

RI

Introduction

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.

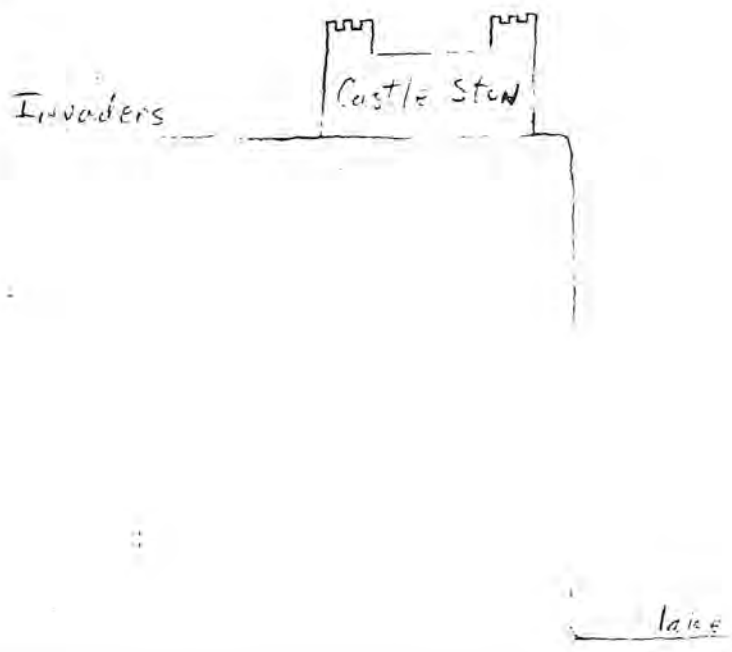
The history of castle Ston is as follows; 200 years ago the ancestors of it's present Lord took it by conquest from a tribe of barbarians. The barbarians had obviously not built the castle, but claimed they had been given it by it's builder, a powerful Wizard. This Spring an enormous army of evil creatures 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 incase 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 siler 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: $\bullet 2-5 (3-12)$
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 intellegent 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 motheaten 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 2 Variants

8. The Scroll Making Room

The door to this room is in its east wall at the north end of the room. The room is 20' west and 30' N&S.

There are a series of empty tubs along the east wall. These tubs have fine mesh screens in them. They were used for making the paper used in the Wizard's scrolls.

Along the west wall is a long counter with blank sheets of paper laying on its surface.

In the centre of the room is a desk. Next to the desk is a stone statue of a man in barbarian armour holding a blank scroll. Next to him is an open drawer of the desk. In that drawer are 8 scroll tubes. All of the scroll tubes are identical. They contain the following; There are 6 Water-walking scrolls, there is one Stone to Flesh scroll, and one cursed scroll which turns its reader to stone.

There is a small flat box on the top of the desk. Inside of the box is a Mirror of Life Trapping. If the box is opened the DM should make saving throws for all of the characters present. At least one of them must fail their saving throw even if DM interference is necessary. However, at least one of them must survive.

Anyone trapped in the Mirror can easily be released by breaking the Mirror. However, Breaking the Mirror will also release its other occupant.

(a) The Mirror's Occupant.

If the mirror is broken, along with the character released will be a Doppelganger. The Doppelganger will have seen the character trapped so that when the mirror is broken he will appear as his exact double.

There is no way short of a magic type of detection that will help the party tell who is who. (i.e. Augury)

If the party does not attack the Doppelganger it will travel with them waiting for its best chance to do the most damage.

How to handle the Doppelganger: take the duplicated player out of the room; explain to him that he sees a double of himself. However even he will not be sure which one he really is. He must play both figures and will speak for both of them, whether to answer questions or otherwise. If either one of the two are attacked he must play that figure, either fighting or not as he alone decides.

The Doppelganger will fight with exactly the same skill and weapons or magic as his double. (the "magic" is a type of illusion which the players can not disbelieve.)

DOPPLEGANGER

FREQUENCY: Very rare
NO. APPEARING: 3-12
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 4
% IN LAIR: 20%
TREASURE TYPE: F
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-12
SPECIAL ATTACKS: Surprise on a 1-4
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



These bipedal creatures are of mutable form so that they are able to shape themselves into the likeness of any humanoid creature of from 4' to 8' tall which they observe. Having become the double for a person they attempt to do away with that victim and assume its place. If unable to do this, the doppelganger will simply attack, counting on the confusion engendered to make it indistinguishable from the creature it is mimicking (surprise means this works). Doppelgangers are able to ESP and imitate with 90% accuracy. They are subject to neither sleep nor charm spells. Despite having only 4 hit dice they make all saving throws as if they were 10th level fighting men.

Note: A doppelganger actually forms itself into the likeness of the clothing and equipment of the imitated creature as well as the physical features thereof.

The Mirror of Life Trapping can not be used by the players. It is the Wizard's own creation and requires a command to release any particular occupant and once the player or player's have been trapped it is full and can not trap any other lifeforms.

Mirror of Life Trapping: This crystal device is usually about 4 square feet in area, framed in metal, wood, etc. It is usable only by magic-users, although it can be affixed to a surface to operate alone by giving a command word. A mirror has from 13 to 18 non-spatial/extra-dimensional compartments within it. Any creature coming within 30' of the device and looking at it so as to see its reflection must save versus magic or be trapped within the mirror in one of the cells. It is 100% probable that any creature not aware of the nature of the device will see its reflection, the probability dropping to 50% if the creature actively avoids so doing

and 20% if the creature is aware that the mirror traps life. When a creature is trapped, it is taken bodily into the mirror. Size is not a factor. Automata and non-living matter (including golems but excluding intelligent undead) are not trapped. The possessor of the mirror can call the reflection of any creature that is trapped within to the surface of the mirror and the powerless creature can be conversed with. If mirror capacity is exceeded, 1 victim (random) will be set free in order to accommodate the latest one. If the mirror is broken, all victims are freed (usually to attack the possessor of the device). Note that the possessor of a mirror of life trapping can speak a command word so as to free a trapped creature but the cell of the creature must be known. Example: "In the name of Zogig the Great I command the occupant of the 3rd cell to come forth!"

10. The Library.

This is a 20' X 20' room. The walls are lined with bookshelves. 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 lying 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 Dwarfish 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 Golem who had been excavating this room Hundreds of years ago.

AC 9

HP's AC 0 on a 12

FR 40

2-16 / 2-16

After the Golem 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 its 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 2.

15. The Cavern.

80' E & W and 100' N & S. 60' high.
The small opening is in the Northeast corner. The Underground River enters the Cavern from the North and travels down the West side of the Cavern to exit 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 10 huts.

The Cavern is inhabited by Trogdites.

1 Leader. AC 5
HTK 16
Hits AC 0 on 13
Attack Stone axe (1-6)

10 Guards AC 5
HTK 0
Hits AC 0 on a 16
Use Stone axes (1-6)

The Player's light will have ~~been~~ alerted the Trogs and the guests 2 Drow who are there to Trade with the Trogs.

The Drow are.

1 Male "Elkar" 4th Level Ftr/4th Level M.
AC 4 (five chain) Hits AC 0 on a 18
HTK 40
Attacks +2 dagger (1-4) and +2 short sword (1-6)
both used same round no subtracts.

light crossbow (bolts are coated with a poison which renders the victim unconscious. 2hr (save -4) darts do 1-3 pts damage.

Spells

- ① Magic Missile (2 missiles, D4+1)
Magic Missile
Darkness (Throw on light source)
- ② Web
Levitate.

1 Female "war-elf" Cleric 4th level
AC 4 (fire chain) Hits AC Dena 18
HTK 32

Weapons mace (1-6)

Spells ① CLW, CWL, CWL

② Hold person, Silence 1/2 radius.

Note. re. Drow.

+2 to Saving throws vs spells.

If within 90' of a continual light or light spell they attack at -2 to hit.

The Players will hear the rough voices of the Troggs muttering in confusion. Then the Drow will speak in their elf like voices (but speaking Trog) giving commands to the Troggs.

The Drow will hold the Troggs back until 1 of the party is on the floor of the caverns. Then the 11 Troggs will rush to attack.

The Drow will split up, so they can't

both be hit by the same spell, (ie fireball)

The Male will, in order of importance

- ① Try to shoot anyone on rope coming down, with his crossbow - (unconsciousness)
- ② Throw Darkness on any "light or continual light" source.
- ③ Magic Missile the Elf in the party.
- ④ Web the party, if possible
- ⑤ Only fight melee if forced to or female is in ~~the~~ trouble.

The Female will, in order of importance

- ① Throw a Silence 15' Radius spell on any obvious spell caster ie MA, Cleric,
- ② Hold Person on toughest fighter.
- ③ fight only if forced to, or if male is in trouble.
- ④ CLW on self or on male if hurt.

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 Trogs 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 Trogs. 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 to 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 ~~web~~ 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 2.

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.
~~To the left there are~~ ~~branches~~ ~~to~~
To the ^{left} ~~right~~ a moaning sound can be heard.
23. As the party comes around a corner they see 30' away a ghostly form. Make Saving throw vs fear or run. Anyone who doesn't run will be attacked the next round by the Groaning Spirits Wail save vs magic or die.

GROANING SPIRIT (Banshee)

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 15"
HIT DICE: 7
% IN LAIR: 10%
TREASURE TYPE: D
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better
weapon to hit
MAGIC RESISTANCE: 50%
INTELLIGENCE: Exceptional
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



It is fixed
to one area marked
on the map.

Beyond The C.S.
is the opening to
Lake surface.

The groaning spirit, or banshee, is the spirit of an evil female elf — a very rare thing indeed. The spirit returns to harm the living. It is found only in desolate countrysides, moors, etc. The groaning spirit can attack by its chilling touch, causing 1-8 hit points of damage/attack when it strikes. Its more fearsome mode of attack, however, is its wail, or keening, which will cause the hearers within 3' to save versus magic or die on the spot. The sight of a groaning spirit causes fear unless an appropriate saving throw is made. It can wail but once per day, and only during darkness. Groaning spirits cannot be affected by charm, sleep, or hold spells. They are impervious to attack by cold or electricity. Exorcism kills them.

24. The left Tunnel goes some 400-500'.
 The players can feel a breeze of fresh air coming in. But there is a dense mass of webs in the way. If they burn these they will alert the invaders to their position and a way into the castle (-2 V.P.)
 They can cut through but it will take 30 minutes to do so.

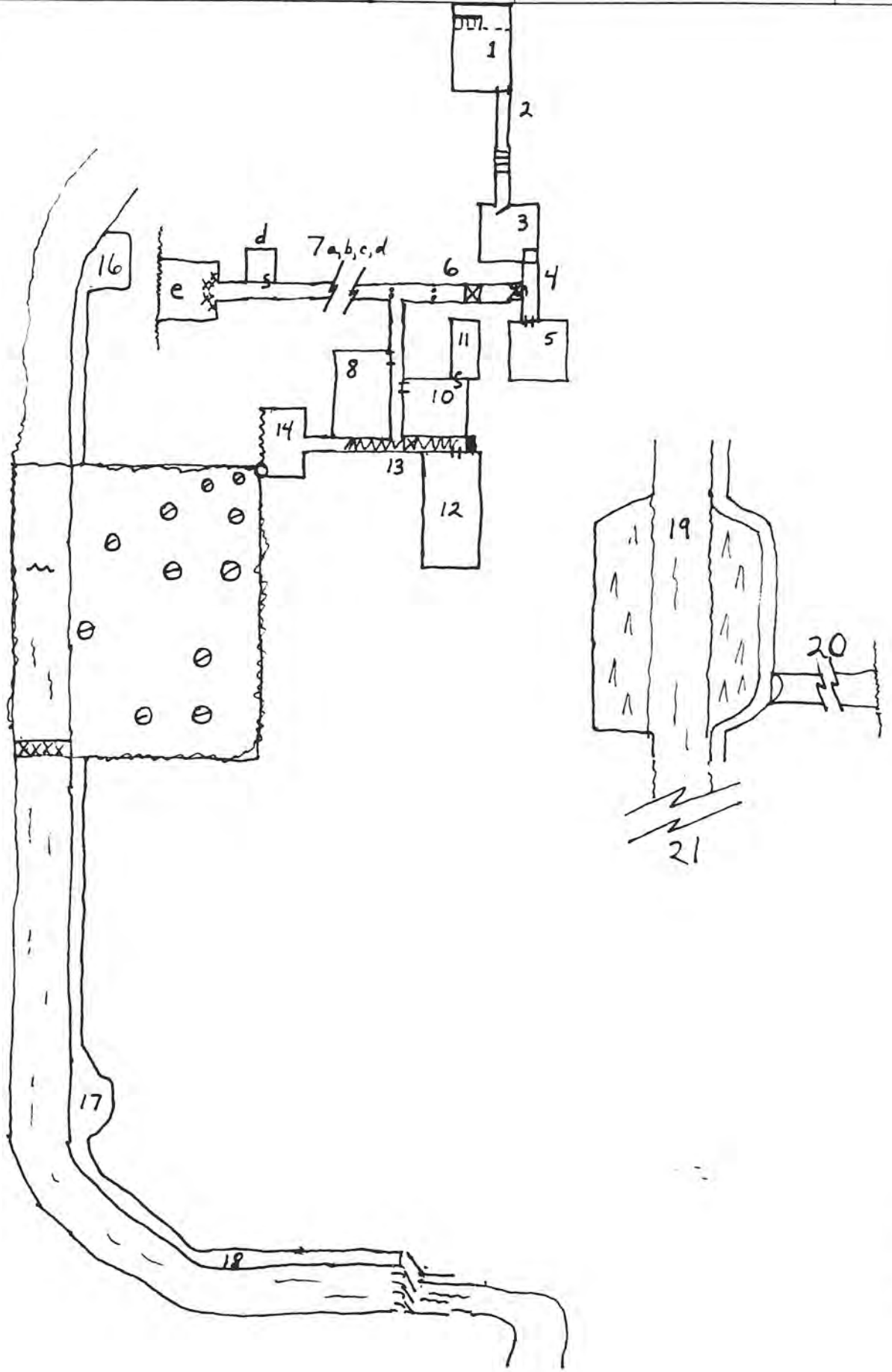
(a) Beyond the webs is a Cave bear's lair. He will attack if the webs are burnt. If the players cut through, the friend can influence him with a 'Speak with Animals' spell.

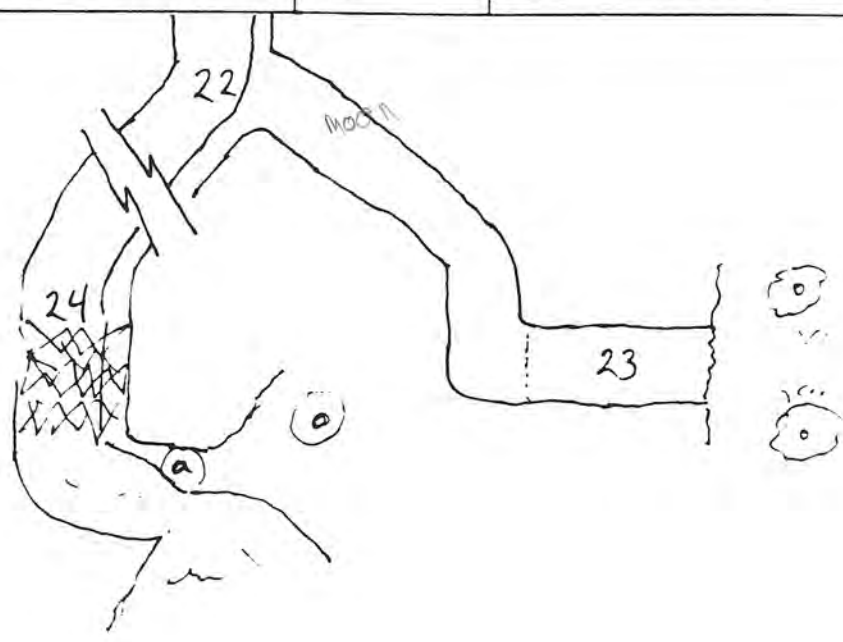
BEAR

	Black	Brown	Cave
FREQUENCY:	Common	Uncommon	Uncommon
NO. APPEARING:	1-3	1-6	1-2
ARMOR CLASS:	7	6	6
MOVE:	12"	12"	12"
HIT DICE:	3 + 3	5 + 5	6 + 6
% IN LAIR:	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-3/1-3/1-6	1-6/1-6/1-8	1-8/1-8/1-12
SPECIAL ATTACKS:	Hugs: 2-8	Hugs: 2-12	Hugs: 2-16
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Semi-	Semi-	Semi-
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M (6' + tall)	L (9' + tall)	L (12' + tall)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

All of these ursoids are omnivorous, although the gigantic cave bear tends towards a diet of meat. All have excellent hearing and smell but rather poor eyesight. Size shown is average for the variety, and larger individuals will be correspondingly more powerful. The grizzly bear is a brown bear of very aggressive disposition. Black bears are usually not aggressive, brown bears are, and cave bears are quite aggressive. If a bear scores a paw hit with an 18 or better it also hugs for additional damage as indicated. The brown and cave bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or greater damage, they are killed immediately.

And they get out.
 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 gained 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.
+ longbows.

Save.

see Dex Para 11
Petr 12
R, S, W, 11
B W 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 - Ail, mace, staff.
Weapon +1 Mace D6+1 / D6
Armor chain + shield + shield

* Gear
Permanent light stone.
clothes.
pack.
1 day food + water.
wolf's bone.
silver holy symbol
2 torches
Tinder box

Saves
check Wis Para 7
Petr 10
RSW 11
BW 13
Spell 12.

Spells.

- ① ~~ChW~~, 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

FSW 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 fireballs 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.

Chk	Dex	Para	11
		Petr	12
		R, S, W	13
		BW	13
		Spell	14.

George Hill's Quiz

Walker Farstar Ranger

-3-4-1-2-6

St. 16 +1 to damage.
 Int 13
 Wis 14
 Dex 15 -1 Defense (+1 vs fireballs etc)
 Con 16
 Chr 12

-16-
 -2
 -4

 -20
 = 5 +5 PL
 +1 CL

 11 - 1 = 1

Level 5 HTK(52) 25

Hits ACC on 16 Alignment NG

AC 3 (No shield)

ITEM IN Red
lost to
Labe
+
con. to

Prof - longsword, dagger, longbow, spear.
5 arrows

Weapons

+2 longsword D5/12
 2 daggers (silvered) D4/D3
 spear (silvered) D6/D8
 long bow (10 arrows) D6 D6

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
 traction

Saves

Charm. De.	10	13
Death	10	13
Fire	10	13
Gas	10	13
Stun	10	13

Denith Earth tongue Druid

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

Level 5 HTK ~~33~~ 20 16

AC 7

Hits AC Con 18 Alignment N

Prof - scimitar, dart

Weapons

+ 1 scimitar (silvered) D8/08
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 qts oil)

6 candles

6 gold

Special

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

Saves

check WIS

Para 9

Petr 12

R S W 13

BW 15

Spell 14

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