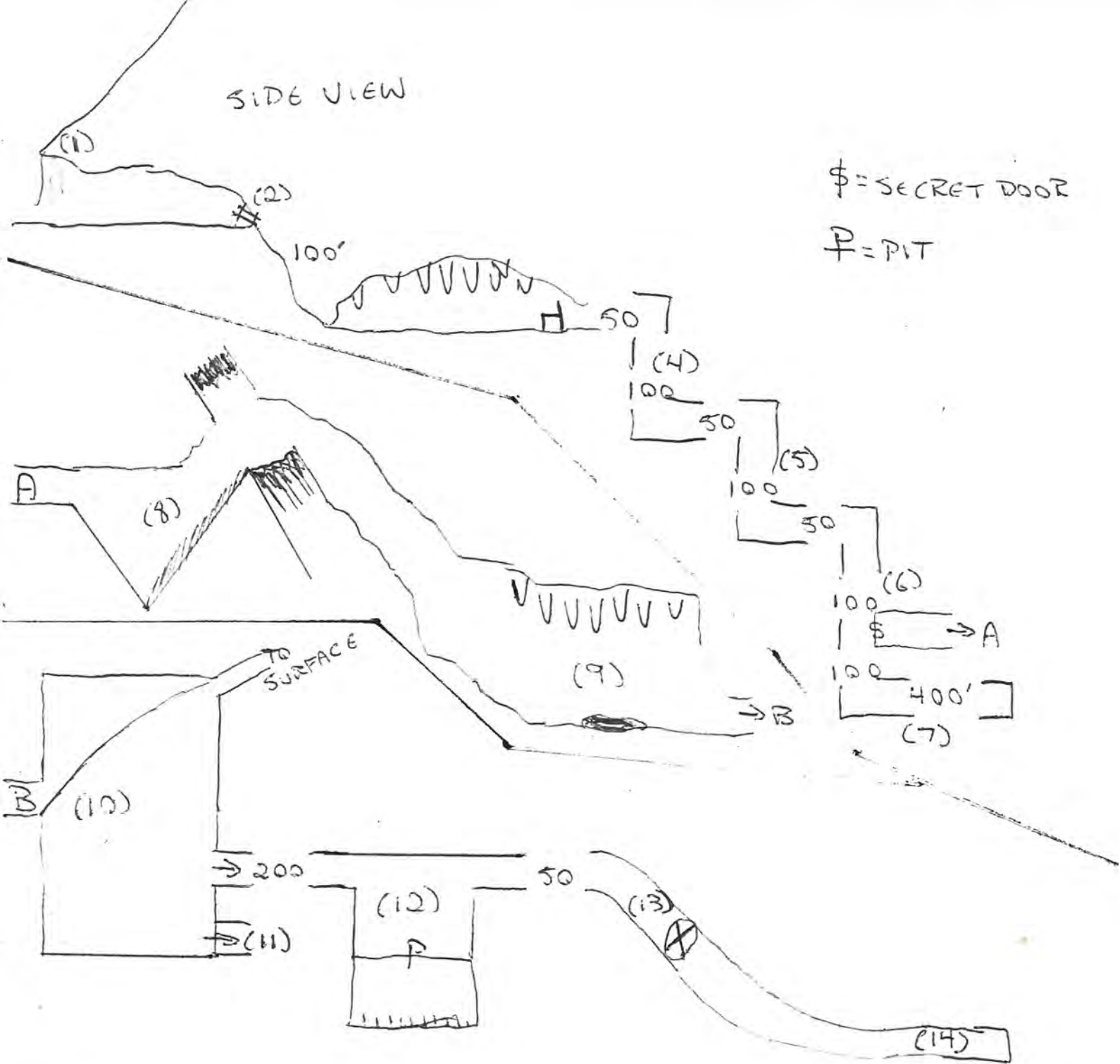
HE IS, OF COURSE, NOT A DWARF BUT A HUMAN  
THAT HAS CHOSEN A DWARVEN WAY OF LIFE + HE WILL  
LEAD YOU TO THE DWARF-RING. WHERE YOU MAY MAKE  
YOUR PLEA.



# SIDE VIEW

Φ = SECRET DOOR

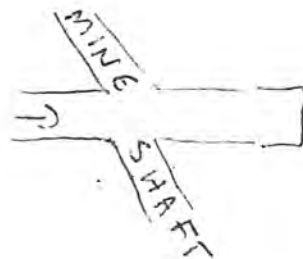
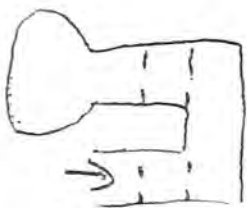
P = PIT



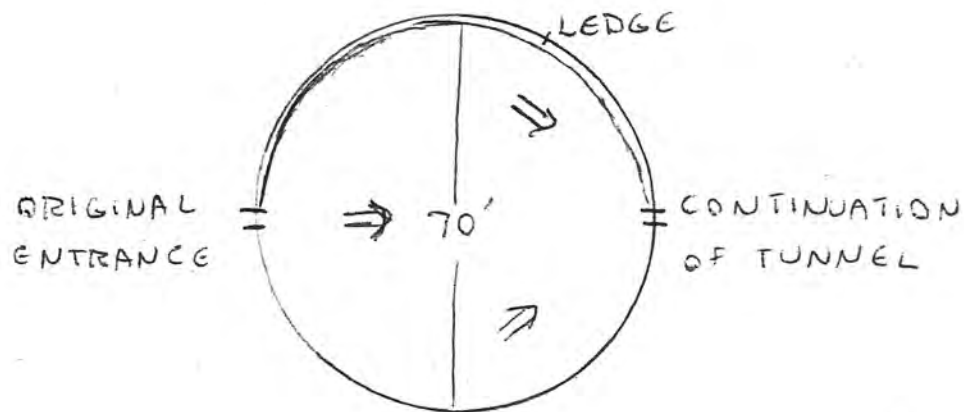
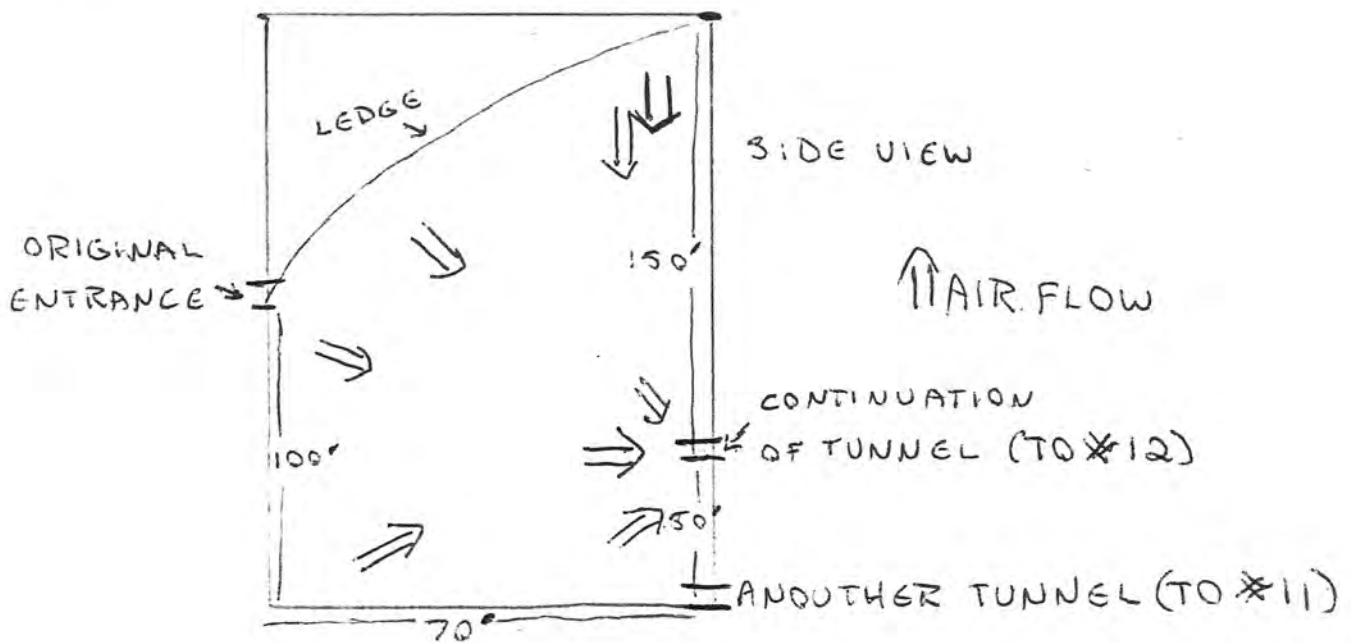
## TOP VIEW

#11

#14



(10)



# 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) D6/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 29 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 (43)

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

- 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

Prof - longsword, dagger, longbow, spear. Lost to lake

Swords

Weapons

+ 2 longsword DS/12

2 daggers (silvered) 24/23

spear (silvered) 26/28

long bow (10 arrows) 26/26

Armor +1 chain and a shield

Gear.

Special

clothes:

- surprised only on a 1

pack

+5 vs giant class

1 day food + water

Traveller

8 large sacks

lantern ball's eye (2 oil)

50' rope.

Sacks

Chain 20

Iron 10

Chain 10

Iron 10

50' 10

30' 10

20' 10

Denith Earthtounge Druid

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

Level 5 HTK<sup>33</sup> 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.