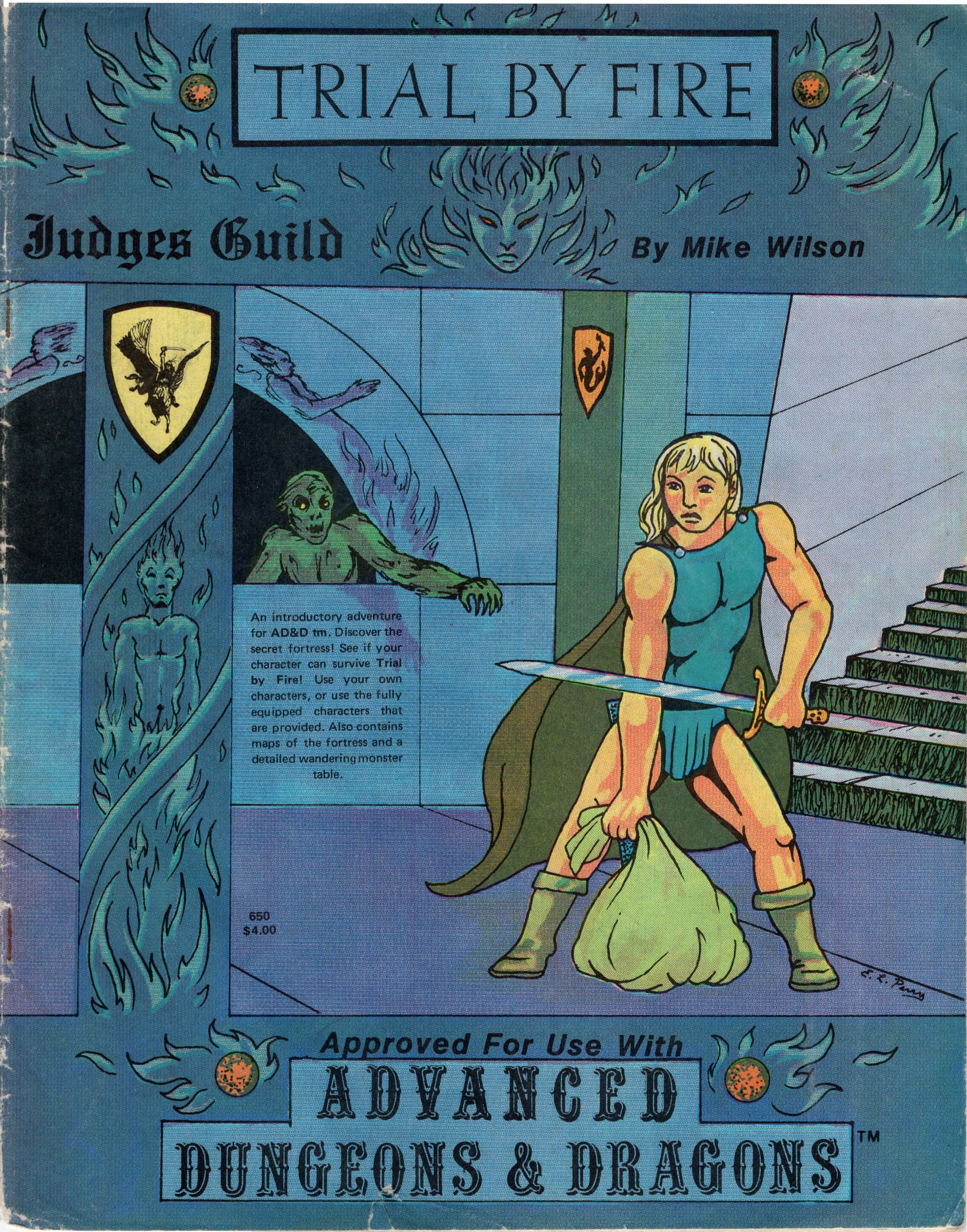


TRIAL BY FIRE

Judges Guild

By Mike Wilson



An introductory adventure for AD&D™. Discover the secret fortress! See if your character can survive Trial by Fire! Use your own characters, or use the fully equipped characters that are provided. Also contains maps of the fortress and a detailed wandering monster table.

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DUNGEONS & DRAGONS™

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Written by Mike Wilson

Art by Ken Simpson, Erin McKee, E. L. Perry, and Kevin Siembieda

Cover by E. L. Perry



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INTRODUCTION

"TRIAL BY FIRE" is designed as an introductory adventure for Advanced Dungeons & Dragons tm. It's for the prospective Dungeon Master who hasn't played the game, for the experienced DM who wants to break in a new group of dungeon adventurers, for the D&D player who wants to move up to AD&D, and for the adventurer who wants to be a Dungeon Master.

If you are not going to be Dungeon Mastering this adventure, please stop reading now. Most of the information to follow is for the DM's eyes only. You'll have a chance to find things out for yourself, soon.

If you are going to be the Dungeon Master, there are some things you should know about this adventure. The material in this booklet consists of several sections.

The bulk of it is made up of descriptions of the 37 rooms and main features of an underground fortress. Every effort has been made to provide complete and accurate data, as well as to provide you with methods of handling certain situations which may arise. You'll find dice rolling procedures, reminders of things to check, scores needed to indicate success for the characters, monster statistics, and so on. You won't have to be leafing back and forth; everything should be right in front of you.

Another section on this booklet contains a brief history of the fortress for the players to read to get them in the mood. In this section, you'll find a table of legends, rumors, and gossip, and instructions on how to give some of this information to the players.

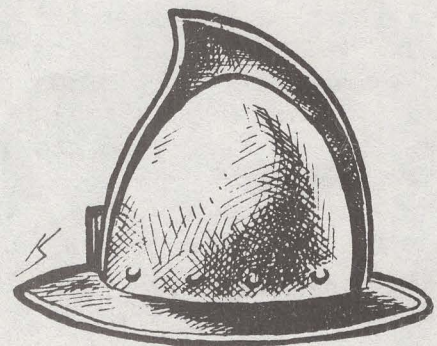
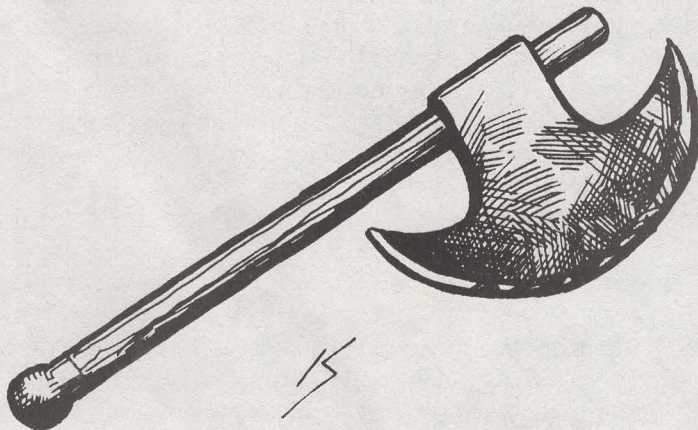
Of course, a map of the dungeon, with all rooms and main features numbered, is provided.

To help you and your friends get started right away, a completely equipped and outfitted party of adventurers is shown. All the information you need is here, too. If your players have characters of their own already, of course they're welcome in the dungeon. Just remember that this is a beginning adventure. A 12th level magic-user would find little to interest him here.

Also provided is a detailed table of wandering monsters. Not only the type, but also the number and all vital statistics about each one have been worked out to help speed smooth play.

Rounding out this package is a table of important die rolls that always seem to come up. Rather than search for them, they are conveniently listed and annotated. You'll want to keep this one nearby!

I think you'll find "TRIAL BY FIRE" makes for an interesting and exciting adventure and serves as a fine introduction to AD&D tm. The dungeon is simple enough to be easily used and interesting enough to keep a new party occupied for several enjoyable hours. Good luck!





HISTORY

As a young adventurer, you've heard some strange tales, but one of the strangest concerns the very land you now walk on. It is rumored that over 200 years ago the government of the now-deported Maltor commissioned to be built a secret fortress on the vorders of the Abyss. It was supposed to be a secure base for a select garrison of men to make crippling raids into the barbarian lands to the West. Legend has it that the dungeon was built and successfully operated for several years. But the barbarians got wind of its existence and vowed to destroy the fortress and all in it. Apparently, word got back to the fortress commander who, under strict orders to protect its secrecy, ordered his men above ground and all entrances sealed. Details are sketchy, and, military secrecy being what it is, the truth may never be known, however, it is certain that none of the fortress garrison survived that day.

But now things have changed. The barbarians have been driven further North, and strange rumors of the hidden dungeon have slowly filtered back to the civilized areas. Perhaps you, or some of the members of your party, have heard some of these rumors.

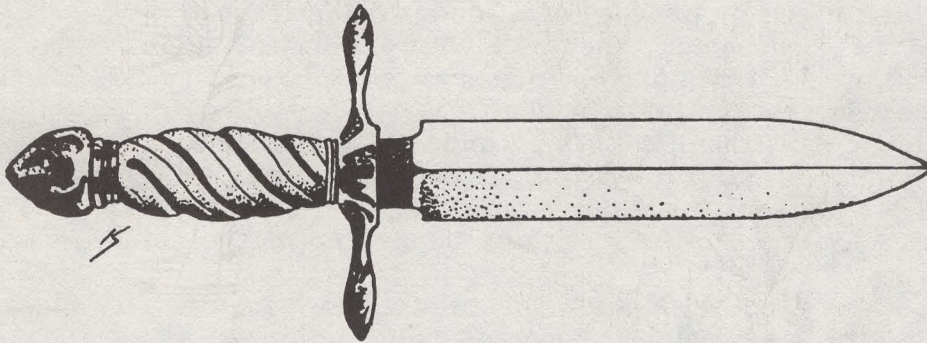
As you stand on a small rise in the early morning, the sun glints blindingly off the great metal-covered wall of Antar Moriśh in the distance. You glance away and notice an untidy pile of rocks and dirt. You investigate more closely, moving a few rocks and poking at the dirt. Suddenly, you give a shout and call for the rest of your party. You've uncovered what looks like a ruined set of steps leading down to. . . what?

LEGENDS

Each member of the party that enters the dungeon has a chance to have heard some rumors, gossip, or information about it. Like all legends, not all of them will be true. Some will be out-and-out lies, while others are based on half-truths and wild imaginings. The characters won't know this and are free to interpret things any way they wish.

The procedure to follow for giving out legends is this: Roll a D6; if a 1 or 2 is rolled, the character knows 1 legend. Roll a D10 and tell the player the legend that is indicated by the roll. If a 3 or 4 is rolled on the D6, the character knows 2 legends; roll a D10 twice on the legends table. If a 5 or 6 is rolled on the D6, the character has heard nothing about the dungeon.

Some things to remember about giving out legends: Give each player his information separately. He should make the decision whether or not to share the information with the rest of the party. If a legend has been told to one player, do not give it out again to someone else. Choose an unknown legend from the list or keep rolling the die until you get one. Needless to say, you should never, under any circumstances, answer any questions about the legends.



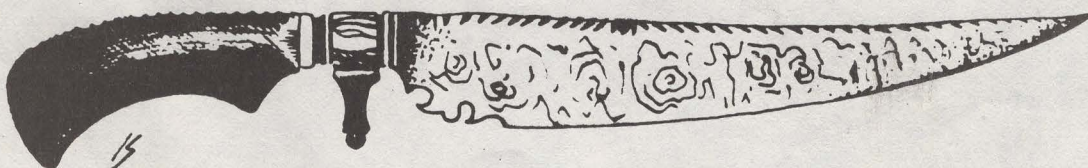
LEGENDS TABLE

DIE (D10)

LEGEND

1	(F) Barbarians have found the fortress and taken it over.
2	(F) Spirits of slain soldiers still roam the dungeon.
3	(F) The very walls themselves are alive.
4	(F) A man's weapon may turn against him there.
5	The fortress is heavily trapped.
6	A large part of the dungeon itself is a trap.
7	(F) There are still some warriors there, and they'll help the party gain some treasure.
8	A magic pool rewards those who answer its riddle.
9	(F) Treasure rains down on the fortunate.
10	(F) Beware of the Wind of the Will.

NOTE: Legends preceded by (F) are false.



PARTY NOTES

The next few pages contain the statistics for a party of adventurers to be used in this dungeon. Of course, there is nothing to keep you from creating your own, but in order to quickly get started, a cast of characters is provided.

The party is well-balanced, and should be able to do fairly well in this dungeon. Four different character classes and their varying abilities are represented. They should be able to work together well if they are played correctly.

Some notes are in order here, too.

The Cleric needs to pick which three spells he will take into the dungeon with him. The preferred spells (preferred by this character, that is) are listed, but any first-level Clerical spell(s) is/are acceptable.

Likewise, the magic-user needs to pick his one spell. He may only choose from the spells under "first level spells known." He is capable of learning other spells if they are found, but only those listed may be learned.

Remember that both clerical and magical spells require material components, which may be used up.

Remember also that, once a spell is used, it is forgotten. It cannot be cast again without being re-memorized or prayed for after sufficient rest.

Some aspects of the character, such as loyalty and morale, do not play a part in this dungeon. They are included if a player wishes to continue to play this character in future games where these traits might enter in.

Each character is shown as having a secondary skill. Just exactly what part, if any, this plays in this dungeon is up to the DM. If desired, it may be ignored or saved until, and if, the character is used in a wider campaign. On the other hand, a secondary skill can be used to vary the chances of something happening or the ability of a character to do something.

For example, Kalem, the magic-user, has worked as a painter. He might have a better than average chance of discovering the moving paintings in the Game Room. Torlock, one of the fighters, has worked as an armorer. He might be able to put together a usable weapon or two out of the wreckage in the Weapons Repair Room.

The ideas for this type of action should come from the players. Don't suggest to Torlock that he try to make a weapon, or to Kalem that he examine the paintings closely. Let the players take the action and judge the result based on your interpretation of how significant their secondary skills really are.



SEGMENTS

ROUNDS

TURNS

HOURS

--	--	--

SLEEP: HOURS

DAY

--	--	--	--	--	--

MONTH

--	--	--	--	--	--

DATE

--	--	--

YEAR

--	--	--	--	--	--

TIME

FROM:

TO:

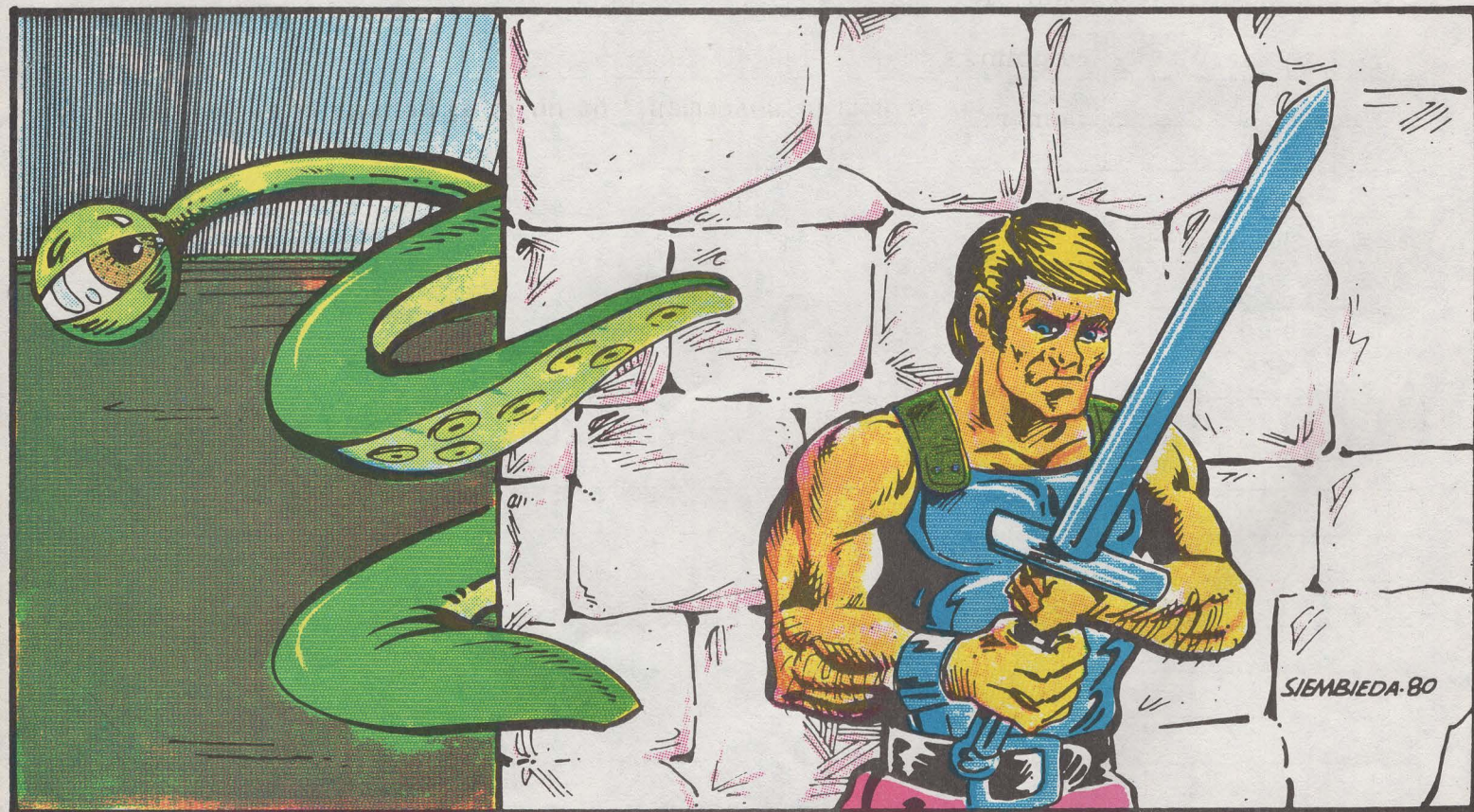
WANDERING MONSTERS TABLE

DIE (D10)

MONSTER TYPE (NUMBER)

1	ZOMBIE (1) AC: 8; MOVE: 6"; HD: 2; HP: 10; ATT: 1; DAM: 1-8
2	SKELETONS (2) AC: 7; MOVE: 12"; HD: 1; HP: 5,4; ATT: 1; DAM: 1-6; SD: Edged weapons do $\frac{1}{2}$ damage.
3	HOBGOBLINS (1) AC: 5; MOVE: 9"; HD: 1+1; HP: 6; ATT: 1; DAM: 1-8
4	GHOUL (1) AC: 6; MOVE: 9"; HD: 2; HP: 11; ATT: 3; DAM: 1-3/1-3/1-6
5	STIRGES (2) AC: 8; MOVE: 3"/18"; HD: 1+1; HP: 7,6; ATT: 1; DAM: 1-3 SA: Once scoring a hit, a stirge will hang on until it drains 12 HP of blood, or the character dies, or the stirge is killed.
6	GOBLINS (2) AC: 6; MOVE: 6"; HD: 1-1; HP: 3,4; ATT: 1; DAM: 1-6
7	ORCS (2) AC: 6; MOVE: 9"; HD: 1; HP: 7,5; ATT: 1; DAM: 1-8
8	KOBOLDS (2) AC: 7; MOVE: 6"; HD: $\frac{1}{2}$; HP: 3,4; ATT: 1; DAM: 1-4
9	GNOLLS (3) AD: 5; MOVE: 9"; HD: 2; HP: 8,10,7; ATT: 1; DAM: 2-8
10	TROGLODYTE (1) AC: 5; MOVE: 12"; HD: 2; HP: 13; ATT: 3; DAM: 1-3/ 1-3/2-5

If any of the monsters are killed, ignore further rolls that would call for them to appear. If the monster is *turned* by a Cleric, or simply injured before the party is forced to run away, a subsequent encounter could take place. All these creatures will fight to the death and will pursue a fleeing party. If all these creatures are killed, there will be no further encounters. (Don't tell the party that, though!)



CHARACTERS

Name: Tharn
Alignment: Neutral
Class: Human Thief
Level: 1
HP: 6
STR: 11
INT: 12
WIS: 8
DEX: 15
CON: 8
CHAR: 6 Charisma reaction: -10%, Loyalty: 35%, Morale: 50%
Movement Base: 12"
Open doors: 1-2
Armor Class: 7 (leather, 8 minus 1 for dexterity)
Weapon in Hand: Dagger, Space required: 1, Speed factor: 2, DAM: 1-4 sm/1-3 lg
Thief Abilities:

Pick Pockets: 30%	Open locks: 25%
Find/Remove Traps: 20%	Move Silently: 15%
Hide in Shadows: 10%	Hear Noise: 10%
Climb Walls: 85%	

Saving throws:

System Shock: 60%	Resurrection: 65%
Poison: 13	Petrification: 12
Rod, Staff, Wand: 14	Breath Weapon: 16
Spell: 15	

Can carry 40 extra pounds at normal movement, or up to 95 pounds at encumbered movement.

Has worked as a tanner.

Name: Torlock
Alignment: Chaotic Good
Class: Human Fighter
Level: 1
HP: 10
STR: 16
INT: 8
WIS: 6 Wisdom adjustment: -1
DEX: 13
CON: 12
CHAR: 6 Charisma reaction: -10%, Loyalty: 35%, Morale: 50%
Movement Base: 9"
Open doors: 1-3
Armor Class: 4 (Chain and Shield)
Weapon in Hand: Lucerne Hammer, Space required: 5', Speed factor: 9, DAM: 2-8 sm/1-6 lg +1 damage bonus

Saving Throws:

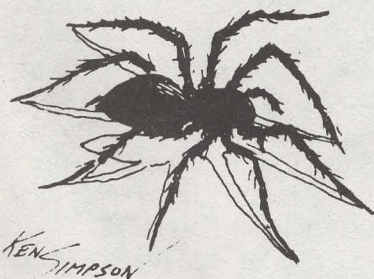
System shock: 80%	Resurrection: 85%
Poison: 14	Petrification: 15
Rod, Staff, Wand: 16	Breath Weapon: 11
Spell: 17	

Can carry 40 extra pounds at normal movement, or up to 145 pounds at encumbered movement.

Name: Kalem
Alignment: Chaotic Good
Class: Elven Magic User
Level: 1
HP: 4
STR: 11
INT: 15
WIS: 9
DEX: 8
CON: 7
CHAR: 14 Charisma reaction +10%, Loyalty 55%, Morale 50%
Movement Base: 12"
Open Doors: 1-2
Armor Class: 10 (No Armor)
Weapon in hand: Staff, Space required: 3', Speed Factor: 4, DAM: 1-6.
Saving Throws:
 System Shock: 55%
 Poison: 14
 Rod, Staff, Wand: 11
 Spell: 12
 Resurrection: 60%
 Petrification: 13
 Breath Weapon: 15
Owns Spell Book containing: *Magic Missile*, *Read Magic*, *Protection from Evil*, and *Read Languages*.
Can memorize one spell per day.
Can carry 20 extra pounds at normal movement, or up to 90 pounds at encumbered movement.
Has worked as a painter.

Name: Kolar
Alignment: Neutral Good
Class: Human Fighter
Level: 1
HP: 10
STR: 16
INT: 5
WIS: 7 Wisdom Adjustment: -1
DEX: 13
CON: 12
CHAR: 8 Loyalty: 45%, Morale: 50%
Movement Base: 6"
Open door: 1-3
Armor Class: 5 (Scale and Shield)
Weapon in Hand: Broadsword, Space required: 4, Speed factor: 5, DAM: 2-8 sm/2-7 lg
 Damage Bonus: +1
Can carry 50 extra pounds at normal movement, or up to 155 pounds at encumbered movement.
Gains 10% Experience Bonus
Has worked as a Miner

Name: Fenlorn
Alignment: Neutral Good
Class: Human Cleric
Level: 1
HP: 8
STR: 10
INT: 11
WIS: 17 Wisdom Adjustment: +3
DEX: 8
CON: 9
CHAR: 5 Charisma reaction: -15%, Loyalty: 30%, Morale: 50%
Movement Base: 6"
Open doors: 1-2
Armor Class: 5 (Scale and Shield)
Weapon in Hand: Mace, Space required: 4', Speed factor: 7, DAM: 2-7 sm/1-6 lg
No Magic Items
Saving Throws:
 System Shock: 65%
 Poison: 10
 Rods, Staffs, Wands: 14
 Spells: 15
 Resurrection: 70%
 Petrification: 13
 Breath Weapon: 16
Can use three first level clerical spells per day. Prefers *Cure Light Wounds*, *Bless*, and *Remove Fear*.
Can carry 15 extra pounds at normal movement, or up to 70 pounds at encumbered movement.
Gains 10% Experience Bonus
Has worked as a Carpenter, can turn Undead with Holy Symbol.



FORTRESS

1. **ENTRANCE FOYER.** A slight, dank breeze greets the party as they enter this chamber. The walls are carved from gray granite and vault overhead to a height of about 25'. In the SE corner of the room lies a broken and rusty blade from a two-handed sword. Any character who touches any of the walls will find them to be slightly damp. The blade is not magical or useful in any way, and this room contains no monsters or treasure.
2. **SECURITY CHAMBER.** A dusty, broken desk lies overturned in the center of this room. When the fortress was manned, all visitors had to be cleared by the security guard at this desk to gain access to the rest of the stronghold. Now the desk is smashed, and the floor is strewn with splinters and tiny bits of mildewed paper. None of the papers are readable; the dampness of the dungeon and the rats have turned them into pulp. This room is, likewise, empty of monsters and treasure.
3. **FORTRESS COMMANDER'S WAITING ROOM.** This room is where visitors waited to see the fortress commander. At one time, benches, tables, and chairs were set here, but now nothing remains but splinters and bits of tattered cloth. The walls are of plain, gray rock and are undecorated. Many years ago, a magic-user found a treasure of 1100 CP and 110 SP. While fighting his way out of the fortress, he was forced to abandon his loot, but he put an *Illusion* spell, especially created by the magic-user, on it to make it resemble a pile of rock chips and small rubble. What happened to this particular magic-user is not known, but he never came back for his treasure, and no one knows it is there; not even the present occupants of the room, 13 giant rats. When two or less characters enter this area, they will all attack. If 6 or more of them are killed, they will retreat through the hall to the Security Chamber. They will not pursue a fleeing party, nor will they attack if the entire party is in the room. After 3 turns, the remaining rats will return to this room and take up residence again. The statistics on these creatures are as follows: AC: 7; MOVE: 12"; HD: 1; HP: 2,3,4,2,3,2,4,4,3,3,1,3,2; ATT: 1; DAM: 1-3 ($\frac{1}{2}$ D6). The spell hiding the treasure (which is in the NE corner) will be dispelled as soon as any member of the party touches, hits, or throws anything at it. The treasure will then be revealed as an untidy pile of tarnished coins. Remember that this treasure weighs a total of around 20 pounds! (10 coins = 1 pound). Be sure you keep track of each character's encumbrance and movement rate.
4. **OFFICE OF THE FORTRESS COMMANDER.** This room is reached by opening a thick, bronze-bound door (1 or 2 on D6). The room is dusty but has not been ravaged. A large wooden desk sits against the center of the wall opposite the door. There is no chair in evidence. The top of the desk is dusty but bare. There are 3 drawers going down the left side of the desk. They are not locked and will open easily. A glance inside each drawer, or probing with a stick or dagger, will reveal nothing. The drawers will appear empty. Only if a character feels around inside the drawer with his hand will he have a chance of finding anything. The chance of discovering the secrets of any given drawer is 50% (1-3 on D6). Each character can search each drawer once. (They can search as often as they like, but they only have one chance to find anything. Roll hidden dice and tell them "No results.") The top drawer of the desk has a hidden button. Pressing it will cause a doorway-sized section of the wall to swing open in the NE corner of the room. Behind it is a small cubicle that was obviously a private toilet for some commander. The second desk drawer has a hidden needle trap that will inflict 1 HP of damage to the character who triggers it. The third drawer has another hidden button that will open a secret door in the SE corner of the room. This door opens on a hallway that leads to a flight of steps. The hall and stairs are very utilitarian and rough-hewn. Only about 20 steps are visible. The rest are covered with dirt and rubble from a cave-in. No amount of digging will allow the party to continue up the steps because every 4 turns, the ceiling will give way and fill the area just cleared. If the

party spends at least 3 turns digging, they will find a gold broach worth 30 GP. This was once a secret and private entrance to the fortress, as, as such, it has a hidden protection. Unless the secret door is held or spiked open, it will close behind the party 1 round after they have entered the hallway. It will take at least 3 turns to find the hidden mechanism to open the door from the hallway. The walls of the Commander's Office are lined with blueprints and diagrams of various fortresses and strongholds. All of them are extremely fragile and will fall to pieces if touched. If the party examines them to determine if one is the plan of this fortress, it will take 2 turns for them to discover that this is not the case. There is nothing else of value in this room.

5. **TREASURE ROOM.** This room contains a good treasure; 110 PP and a garnet worth 50 GP in an iron-bound trunk concealed by an *Invisibility* spell. The trunk will become visible as soon as any character touches it. The trunk is locked, and if the Thief must roll his percentage chance to open. If the Thief fails to pick the lock, each character has 1-2 chance of D6 of bashing open the chest. Each character may make only one attempt. This trunk, which sits in the middle of the East wall is flanked by one or two Shriekers. As soon as the door is opened, they will begin to scream. They will continue to do so for 2 rounds after they are left alone. The noise necessitates an extra check for wandering monsters (50% chance of attracting a wandering monster) every round the party stays in the same area as the activated Shriekers, as well as an immediate check when the creatures begin their noise. The statistics on the Shriekers are: AC: 7; HD: 3; HP: 7,8; ATT: none; DAM: nil; MOVE: none.
6. **PIT.** At this point in the hallway is a covered pit. As the party steps on it, a trapdoor will swing open and dump them 10' to land on a rough-hewn floor for 1-6 points of damage. (1D6). The chance for each character is 5 in 6 for those in the front rank, 4 in 6 for the second rank, 3 in 6 for the third, and so on, if necessary. The pit will remain open after being triggered and fills the hall from wall to wall. It is also 10' long. Players attempting to jump over the pit must roll a 6 or better on 2D6. The roll should be modified by the dexterity reaction/attacking adjustment.
7. **AMPITHEATER.** This triangular chamber has rows of tiered stone benches facing down to a center podium. Everything is covered with a thick layer of dust, and there is a dank breeze blowing. This is probably because the ceiling is so high (40'). The walls show faded frescoes, painted on plaster, of powerful warriors and an occasional wizard. If the plaster is dug away, the walls will be found to be of the same gray granite as the rest of the fortress. The benches and the podium are carved directly from the floor of the chamber itself, and are not moveable in any way. There are no monsters or treasure in this room.
8. **SLIDING WALL.** When the first person or front rank of characters steps through here, a thick, stone wall will immediately slide shut behind them, cutting them off from the rest of the party. The wall cannot be stopped or opened in any way, and no sounds can be heard through it. In two hours, the door will reopen of its own accord, and the trap will be reset. (Note to the DM: If this trap is triggered, the party will be split in two. You should play this by having the players that were cut off leave the room while you spend one turn dealing with the rest of the party. Then have the splinter group come in and do one turn with them. Continue this procedure until the two groups find one another again. Make sure they exchange no information until they do! The groups won't know if that noise around the corner is the rest of the party or a monster. Play it accordingly. But don't be too hard on them, either. Remember, this is a beginning dungeon. It is permissible to tell the lost party that they see something familiar about the hallway if they've been there before. Handling this is a good test of your Dungeon Mastering ability!)

9. **WARRIOR HALL AND SECRET ROOM.** When the party reaches this room, they will see 2 gigantic 30' pillars carved to resemble huge warriors. The North pillar faces North, and the South pillar faces South. The walls of this chamber are hung with many plaques praising the great fighters who died defending the fortress. They are written in the Common Tongue, but the characters will gain no useful information from them. The floor is smoothly finished and inlaid with white tiles to form a large hexagon. The ceiling is jet black. Pivoting the pillars (which takes a combined strength of at least 25) so that they both face to the West will open a secret door in the middle of the West wall. This secret chamber is now largely empty, but there are signs that it once held a great treasure. Even through the thick layer of dust on the floor, scuff and drag marks can be seen. With the exception of the treasure described below, the room is empty, and it is made of the same stone as the rest of the dungeon. In the center of the West wall, directly opposite the door, are two small wooden coffers. Both are unlocked and will open easily. Each contains 50 PP. If the coins are taken out of the chests and distributed among the party, nothing will happen. However, if the chests are moved, a 10' x 10' block will drop from the ceiling and do 2-20 points (2D10) of damage to all in the area who fail to Save vs. Petrification. The treasure will end up under the block, which must be moved or destroyed (by magic) before the coins can be gained. Characters with a combined strength of at least 40 are required to move the block at a rate of 1' per 1 round. The stone must be moved 5' to get the treasure. That will take half a turn, after which a full turn of rest will be required for all characters who helped move the block. Because of the noise, an extra check for wandering monsters should be made every turn that the party stays in the room (or the pillared hall) after the block falls. The secret door automatically closes, and the pillars will pivot back to their original positions after the party leaves, unless the door is blocked open.
10. **STORE ROOM.** The secret door to this room is opened by pushing at the bottom of the wall. The room itself is empty except for the usual layer of dust. Although there is no way to know, now, the room was once used for storage of raw materials for the fortress.
11. **PAYMASTER'S CHAMBER.** Pushing at the top of this wall section will open a secret door into a 30' corridor with a door in the middle of the South wall. Directly in front of this door is a 10' deep pit. Opening the door causes the floor to fall away, plunging all who stand in front of the door into the pit for 1-6 (1D6) points of damage. The pit will remain open, but careful characters will be able to edge around it by sticking close to the wall. Listening at the door will possibly reveal a slight scuffling noise. This is caused by the 2 giant badgers that guard this room. They will attack when the party enters the room; not necessarily when the door is first opened. Many parties have tried to get into this room, and the badgers have learned that the pit will discourage most of them. The statistics on these creatures are: AC: 4; MOVE: 6'; HD: 3; HP: 8.7; ATT: 3; DAM: 1-3, 1-3, 1-6. The badgers are defending their territory and not guarding the treasure, so they will not pursue a fleeing party. This room contains the remains of the last payroll in the form of 750 EP in an iron-bound trunk beside a table centered on the South wall. The table has no drawers and nothing on it. The trunk is unlocked, and, when opened, will appear to be empty. (If the trunk is moved, it will be easily apparent that it weighs much more than an empty trunk should.) The reason for this is a false bottom that conceals the treasure. It will take 3 rounds of searching the inside of the trunk to find the hidden catch that releases the bottom, 2 rounds for a Thief. If the party is forced to flee from the badgers, each person attempting to jump across any part of the pit must roll under their dexterity on a D20 or fall into the pit, taking 1-6 points of damage. The badgers will not attack characters in the pit, since their territory extends only to the door, and they will cease attacking at that point.

12. **ARMORY CHECKOUT POINT.** This chamber is where members of the fortress garrison checked equipment in and out. There is no remaining clue to this, however. The room, which is musty and cold, is totally empty.
13. **WEAPONS REPAIR ROOM.** It will be obvious to the party that this room was used to repair and, in some cases, to make weapons. There are a number of benches, tables, and stools scattered and overturned here. Three of the tables are equipped with crude vises. Lying in the dust on the floor are a light hammer (suitable as a weapon; 1-4 points damage), a hacksaw, and numerous bits and pieces of odd-shaped metal. Stacked in the SE corner of the room are 4 ten-foot poles. These can be cut to any length with the hacksaw, or used as they are by the party. There is a row of pegs on the North wall of this room, and 3 old and weather-stained cloaks hang there. They will fall to pieces if handled roughly. The middle cloak has 20 CP in the pocket. The others have nothing of value in them.



14. **CHAPEL.** This room was the chapel for the fortress. Here regular religious services were held for small groups, and offerings to the gods were made. The walls are covered with plaster and painted with religious scenes in once bright, but now faded, colors. The West wall is hung with molded and torn tapestries in red and gold. A large (7' long by 4' wide by 3' deep) single block of pure white marble forms an altar in front of the curtains. This block is intricately carved with figures and indecipherable markings, and, while it would be quite valuable if brought out of the dungeon and sold, it cannot be moved without a major engineering effort. If detected for, the altar will radiate strong magic of "Good" alignment. A sure clue to its magic is that, while everything else in the room is covered in a thick layer of dust, the altar itself is clean and new-looking. If any Good character stretches out on the altar, he or she will be bathed in a shimmering white light, and have 1-4 (1D4) HP of damage restored. This restoration power will work only once every 12 turns. Three rows of worn wooden benches complete the furnishings in this room. Pressing a stone projection in the West corner of the North wall will open a secret door to the Offering Room. Similar action at the SE corner opens a door to the Priests' Raiment Room.

15. **OFFERING ROOM.** This is the room where the priests counted and stored the offerings. It is a plain, granite chamber, housing a table and chair on the East wall and 5 mouldering cloth bags in the SE corner. On the table is a worn, leather-bound ledger that details the offerings given. The last page in the book, dated some 150 years before, shows a total of 15,000 CP, 10,000 SP, 5,000 EP, 1,000 GP, and 500 PP. (Of course, all this treasure may not still be around, but the party won't know that.....) The bags in the corner are trapped. Any character approaching them head-on will trigger a 10' square, 15' deep, pit trap. Any and all characters that are on the cover of the pit when it opens will fall in and take 1-10 (1D10) HP of damage. Sticking close to the wall will negate the trap, as there is an 18" walkway to the bags. Each bag contains 100 CP for a total of 500 CP (That's another 50 pounds of treasure, remember).



16. **PRIESTS' RAIMENT ROOM.** Here is where the priests prepared themselves for services. The walls have been plastered and painted gold, while the ceiling is red. On the South wall hang several rotting and tattered vestments. These are worth nothing, and there is nothing in them. There is a small table against the West wall. On it is a small book, and under it is a large, open chest. Before the party can investigate these items, however, they will be attacked by the room's occupants, 3 giant centipedes. They

will viciously attack and fight until they are all killed, the party is destroyed, or the characters flee the room. If the party does escape, the centipedes will not follow them. If the party ever comes back to this room, the remaining centipedes will be here, but no dead ones will have been replaced. The statistics for these creatures are: AC: 9; HD: $\frac{1}{4}$; HP: 2 each; MOVE: 15'; ATT: 1; DAM: nil; SPECIAL: If bitten (successful

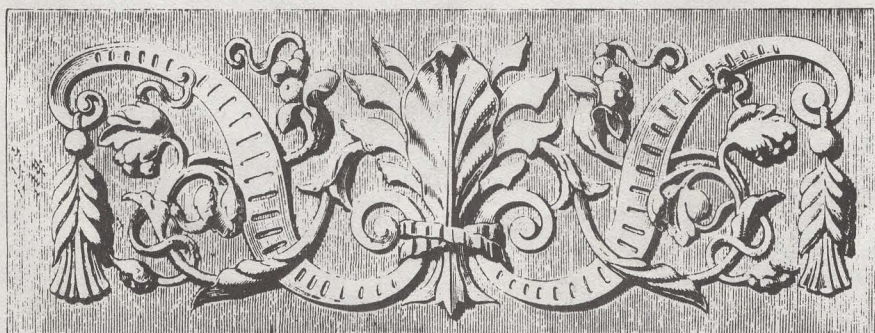


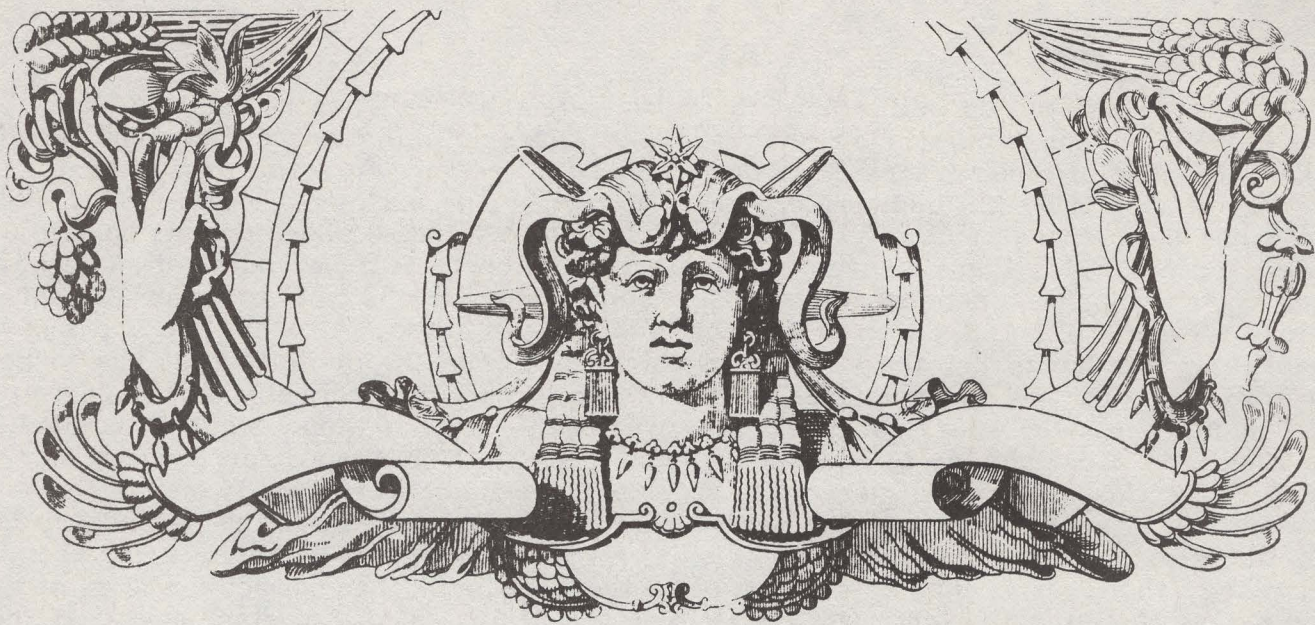
hit), character must Save vs. Poison (at +4 on the die roll) or die in one turn. The book on the table is the Holy Book of the religion followed in the fortress. It is written in the Common Tongue, and reading it will reveal that the patron diety was Magni. One of the party (preferably a cleric, but at the DM's discretion) is sure to recognize by the alignment tongue that he is a minor, Chaotic Good god. In the chest below the table are 1000 CP that the priests kept on hand.

17. **TROPHY HALL.** This easily accessible area was designed to be a morale booster for the troops. The walls are hung with citations, plaques, and other trophies. None will tell anything of interest. The purpose was to inspire the men and remind them of their duties; as such, the wording will be riddled with superlatives like "greatest," "best," "infallible," and so on. (If the players insist on knowing what some of them say, use your imagination. Just keep it powerfully compelling and/or heaped with praise.) On the floor of this chamber is a message inlaid in white marble on a red background. It is written in the Common Tongue, and reads simply: "To Those Who Serve."
18. **MEETING ROOM.** This room was used for top-level conferences and, as befits its use, it is spartan and undecorated. The only furnishings in here are a long oaken table and five chairs sitting around it. If the whole set were to be carted out and sold, it might bring up to 15 GP. There are no monsters or treasure here, but there is a secret door in the SE corner of the room that can lead the party back to the Entrance Foyer. The door pivots open by pushing on the right side.
19. **GAME ROOM.** Here members of the fortress garrison rested and made merry. The floor is dusty and worn now, but once it gleamed and shone, since it appears to be made of some type of shiny green stone. The walls are covered with murals of men in battle and at rest; drinking, gambling, and so on. The paintings are startlingly lifelike. As a matter of fact, they move. The movement is very slow and will not be evident to a casual observer. This is likely to cause the party to feel uneasy, as if they are being watched, without knowing why. A careful study of the walls over several minutes will reveal the trick, but isn't likely to make anybody feel any better! (If the party leaves the room without figuring this out and later returns, tell them something seems wrong, out of place, and not like it was when they left. But don't tell them what it is. They have to figure that out for themselves.) In the SE corner of the room hangs a dartboard with a face on it. There are no darts in evidence, and the face does not move. If the board is taken down and the wall searched, a loose brick will be found. Behind the brick are 100 CP in 4 pottery mugs. Three gaming tables sit along the North wall, each with bits of paper, wood, and glass on it. There is nothing of value on them. Sitting diagonally in the SW corner is a large carved bar. Broken and dusty glassware litter this area. Under the bar are 3 bottles of wine. One has popped its cork and has spilled over, but the other 2 are drinkable and, actually, quite good.
20. **PILLARED HALL.** Six white marble pillars, 30' tall, form the focal point of this hallway. The floor, walls, and ceiling are jet black. The party's torches will flicker slightly in this area, as there is a slight breeze blowing from the South. The pillars are the key to opening the secret door on the North wall. The first character to touch one of these pillars will find that it rotates easily and will actually spin for several seconds. Only the first to touch one will be able to do this; all others will find them immovable. (Note to the DM: If the person who first touches the pillar is not the same one that received the clue, providing, of course, that the party has already visited room 28 and received it, those two will have to pool their knowledge to open the door. The exception to this is that if the person who first touches a pillar is killed before he solves the problem, the person who received the clue may try to open the door. If no one has received the clue, and the first person is killed, the door will not open

under any circumstances until one of the party gets the clue; then he, and he alone, may try.) The door is opened by setting all six pillars spinning at the same time. Each pillar will spin for one segment (6 seconds), and the distance from the first pillar to the last is about 50'. An unencumbered man (no armor, no backpack, no weapons, etc.) has a base movement rate of 12" and is allowed to make short sprints at triple speed, or 36". This translates to 6 feet per second or 36 feet per segment. Therefore, a character who has unencumbered himself and is sprinting is able to cover 36 feet before the first pillar stops spinning. The object, of course, is to run by and slap each pillar in turn to get them all moving at once. Since the distance that has to be covered to do this is about 50 feet, and the player can only normally sprint 36 feet, he will have to make an extra-super-human effort to make it work. This is handled by assigning a percentage to succeed to each attempt. The chance for success on the first try is 75%; roll hidden percentile dice, and anything less than 75 means the character was successful, and the secret door will open. Likewise, the second try is 50% likely to succeed, and the third try has only a 25% chance to work. After the third try, there is no chance at all to open the door until the character has rested for at least a full turn, after which the cycle (75%, 50%, 25%) can start again. If the player chooses to make a fourth and/or fifth try, continue to roll hidden dice, but the results will always be negative. After the fifth consecutive try, the player will collapse from exhaustion and cannot make another try until he has rested for at least 2 turns. Check for wandering monsters after every third try. Leaving the area and coming back will change nothing. More tries can be taken, and still no one else will be able to move the pillars. If the character succeeds in opening the secret door, it will slide silently open. Inside the hidden room are 5 rotted leather bags, each containing 100 GP and a small bottle with 3 doses of a Potion of Healing. It restores 4 - 10 (2D4 + 2) points of damage per dose.

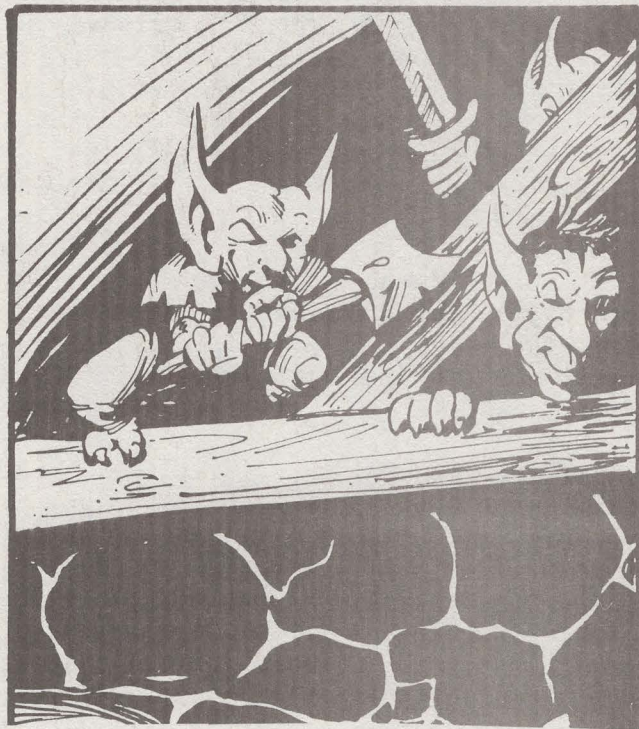
21. **ROOM OF HONOR.** This room is where fallen, praiseworthy soldiers were brought to lie in state before being interred in the crypt. The floor is pure white marble under its coating of dust. The walls and ceiling are gold-colored. In the exact center of the room is a large block of red granite on which the corpses were displayed. It emits a pale glow, and will show faint magic if detected for. But the only magical thing about it is the glow; it has no other powers. As might be expected, there is a faint odor of decay in this room.
22. **PIT.** A covered pit, exactly like the one described in #6, is concealed at this point in the hallway. It will trigger when any character(s) step on it. Characters must roll their dexterity or less on a D20 to avoid falling in. Two is added to the die roll for those in the first ranks, and one for those in the second rank. The third rank adds zero, and those in the fourth or greater rank will not fall in. Any one wishing to jump over the pit must make the same saving throw as described in #6, with no bonuses or penalties. If the modified roll is one more than the character's dexterity, he has fallen in, but managed to grab the edge. Anyone falling into the pit suffers 1-6 points of damage.





23. **CLERK'S OFFICE.** At one time, this was the office of the head clerk for the fortress. It's a utilitarian room: the walls, floor, and ceiling are plain gray rock, with no ornaments or decoration. An old desk stands against the South wall. It has some scraps of paper on it, but none of them are readable. The desk also has three drawers, but they hang open and empty. There is a faint sour smell in this room, probably due to its present occupants. Listening at the East door may allow the party to hear low, voice-like sounds from within the room. They are unintelligible, but, if the door is opened, the source will be immediately apparent. Two troglodytes now inhabit this room. The troglodytes will not negotiate with the party, but will attack at once. Since troglodytes have a limited chameleon-like power, they blend in well with their surroundings and will surprise on a 1-4 (D6). Both are armed with Battle Axes, and will do 1-8 points of damage on a successful hit. When engaged in combat, troglodytes emit an odor which is nauseating to humans, and those failing to make a saving throw vs. Poison will lose 1 point of strength for 1-6 (D6) melee rounds, cumulative. This loss will be effective for ten rounds after it has taken final effect. Troglodytes hate humans and will always pursue a fleeing party as long as possible. If the fight is going against them (i.e. if both are down to 2 or fewer HP, DM's discretion) they will attempt to escape through the North door. They will use their skin-change ability to hide and sneak back after 3 turns to attack anyone still in their lair. This time they will fight to the death. The statistics on these monsters are: AC: 5; MOVE: 12; HD: 2; HP: 8,5; ATT: 1; DAM: 1-8 (D8). The rules of pursuit and flight are complicated, and have many variables. See the *Dungeon Masters Guide*, pages 67-69 for pursuit procedures, or use your own judgement.
24. **SCRIBES' OFFICE.** Here, the fortress scribes did their work of documentation. Like the Clerk's Office, this room is barren and dull, with very few furnishings. But, unlike the Clerk's Office, it is very well lit. A magical silver globe floats near the ceiling (25' high in this room), and gives off enough of a glow to light the room. This glow can be noticed 10' from the room in either the North or South hallway, and as a thin crack of brightness under either of the East doors. If the globe is attacked in any way, magical or otherwise, it will immediately wink out and leave the party in total darkness. All their torches will go out. If that happens, there is a 50% chance of the troglodytes from Room 23 taking advantage of the situation to sneak back into the room and attack the party as soon as they get some torches going again. The only other items in the room are 3 tall desks and stools against the West wall. They all show signs of use (wear, ink spills, etc.), but hold no papers, pens, or other items. There are no drawers in these desks, but the top of each one has a dry inkwell set into a

socket. If these are taken out, and the socket examined, a gold piece will be found in the center desk. There is a secret door in the SE corner that opens by pressing on the left side. Inside the secret room is a rotting leather bag containing 75 SP.



25. **DOCUMENT ROOM.** The corridor just to the South of this room brings the party to an apparent dead-end. In reality, there are two secret doors here. The one on the south wall opens by wriggling a loose stone in the SE corner, and simply leads to a diagonal hallway leading off to the SE. The other door opens by pressing a stone in the NE corner. This door opens into the Document Room. The room itself is plain grey, but there are a number of things in it. The walls are lined with shelves, and about half of these contain books and manuscripts. The books all deal with military maneuvers, warfare, and similar things. The manuscripts all deal with the fortress, but are moldy, torn, and falling apart. They will reveal nothing beyond the Commander's name (Karamak), and the fact that he had big plans for his garrison (what those plans are will remain unknown), which he attempted to forward by dictating many papers on military art. In the center of the room is a large, oaken table with four chairs sitting around it. There are a number of mouldering and dust-covered papers on the table. There isn't much left, and what there is will be unintelligible to the party since it is written in code. If a *Read Languages* spell is used, the papers will be revealed as the rough draft of yet another of the Commander's manuscripts. This one is entitled, "Some Notes on Siege Engines; Their Construction for Use Against Heavy Stone Structures." If any of the papers or books are taken from the fortress, the writing in them will disappear, and all knowledge of what they contained will be lost. In the NE corner of the room is a finely-wrought bronze statue of a warrior in full battle-dress. The figure is about 18" tall, and stands on a stone pedestal. It could be removed from the dungeon and sold for about 50 GP. In the NW corner is a door which opens into a 20' long corridor. It comes to a dead-end, but any character examining the ceiling at the end of the hall will see a clearly-defined trapdoor, about 6 feet square with a rusty metal ring near the South edge. Pulling this ring will cause the trapdoor to swing down and dump a load of rocks on any character underneath. Damage is 2-8 (2D4) points. The rocks are worthless, and the trapdoor leads nowhere. Because of the noise, an extra check for wandering monsters should be made immediately if the trap is triggered.

26. **SAGE'S ROOM.** The fortress employed (uniquely enough) a full-time sage, and this was his room. An acrid odor still lingers here, emanating from a collection of glassware and tubes that occupy a long table near the East wall. It's apparent that the sage was engaged in some sort of an experiment, but what it was can no longer be determined. The tubes and beakers are crusted with the remains of different chemicals, and these give off a faint, golden glow. Cabinets on the East wall contain unlabeled bottles of various substances, such as sulfur, lye, carbon black, dried blood, limestone, dirt, iron fillings, and so on. The South wall is lined with bookshelves that must have once held hundreds of manuscripts, but there are none there now. Likewise, the table in the center of the room is empty. Against the West wall is a crude bed and a wardrobe. The wardrobe contains some mouldering clothes, and, in the pocket of one cloak, a single silver piece. The room gives the distinct impression of being vacated in a big hurry. This seems reasonable, until the players consider the missing books. How could someone who was in such a hurry that he didn't even take his clothes, manage to carry off hundreds of books? There is no answer to this; it is just one more thing for the players to ponder. The treasure in this room is a scroll of 3 first-level magic-user spells hidden under the mattress of the bed. The spells are: *Shield*, *Hold Portal*, and *Light*.
27. **MURAL HALL.** The West wall of this room is painted to resemble a landscape of rolling hills under a cloud-studded sky. It is startlingly realistic. The unknown artist was able to capture the scene in such detail that it appears real. The East wall is also painted. This one is a life-size and life-like representation of a village street with shops, people, etc. Unlike the paintings in the Game Room, these do not move, but it is obviously the work of one artist. Characters who enter this area from the South hall and closely examine the painted street scene will find that the door painted in the North corner is real. Those who come from the North will find they have entered the room through that same door. There is a secret door on the unpainted North wall. It opens by pressing a loose brick in the corner, near the floor. The hall beyond the door leads North and ends at a door.



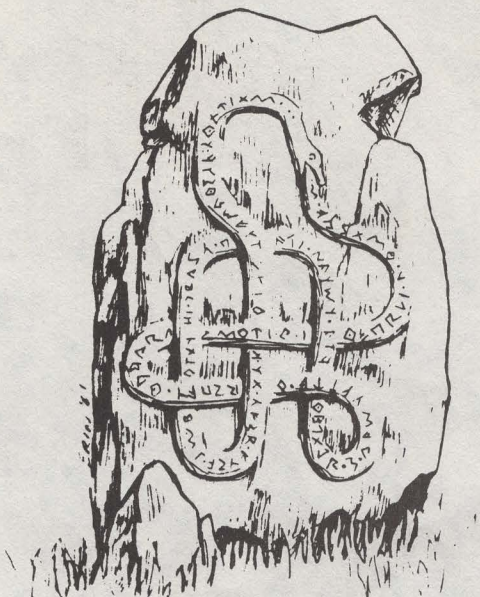
28. **MAGIC POOL ROOM.** This plain stone room has a 10' diameter, white, ceramic basin built into the floor at the center of the room. The water in it is magical and once served some purpose for the fortress. But now, its magic scrambled or changed, it may aid the party. The first person to touch the water (with a hand, rope, sword, etc.) will receive a telepathic communication. The pool will give the following riddle:

"Remember the man with the spinning discs
At the jugglers' exposition?
Then harken you,
For that's a clue
To aid your expedition."

Then the entire party will be teleported back to the Entrance Foyer. The magic of the pool will work only once. If the party returns to this room, they will find the basin to be cracked, empty, and inexplicably covered with a thick layer of dust. (As visions of time travel dance through their heads...)

29. **BARRACKS.** This room housed the fortress garrison. There are dozens of beds and footlockers arranged in neat rows throughout this room, but there is nothing on, in, or under any of them. They have all been ransacked, and all the contents have been thrown in a large, untidy pile in the NE corner. This was done by the room's present occupants, 4 kobolds. Their statistics are: AC: 7; MOVE: 6"; HD: $\frac{1}{2}$; ATT: 1; DAM: 1-4; HP: 2,3,4,3. If the party makes any noise opening the door, or if they are not very quiet coming down the hallway, the kobolds will be waiting to ambush them as soon as they enter the main room, and there will be no possibility that the party can surprise them. If the party is quiet and cautious, the kobolds won't hear them, and they will be standing near the pile in the corner, since that's where their treasure (750 EP in 3 pottery jars) is hidden. If encountered there, they will immediately move to the attack and will not bargain with the party. They will not run away from combat, and they will fight to the death. They will not pursue a fleeing party, for fear of leaving their treasure. (They don't trust each other enough to leave a guard.) If the party must flee, they can go through either door easily, but there are consequences. If they go back the way they came, the Southern part of the dungeon is sealed off from them, since the only entrance is through the kobold's room. If they run through the South door (which will be standing open invitingly, and toward which the kobolds will drive them, if possible), they can enter the rest of the dungeon, but there is no other way out. They must fight the kobolds again to escape. The kobolds know this, and will close the door behind the party. They will keep watch, and there is no possibility of surprising them. In addition, the door will only open on a roll of 1 on a D6.

30. **STORAGE ROOM.** The corridor branches at this point. The right fork leads to a false door. This door looks real in every way, but will not open. If great force is applied, (which makes a lot of noise; make an extra check for wandering monsters) the door

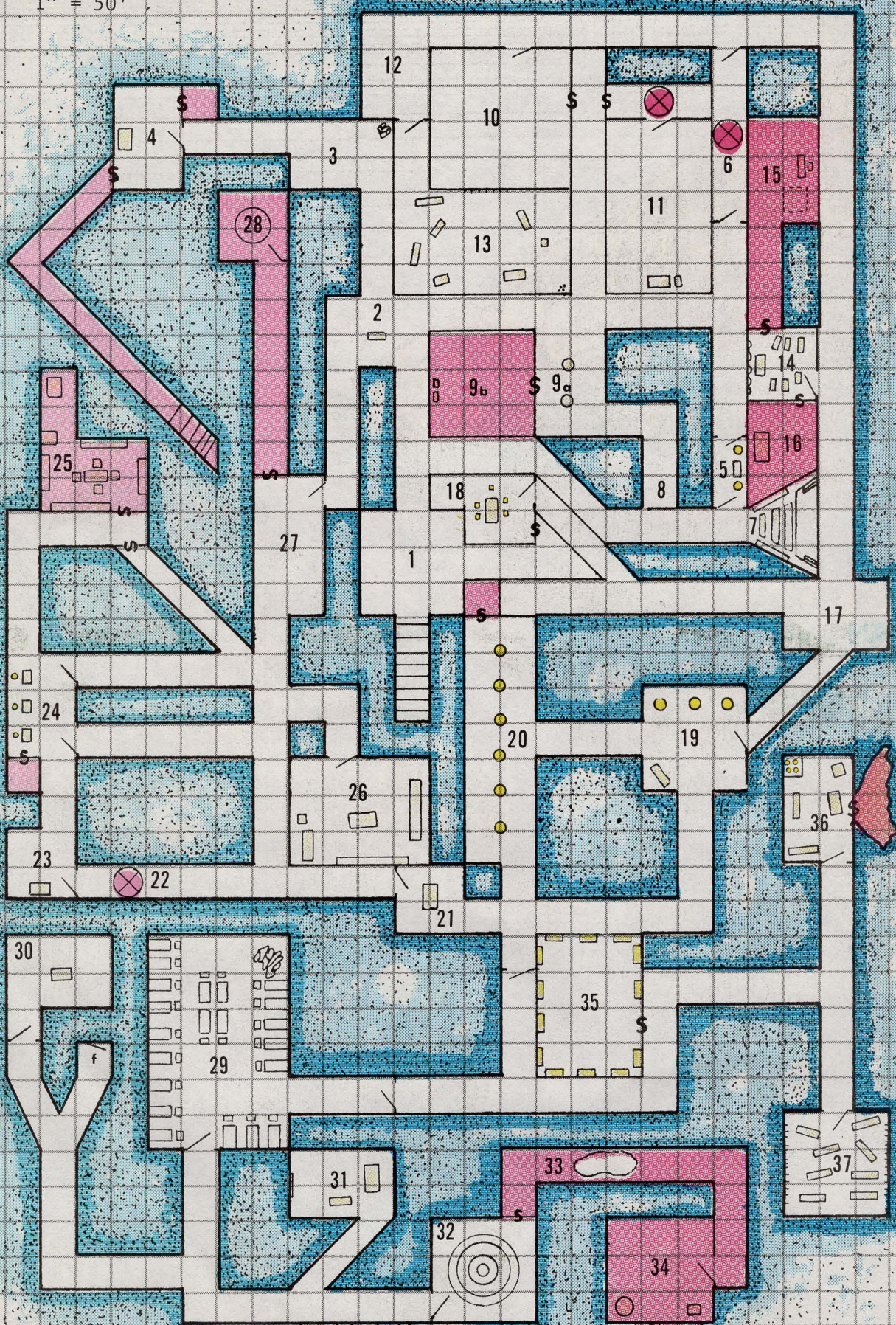


will wriggle slightly in its frame, but that's all. (DM's note: At your option, this door could be real and lead down to a lower level of your own devising.) The left fork of the corridor leads to a real door that will open into a short 10' section of corridor, and then into the main room. This room was once used for storage of something, but whatever it was has long since disappeared. The only things left





1" = 50'



are a large wooden chest and 3 skeletons. The skeletons are former adventurers who never got further than this room. Their clothes are rotted, their armor rusted, and their weapons broken. There is nothing of value on any of them. They lie in a rough circle around the chest in the center of the room. The chest, which is bound in iron, will open easily (1-5 on a D6) and contains 1000 SP and a surprise. The surprise is a poisonous snake that guards the treasure. It will attack as soon as the lid is opened, and, because of its great speed, will surprise on 1-3 (1D6), if no precautions are taken. The snake will attack anyone in the room, but will not pursue a fleeing party. The statistics on the snake are: AC: 5; MOVE: 15"; HD: 4+2; HP: 28; ATT: 1; DAM: 1-3; SPECIAL: Characters bitten by the snake must make a saving throw vs. Poison. Those failing the throw will die a painful death in 1 turn.



31. **WATCH ROOM.** As far as the soldiers were concerned, this room was the nerve center of the complex. It was here that they reported each day to find out their duties. As far as the 2 orcs that live there now are concerned, this room is their home. These orcs won't negotiate; they'd rather fight to the death. They will pursue a fleeing party as long as possible. They do know about the false door described in 30, and will not be fooled into thinking the party went that way. They do not know about the secret door in 32. If eluded, they will return to their room and not bother the party unless they are disturbed again. The statistics on these orcs are; AC: 6; MOVE: 9; ATT: 1; DAM: 1-8 (D8); HD: 1; HP: 5,7. The second orc has a sardonyx worth 50 GP in his belt pouch. If the party is able to examine the room, they will find few clues to its original purpose. A barren table, a smashed desk, and an empty message board on the West wall are all that remain. A careful search of the room will reveal a hidden space behind the message board. It contains 5 GP, a list of 20 names, and a tin box with seven small pieces of paper in it. The paper is blank, but heating by a torch will cause a word to appear on each piece in smoky brown writing. The words, which are written in the Common Tongue, are: Dragon, oracle, rain, seven, under, seeker, and power. (These words were a week's-worth of a code used by the security section of the fortress. The players won't know this, of course, and are free to draw their own conclusions.)

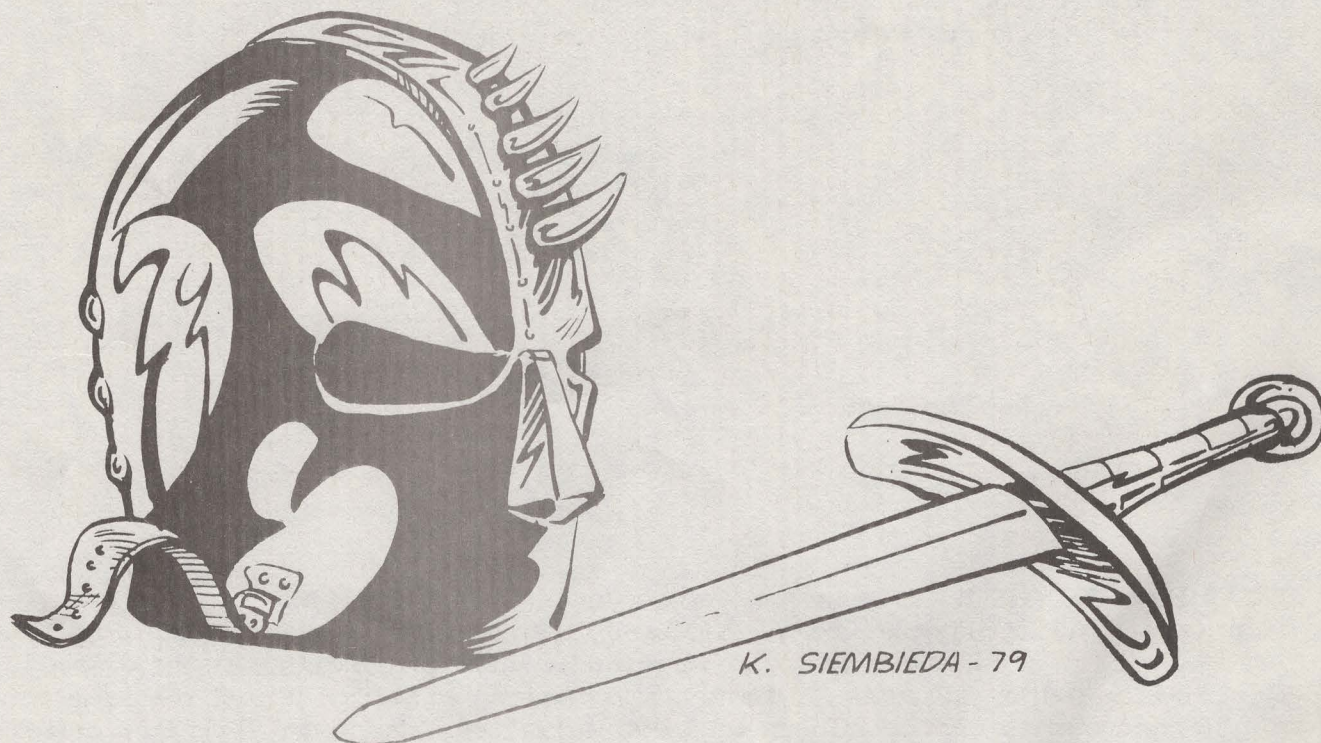


32. **ROOM OF THE FOUNTAIN ORACLE.** If the party listens at this door, they may (1-5 on a D6) hear a low, melodious singing issuing from the room beyond. The tune is beautiful, but the words are unintelligible. No character, even with the help of magic, will be able to understand this song. Opening this door is like stepping into a snowbank. The floor, walls, ceiling, and the fountain in the center of the room are pure, almost blindingly, white. The fountain is obviously the source of the singing. If magic is detected for, the fountain will cause the entire room to change colors rapidly. The color changes last 2 seconds each, and follow this pattern: red, orange, yellow, green, blue, indigo, and violet. After this, the room will return to its all-white state. Obviously, the thing is magic of some sort. The fountain will continue singing until the party addresses it in some way; such as, "Who are you?", "Who's singing?" etc. The voice will then stop. The fountain will answer no questions about itself or its magic, but it will answer 3 other questions for the party. The answers will be vague, but truthful, including "I don't know," if necessary. For example, if asked, "Where are we?" the fountain might reply with a simple, "Here." or a detailed dissertation on orbital mechanics. How this is handled must be left up to the DM to handle as he sees fit. It is one of the most enjoyable aspects of the game. Having answered three questions (or if the party leaves), the fountain will begin to sing once more, and cannot be asked any more questions. The water in the fountain is clear, cold, and refreshing and can be drunk, but it has no special properties. The secret door in the NE corner of the room is difficult to find because the pure-whiteness of the walls makes depth perception difficult. Characters may find themselves walking into the walls before they realize it. Once found, the door opens by pressing lightly at the base of the wall. The door will pivot silently open and automatically close after the party has passed through. It can not be held or spiked open. If this is tried, the door will become semi-transparent and immaterial long enough to swing closed; after that it will return to its solid state.



33. **GUARDIAN OF THE WAY.** A strange object sits in the hall at this point. It looks something like a black, flexible, melon. It silently contracts and expands (like a hospital breathing bag) at intervals of about 2 seconds. When fully expanded, the object totally fills the hall on all sides. But when it is contracted, there is just room for a single character to slip by. Characters wishing to try this must roll an 8 or better on 2D6, modified by their dexterity reaction/attacking adjustment. Those who try, and fail, will find themselves crushed against the side wall momentarily, and then thrown back the way they came. Every time this happens, the character will take 1-4 (1D4) points of damage. A successful throw means the character has slipped by and is now on the other side of the object. If he wants to get back, he must make another throw. The object cannot be harmed by any means at the party's disposal. It is impervious to all attacks, whether magical or physical. The hallway continues on the far side of the Guardian.

34. **TREASURE VAULT.** This room once held most of the treasure of the stronghold, but now it is mostly empty, dusty, and dank, like the rest of the dungeon. Immediately upon opening the door to this room, a vile green gas will rush out and engulf the party. Those characters who fail to make a saving throw against poison (at +3 on their roll) will be overcome with fear and attempt to run back down the hallway, unless they are restrained. Panicked characters will have a hard time getting by the Guardian. A player must roll a 10 or better on 2D6 to be successful. The penalty for failure is still 1-4 (1D4) points. The effects of this gas will last for 5 rounds. That is enough for each panicked character to make 2 attempts to get past the Guardian, which they will do unless forcibly held back by other party members who have not been panicked. Inside the room is a large chest in the SE corner and a large stone statue in the SW corner. The chest will open easily (1-4 on D6) and contains a small bottle with 3 doses of a potion of climbing, and a rotting leather bag with 250 GP. Also in the bag is a round amulet on a leather thong. The amulet is made of bronze, with 2 small (25 GP) garnets set in it. The garnets are set one to each side, left and right. Any character who places the thong around his neck will become blind for 1-4 (1D4) rounds and, during that time, the eyes of the statue will glow brightly. The statue itself is roughly man-like and man-sized. It has an unfinished air about it, as though it were hastily abandoned. The eyes are the most interesting part. They are two large (350 GP) rubies. If any of the characters place the amulet around the neck of the statue, its eyes will emit a searing blast of heat that will do 2-5 (1D4+1) points of damage to anyone in front of them. The eyes may be pried from their sockets. The statue itself is too heavy to move and is worthless without the eyes.



35. **CRYPT.** The secret door to this burial chamber opens by pressing a loose stone at about eye level. Once the party (or all those that are going in) have entered the crypt, the door will swing swiftly closed. It cannot be opened from the outside again for 2 full turns. Opening it from the inside is detailed later. The walls of this room are lined with niches about 7 feet long, by 3 feet wide, and 2 feet deep. About half of these hold skeletons dressed in rusty armor and holding ruined weapons. The room



is dark except for a faint glow coming from a niche at about eye level in the center of the West wall. Once the door swings shut behind the party (it can't be held or blocked in any way), it, too, will begin to glow softly. If any of the niches are closely examined by the characters, the skeleton in each examined niche will turn its skull to stare at them with its empty eyes. It will do nothing else. If anything on any niche is touched, all the skeletons in all the niches (with the exception of the one from which the glow is coming) will slowly roll off their niches and fall to the floor in a loud clatter of bones, and a choking cloud of dust. At this point, the skeleton in the glowing niche will animate and attack the party. The glow is caused by the Sword he is carrying, which is magical. The Sword gives anyone who wields it +1 to hit. If this guardian is not triggered by this method, it will not move unless any character tries to take his Sword. Then he will animate and attack. Once the skeletons are disposed of, the niches can be examined, and 13 of them will be found to have a single gold piece each. The statistics of the guardian skeleton are: AC: 7; MOVE: 12"; HD: 1; HP: 5; ATT: 1; DAM: 1-6 (1D6); SA: Edged weapons do $\frac{1}{2}$ damage. The secret door to the crypt cannot be opened from the inside unless it is touched by the skeleton's Sword. No other method will allow the party to escape this place.

36. **KITCHEN.** It will be obvious to the party when they enter this room that they are in what used to be the food preparation area for the fortress. There are a number of large tables set about the room, each with its own collection of cooking pots and utensils. Most of these are rusty and worthless. The knife's handles have rotted off, the bottoms of the pots have rusted through, and everything smells of decayed food. A close examination of this room will take time, but, in the end, will turn up nothing of interest except a single silver piece, which will be found if the party takes the time to sift through the ashes of the fire in the huge old stove sitting in the NW corner of the room. The secret door in the center of the East wall opens by pressing at the bottom of the wall. The door will swing silently outward, and the light of the party's torches will reveal a rough-hewn cavern that flares overhead to a height of about 25' and, about 2 feet beyond the door, drops off to a depth of about 10'. The cavern appears to have been naturally formed, and large rock slides form the North and South walls; evidence that this cave-like area may once have been much larger. Just to the right of the door and near the edge of the projecting ledge is a large metal pole, about 3' high, embedded firmly in rock. A piece of rotting rope is tied to it and hangs about 2' over the edge. The ledge itself continues about 5' on either side of the door. Beyond that are steep drops to the main floor of the cavern. Should any character fall down the slope, damage will be 1-4 (1D4) points. Characters who wish may tie a rope to the pole and descend easily down the slope. The pole is quite



sturdy, and will not give way. Doing so will allow a character to closely study the floor, which is littered with small rocks, gravel, and a few fish skeletons. This was once a secret supply delivery point for the fortress. Barges would be loaded far upstream and make an underground journey to this point. Here they would be tied to the pole and unloaded through the secret door. The presence of this underground highway was one of the main reasons behind the choice of this location for the stronghold. Although the barges at one time could either be poled back upstream or continue following the river, there is no means of exiting or entering this area now, save through the secret door in the kitchen. The rock falls (which were a natural occurrence and happened only a few years ago) have effectively sealed this area from the outside world. It will be impossible for the party to dig their way out.

37. **DINING ROOM.** This room is filled with rows of tables and benches. Some of these are overturned and broken, but others remain in their original positions and still hold some heavy clay plates and a few rusty eating utensils. This room, too, has a slight odor of decayed food. All along the East and West walls are pegs for hanging cloaks. A number of the pegs are missing, and nothing is hanging on any of the rest of them. There are no monsters or treasure in this room.



This concludes "Trial By Fire." I hope you enjoyed it.

TREASURE

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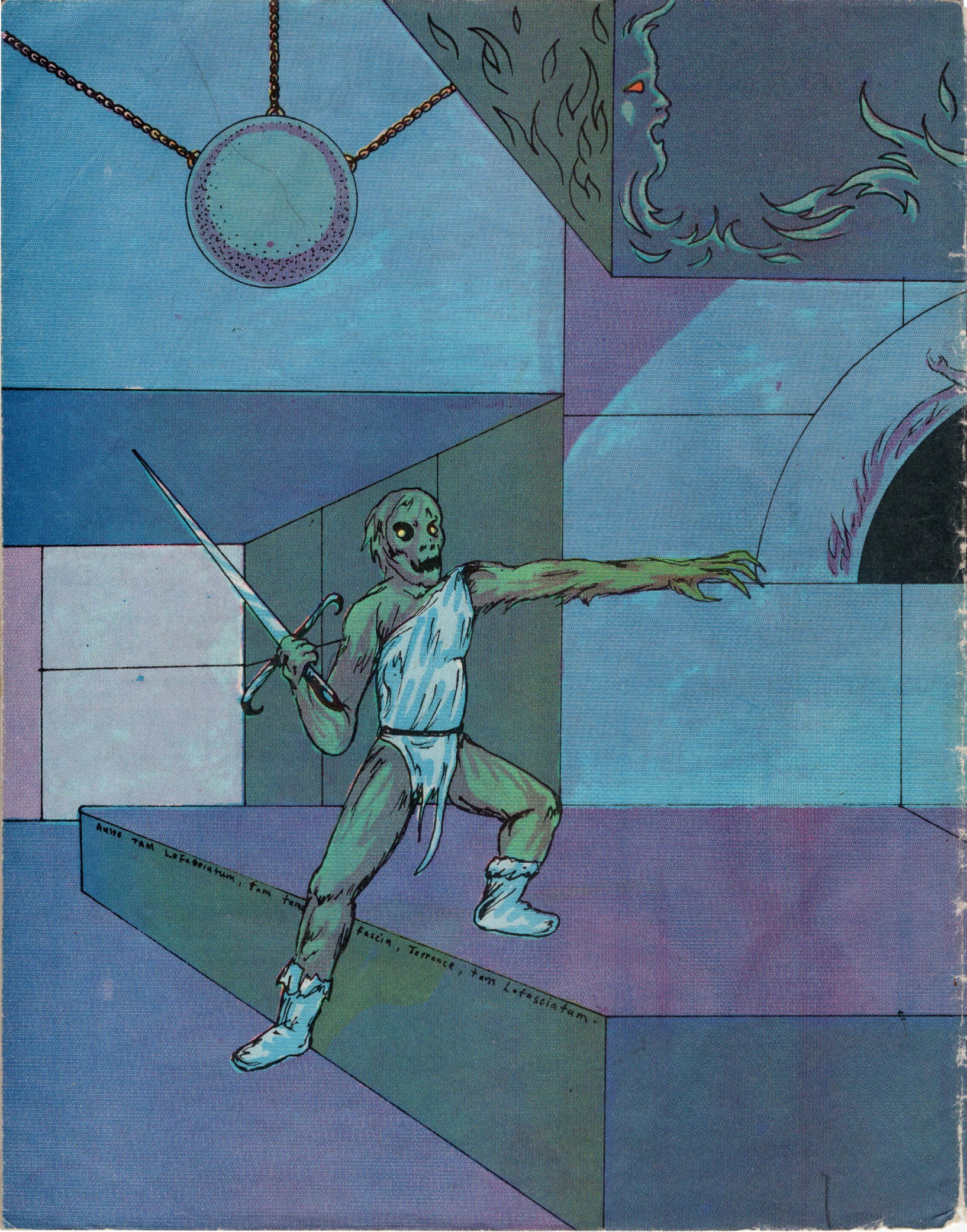
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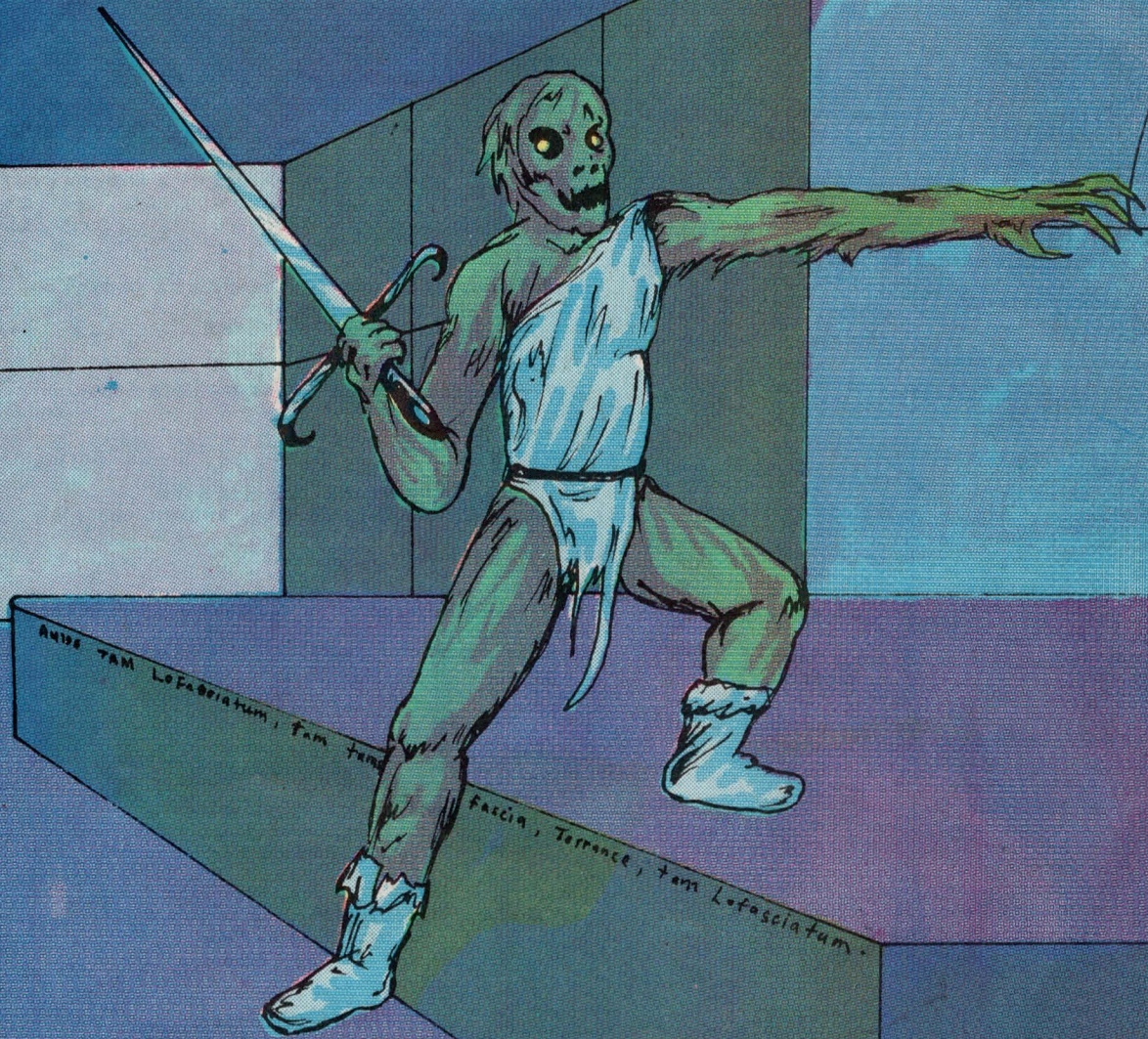
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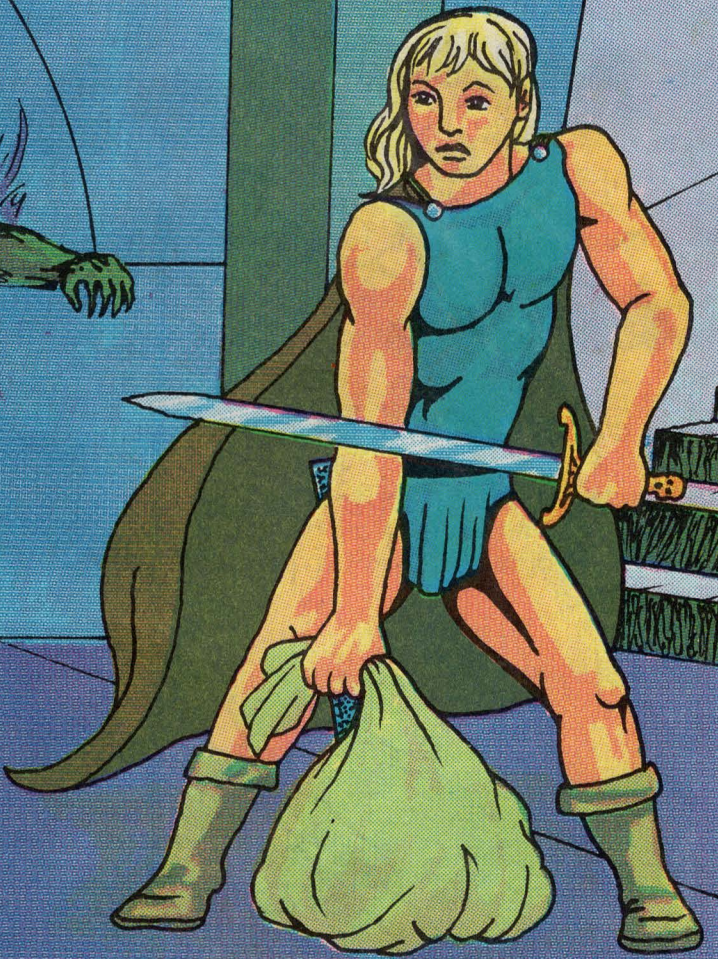
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