

ESCAPE FROM ASTIGAR'S LAIR

ALLEN V. PRUEHS

REE
MOORHEAD
PRUEHS

CREATED AND APPROVED FOR USE WITH

ADVANCED



DUNGEONS & DRAGONS™

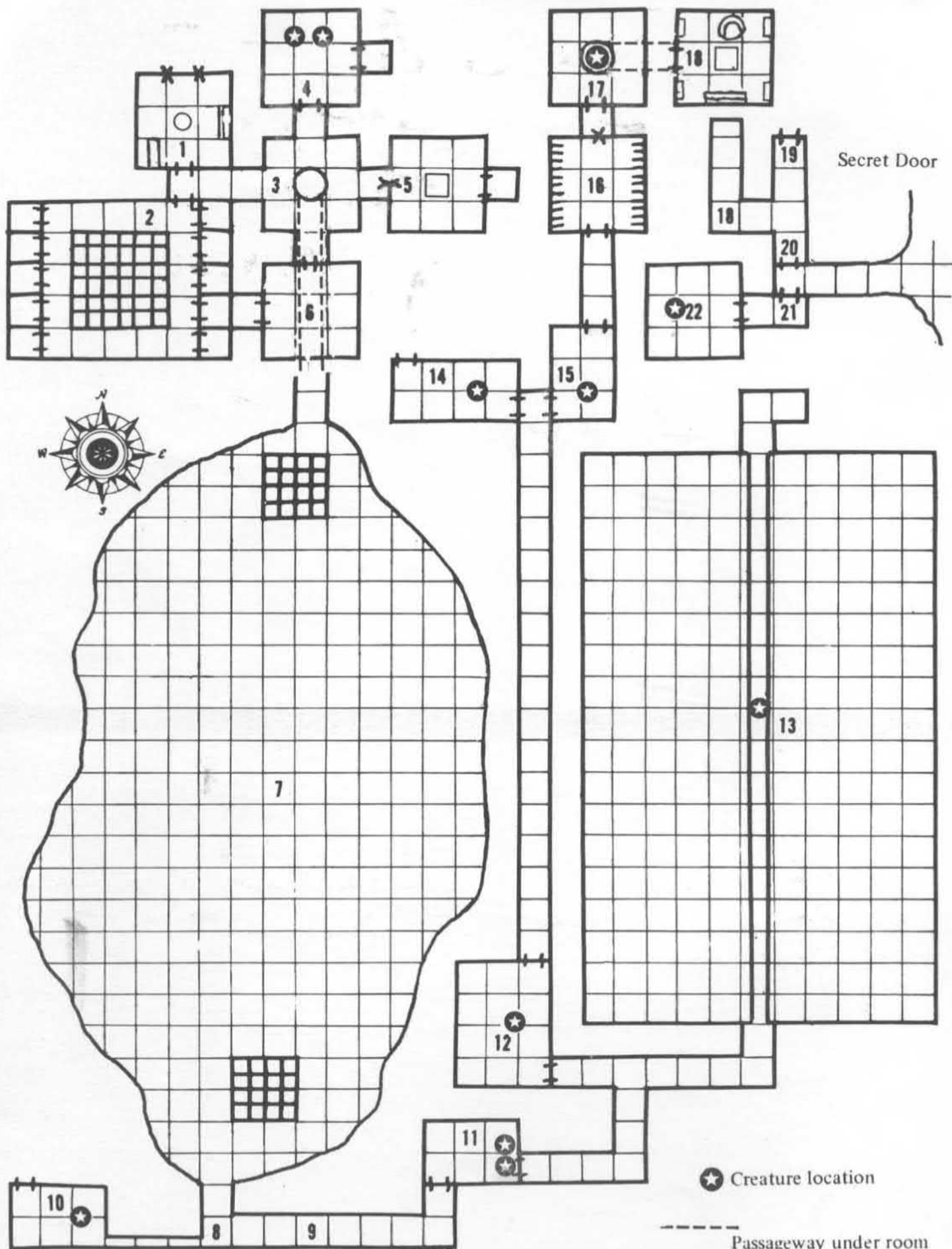
Judges Guild



124
\$2.00

You must escape now!
You have no time to cut
and try. There is only one
chance for you: escape, or
face the wrath of Astigar!

K. STEVENEDA-79



Each square equals a 10' x 10' area

Notes for the Judge

While I was working on ideas for one of the tournament dungeons at Michicon VIII, I realized that I had never seen a tournament dungeon that tested the players' ability to role-play a character. I also thought that a good tournament dungeon should also test a person's knowledge of the rules of the game, the ability to think and act quickly, and the ability to improvise. Yet I was also constrained to the limitations of a tournament dungeon—each group of players must (as closely as possible) encounter the same situations and strive for the same results as the other groups in the tournament.

With those goals for the tournament dungeon in mind, we not only closely limited the abilities of the characters (see the Druid's shapechanges), but included the phobias on the character description/background sheets. The phobias and the special abilities of the characters are intended as a means to guide the players through the dungeon with little or no fighting involved.

The players are graded on their application or lack thereof of these special abilities and phobias to the dungeon situation. Points are awarded for creativity (one player in playtesting threw paint at the rhinoceros beetle, blinding the beetle and allowing it to be more easily defeated), and deducted for not following the scenario (attacking the Bard) or for stupidity (failure to cast *Control Winds* in the carnivorous lizard's cavern).

Ree and I would like to thank our playtesters and the good people of Metro Detroit Gamers and The Judges Guild for all their help and advice.

Remember that the purpose of a tournament dungeon is to have fun as well as test skills—so relax, find a couple of players, and enjoy yourselves!

IMPORTANT NOTICE!

The numbers given for players and monsters to hit have been adjusted slightly for tournament purposes. They should not be used in non-tournament play. Instead, chances to hit should be figured as normal.

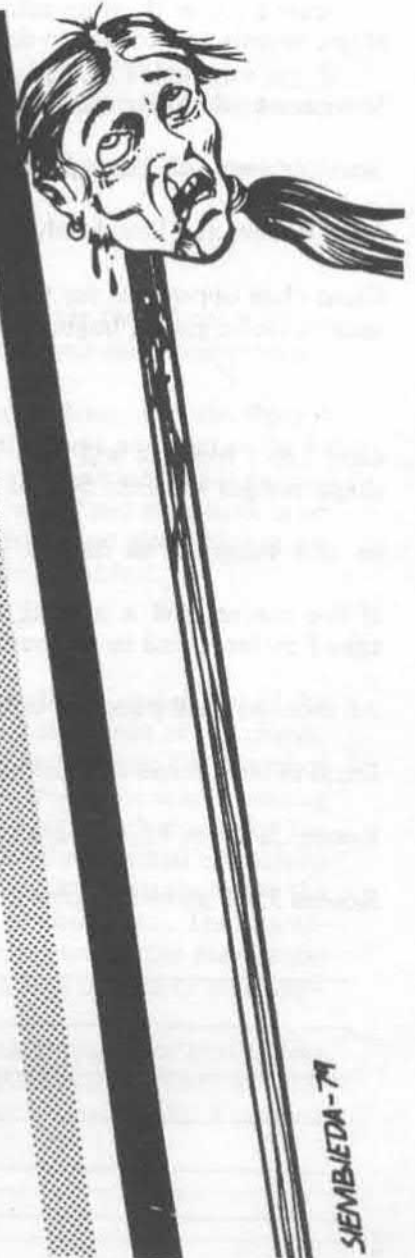
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Conventions Used in Michicon VIII Tournament Dungeon

Judge Read to Players:

Sequence of Play

- 1) Roll D6 for party and for monsters. High number goes first in each of the following phases.
- 2) Missile fire and spells. Players firing spells and missiles may not move. Spells take effect instantly. Spells require two free hands and the ability to mumble. Melee characters may NOT fire spells or missiles. (Players must be free from melee attacks for one melee round before spells, missiles, and shapechanges may be used.)
- 3) Move
- 4) Melee

Flasks of Oil are thrown as missiles. Roll to Hit. Hit means 2D6 Damage the first melee round, 1D6 the second. Miss means no effect.

Magic swords do not add to damage.

Movement rate of Ranger and Druid is 12" per turn due to not being burdened with armor.

Scimitar does 1d8 Damage.

Both Ranger and Druid only get one strike per round, unless Druid is shapechanged.

Giant class opponents for the Ranger do not include giant animals or insects, only large humanoid creatures such as trolls, gnolls, bugbears, etc.

Judge Only

Cure Light Wounds will cure 7 HP of Damage. *Cure Serious Wounds* will cure 15 HP of Damage. Druid's shapechanges will cure 50% of Damage already taken.

In this dungeon, all natural 20's rolled do double damage (this applies to both players and monsters.)

If the players roll a natural "1", they must roll Dexterity or under on a D20 or fumble weapon—must take 1 melee round to recover.

All monsters will pursue if bothered (break down doors to get at players, etc.).

Druid in bear shape will not have any successful hugs—most monsters are too big or strong to 'hug'.

Rooms 2, 5, 10, 12, 14 have monsters against which swords do 1D12 Damage.

Rooms 5, 10 allow Ranger +9 to Hit and Damage.

Prologue

Judge Read to Players

You tracked the Bard to Astigar's former lair, and forced your way through the entrance. As you stepped into the lair, the door swung suddenly shut behind you, trapping you in a narrow hallway. The hall suddenly filled with gas. Each of you suddenly felt woozy, tried to get back and open the door. . .you never made it.

As you began to recover from the effects of the sleep gas, you became aware that Egad—who is still wearing the Helm—was standing in front of you, staring banefully at you and chuckling evilly to himself. Though still rather muzzy-minded (unable to think clearly, much less use spells), you are vaguely aware of a dampness in the air, of stone walls, of being cold and damp yourself, and of leg irons that chain you to the wall.

You barely have enough time to note the insane gleam in Egad's eyes before he starts to speak. "So my vengeance begins," he announces, "And I can hardly think of a more fitting duo to be the first to fall to their doom at my hands! You, who pretended to be my friends and really just wanted to use me and my talents for your own benefit. Well, that will never happen again." He chuckles. "But in payment for what you have done to me, I have something. . . special in mind. Something I planned just for you, my 'friends'. You see, I'm going to give you 60 minutes to escape from my hold. . .and if you follow your instincts and use your wits, you might even have a chance at survival."

He surveys you once more, appears satisfied with what he sees, and chuckles again. It is not a pleasant sound.

"Since I can see that you are not yet in shape to make this an entertaining event, I shall give you a short time to recover from the effects of the gas that rendered you unconscious. . .your trial will begin at the sound of the gong. Please remember that you have little time until then."

He smiles menacingly at you, turns, and leaves the room, closing and locking the door behind him.

Judge Only

Ask the players if they have any further questions, and answer them if possible (tell them nothing about the room they are in, as yet). When they are ready, tell them the gong has sounded. Begin timing.

- 1) The room is 30' x 30' x 10'. The walls and ceiling of the room are of damp stone, and the floor is covered with rotted, stinking straw. Dim light is provided by torches on the west and east walls. In the center of the room is a brazier filled with coals and ash. Elsewhere in the room are a rack, a wooden table, and a split-log bench that is approximately 6' long. A heavy wood and steel door is on the south wall. The players (who have been stripped naked of all clothing and possessions) are chained to the north wall by close-fitting ankle irons what appear to be made of mithril.

Judge Only

There are no tools or other means to force the locks on the chains or to pull the chains out of the walls that are within reach of the characters, and none of the spells are usable to get them out of the chains. (*Heat Metal* will heat the chains and damage the player as per the spell, but will not weaken the chains or loosen them in any way. *Rock to Mud* will result in the characters sitting in 1½' of mud. The staple holding the chain to the wall will still be firmly sunk into the wall.) The only way out of the chains is for the Druid to use one of his shapechanges to a shape (eagle) which will make his feet (claws) small enough to slip out of the leg irons. There is a key to fit the leg irons of the Ranger on the ring hung up alongside the door (not visible to the players from where they are sitting due to the dimness of the room). The characters' possessions are under the table. The door is locked and cannot be broken down unless the players use the table as a battering ram or chop it down with swords. *Warp Wood* has only a 50% chance of working—otherwise the door will warp tighter into the frame.

Under the rotted straw in the room, under the brazier, is a heavy but unlocked trap door that covers a shaft approximately 20' deep. At the bottom of the shaft is a swiftly-moving underground river. Anyone foolish enough to try to escape that way will escape only by death (battered and drowned by a current too swift and strong to swim—there are a few air pockets in the shaft).

Once the players are out of the room, the Ranger may track the Bard if and only if he states he is attempting to track the Bard. (Should the player say he is trying to track, roll the percentage secretly, then inform the player that he is tracking—no matter what you actually roll.) This trail will lead straight to Room 3—the fountain.

- 2) Room is 50' x 50' x 20'. In the center of the room is a pit 30' x 30' x 15' deep covered by a very heavy iron grating. In the pit is a White Dragon. On the east and west walls are five doors each (total of ten doors.) There are two torches on both the north and south walls (total of four). On the wall to the left of the door on the north wall (the one the players came in) is a lever.

Judge Only

	Druid	Ranger	Bear	Eagle
Dragon to Hit	10	10	9	9
To Hit Dragon	9	9	9	9

White Dragon: HD: 7, HP: 42, AC: 3, Attacks: 1d4/1d4/2d8, Breathes—Cold Cone (34 HP)

The doors on the walls open into 10' x 10' x 10' cells with only a heavy wood-framed cot covered with old soiled straw in each. If the lever is pushed, the iron grating will slide into the floor (will only close again after it has first opened all the way and let the dragon out). If the players attempt to attack the dragon through the grating, the dragon will become enraged, break the grating and attack. Dragon will pursue out of room (all monsters in this dungeon will pursue), and breathe on 1 or 2 of d6.

- 3) A chamber 30' x 30' x 15'. The walls are of solid granite, as are the floor and ceiling. A marble fountain in the middle of the chamber bears a figure of Egad piping in the center—water is flowing from the pipes. There are three doors leading out of the chamber. The north door is a heavy, functional oak door. The east door is a heavy stone door. The south door is made of intricately-carved marble.

Judge Only

If the Ranger has been following the Bard's trail, it will lead directly to the fountain and stop there. In the fountain is a Water Weird who will attack anyone messing around with the fountain in any way.

	Druid	Ranger	Bear	Eagle
Water Weird to Hit	11	11	10	10
To Hit Monster	7	7	7	7

Water Weird: HD: 3 + 3, HP: 18, AC: 4, successful strike drags victim into the water and drowns victim unless victim saves vs. paralyzation. Swords cause 1 HP/Damage per successful strike; blunt weapons do normal damage. Damage equal to the total HP of Water Weird disrupts monster; monster will reform in two melee rounds. *Purify Water* kills.

Statuette in center, when turned (must specify "turned") counterclockwise, will cause entire fountain to slide to the east, uncovering stairs going down and headed south. Trail continues downstairs.

- 4) Room is 30' x 30' x 10', with steel door on the east wall. The bones of a medium-sized humanoid are on the floor in front of the door. Also in the room are two minotaurs wielding large two-handed axes.

Judge Only

	Druid	Ranger	Bear	Eagle
Minotaur to Hit	10	10	9	9
To Hit Monster	5	5	5	5

Minotaurs: HD: 6 + 3, AC: 6, Damage: 1D10, HP: 38, 39.

Door on the east wall is locked—key on minotaurs. Room empty but for dust and cobwebs.

- 5) Doors of room are heavy steel double doors. The room is 30' x 30' x 10'. In the center of the room is a large table with two large chairs. On the table are two casks of poor quality wine and the partially eaten rear hind quarter of a bull. Seated at the table are two Stone Giants.

Judge Only

	Druid	Ranger	Bear	Eagle
Giants to Hit	8	8	7	7
To Hit Monsters	7	2	7	7

(Remember that the Ranger is +9 to damage on the giants).

Stone Giants: HD: 9 + 3, AC: 4, HP: 55, 49, Damage: (Large Club) 3D6. Note that if the players have been very noisy (fighting any of the monsters, etc.), the Stone Giants will be waiting on either side of the double doors and will club the first person(s) through the door. Due to surprise they will automatically attack at +4, and get first attack.

There is a door on the east wall covered by an old and rather moth-eaten tapestry. The door is steel (cannot be forced) and locked—one of the stone giants has the key. Inside the room is 600 GP, a spare giant's club, and assorted giant-sized clothing.

- 6) The room is 30' x 30' x 20', with a single (closed) door on the west wall. In the room are large heaps of garbage (one in each corner), reaching almost 10' high.

Judge Only

The large piles of garbage contain bones, old rags, rotting meat, etc. The pile in the northeast corner is inhabited by one ever-hungry (and ever-nasty) Neo-otyugh, which will attack as soon as someone gets close enough.

	Druid	Ranger	Bear	Eagle
Neo-otyugh to Hit	8	8	7	7
To Hit Monster	13	13	13	13

Behind the unlocked door on the west wall are the corpses of a Dwarf and a Halfling that apparently died of starvation.

- 7) The players go down the stairs (if following the Bard's trail they will find that the trail fades out gradually and is completely gone by the time they reach the foot of the stairs) and come to a large cavern that is approximately 260' x 160' x 100'. The players notice a good steady (about 15 mph) breeze in the air, apparently coming from two large, grated-over openings high up on the roof of the cavern. As the characters near the north entrance, they see a humanoid figure run from the south entrance towards them. The figure gets about 1/3 of the way across the cavern when hundreds (about 1000) of small (crow-sized) flying lizardlike creatures descend from the ceiling, close in tight, and attack. Two melee rounds later, the creatures fly back to their perches near the roof, and the characters see that the humanoid figure has been completely stripped of all flesh.

Judge Only

	Druid	Ranger	Bear	Eagle
Lizards to Hit	16	16	15	15
To Hit Monster	4	4	4	4

Carnivorous Flying Lizards: HD: 1, HP: 5 each, AC: 7, Damage: 1D4. Approximately 10 will attack at one time, but others will swarm so densely that the characters will be unable to move (in other words, anyone foolish enough to attempt hand-to-hand combat with them is dead).

The only way out of the room is for one of the players to *Control Winds* so that the lizards are unable to fly down and get to the characters.

As the characters emerge from the cavern, they are forced to choose between Halls 8 and 9.

Hall 8) The corridor is approximately 7' x 1½' x 10', barely enough room to move through the corridor sideways. The corridor has a *permanent* (nondispellable) *darkness* cast along its length, and ends in Room 10.

Judge Only

Because of the Druid's phobia, if he is role-playing properly he will NOT want to go down that hallway! Take note of reactions and score accordingly.

Hall 9) The corridor is 60' x 10' x 10', then bends to the north. As the players look down the corridor, they will observe blocks of stone, in an apparently random sequence, sliding out from the south wall and smashing into the north wall. The blocks appear to be at least 10' x 10' x 10' cubes. There are a total of six of them. One smashes out every ten seconds, moving fast enough to catch anyone standing between block and wall and crush them.

Judge Only

If the character decide to test the trap by sliding some inanimate object into it, the object will get crushed. The characters will also sense that a *Rock to Mud* will not work here (if they decide to try it anyway, the spell will fizzle). But, when the characters themselves go through the passage, blocks will crash around them and near them, but never actually touch them (the blocks are being controlled independently from another room). Turn in corridor goes 10' and ends in door.

Have fun with this—play it up big!!

10) Room is 20' x 30' x 15' arched ceiling. In the room is a troll. Two partially-consumed Elf carcasses hang in the northwest corner of the room. Barely visible behind the carcasses, the players can see the outline of a door.

Judge Only

Troll is geased to stay in the room. The door, which is flush with the wall, is actually a phony and is nailed to the wall.

Troll: HD: 6 + 6, AC: 4, HP: 35, Damage: 1d4+1/1d4+1/2d4.

	Druid	Ranger	Bear	Eagle
Troll to Hit	10	10	9	9
To Hit Monster	7	2	7	7

11) Room is dimly lit and 30' x 20' x 10'. There is a **heavy** steel door on the south corner of the east wall. Floating in the air of the room are two spheroid beings with stalks protruding from their bodies.

Judge Only

Creatures are not beholders, but gas spores. Gas Spores: HD: 1, AC: 9, HP: 1, if struck will explode 6D6 each (3d6 if save vs. wands). All characters need 2 or above to hit Spores. Spores will not attack.

There are two ways to get out of the room: 1) Throw *Rock to Mud* on door frame, or 2) (gently) secure gas spores to door with rope (there is a doorknob to tie rope on), duck out of the way, and puncture Spores with one of the throwing daggers. If both of the spores are exploded, the door will be **blown off**. Safest way to explode the spores is to throw oil + torch or dagger from around the corner—players will not take damage. If the players are in the room, they will take damage.

12) Room is 30' x 40' x 8', with the northwest corner cut off. The room is painted bright green, and the door on the north wall painted dark red. In the room is a Rhinoceros Beetle.

Judge Only

Beetle: HD: 12, AC: 2, HP: 61, Damage: 3d6/2d8.

	Druid	Ranger	Bear	Eagle
Beetle to Hit	6	6	5	5
To Hit Monster	11	11	11	11

- 13) Chamber is 110' x 180' with 6' wide stone bridge running to a passageway on the opposite end of the chamber. Beneath the bridge is a pit that is approximately 1000' deep, with flames burning at the bottom. Standing on the middle of the bridge is a large black horse with flaming hooves.

Judge Only

The creature on the bridge is a Nightmare.

	Druid	Ranger	Bear	Eagle
Nightmare to Hit	10	10	9	9
To Hit Monster	7	7	7	7

Rock to Mud on bridge will not make creature fall (it can fly). If the players cross bridge to attack monster, it will turn *ethereal*, wait until players are near enough to where it was standing, and suddenly appear in front of players to attack with surprise.

If players taunt the Nightmare and then decide to leave, or stay on the bridge but decide to turn back, the Nightmare will turn *ethereal*, follow the players, and attack from behind (+4) with surprise.

Remember--the Ranger is afraid of heights!

- 14) The door to this room is a one-way mirror, allowing the players to see into the room. Scuttling back and forth around the 30' x 40' x 15' room is a giant Scorpion.

Judge Only

Giant Scorpion: HD: 5 + 5, AC: 3, HP: 39, Damage: 1d10/1d10/1d4 + save vs. poison or die.

	Druid	Ranger	Bear	Eagle
Scorpion to Hit	11	11	10	10
To Hit Monster	9	9	9	9

The Ranger has a fear of poison too!

- 15) Room is 20' x 30' x 8'. Door to this room is also a one-way mirror allowing players to see in. In the room is a Barbed Devil.

Judge Only

Assume the devil will feel too haughty to bother using its special abilities on these mortals--just play it to fight. Note again: The Devil will **not** gate or use spells!

Devil: HD: 8, AC: 0, HP: 30, Damage: 2d4/2d4/3d4.

	Druid	Ranger	Bear	Eagle
Devil to Hit	10	10	9	9
To Hit Monster	13	13	13	13

- 16) Room is 30' x 30' x 10'. The east and west wall are covered with 2' long spikes with a couple of bodies impaled on the spikes. There are two buttons on the north wall. Over the first button is a sign reading "This button will lead to the most agonizing death in the world (no saving throw)." Over the second button hangs a sign reading "This button will release you from your task".

Judge Only

If the first button (agonizing death) is pushed, nothing will happen except for the center sections of the north wall swinging back and showing the passage going north. A voice (they will recognize it as Egad's) will suddenly be heard from nowhere and everywhere, laughing hysterically and crying "Old age and senility!"

If the second button is pushed, the walls of the room will suddenly and horribly shut on whoever is standing in the room, killing them instantly, completely, and, for tournament purposes, permanently. At the last possible second before the walls slam shut, the voice they recognize as Egad's will laugh horribly and cry out "Earthly task!"

If both buttons are pushed simultaneously, both actions will happen—simultaneously. But then, of course, it is too late for the characters.

Note: The Druid is a cynic, remember? (See character descriptions) That is why (if the player is role-playing), he would not take the messages at face-value.

- 17) Room is 30' x 30'11½" ceiling. The room is lavishly and not particularly tastefully decorated. Gold, pink, and black marble tile the floor in a random pattern, and the ceiling is solid gold. The walls have lavish murals painted on them. The murals depict Egad doing wondrous things (Examples: Egad fighting a full-sized Dragon with one hand tied behind his back and no weapon in the other; Egad giving advice to God; etc. Improvise as necessary.). In the center of the room is a jade statue of Egad displayed in all his fullest glory (completely nude) with jewels and gems and gold heaped at the statue's feet. The statue rests on an ivory pedestal. Embedded into the pedestal just above a gold sign reading "Egad the Magnificent" is a ruby that is large, perfect, and glowing.

Judge Only

If either the statue or the ruby is touched, the statue will animate. Statue: HD: 7, AC: 0, HP: 30, Damage: 2d6—strikes once per melee round.

	Druid	Ranger	Bear	Eagle
Statue to Hit	10	10	9	9
To Hit Monster	13	13	13	13

A *Rock to Mud* will melt the statue. When the statue is destroyed, the players will notice a button revealed on the top of the pedestal. If pushed, the top of the pedestal will swing open, revealing a ladder going down a shaft.

- 18) The room is 30' x 30' x 10'. There are four pictures in the room—two each on the west and east walls. The pictures are, clockwise from the SW corner, the "Mona Lisa", "Whistler's Mother", "The Last Supper", and a picture of Egad by Egad. On the north wall is an unusual sort of picture that randomly flashed pictures of rooms in the dungeon that the players have already been in. In the center of the room sits a big overstuffed leather armchair with an opened book lying on the seat. There is a table in front of the chair with a still-warm pipe set down on it. On the south wall stands a dresser, with mirror. On the dresser are a porcelain wash basin and pitcher.

If the players pick up the book and start leafing through it, describe the book as follows: "It is bound in leather, appears to be well-made, and the book itself seems to be divided into two sections—each big enough to be a book in itself. There is writing on the cover and on the inside of the book, but you cannot read it." (Judge Only: The writing is in English) "As you page through the book, you notice the following illustrations:"

- 1) A small girl with long blonde hair, wearing a dress with a pinafore, long white stockings, and Mary Janes (a type of shoe). She is falling down what appears to be a shaft of some sort, but strangely enough does not seem to be the least bit upset.
- 2) A white rabbit in a waistcoat and glasses.
- 3) An odd-looking, bignosed man wearing an enormous top hat. Stuck in the hat is a card reading "For this style 10/6".
- 4) The Queen of Hearts.
- 5) (Center of Book) A panoama of "shoes and ships and sealing wax, of cabbages and kings".
- 6) A pair of fat little-boy twins who are mirror images of each other.

- 7) A walrus and a carpenter, with oysters.
- 8) A goat knitting.
- 9) The little girl from number one being crowned a Queen.

Judge Only

The book is, of course, **Alice in Wonderland** and **Through the Looking Glass**. Should the players take the hint, they need only step or dive through the mirror on the bureau. Otherwise players will discover the strange property of the mirror only either on **stated** careful examination of the mirror or on an attempt to smash it (weapon will go right through it).

The dresser has three drawers. Players searching the drawers will find:

Drawer 1) Lingerie and frilly underclothes.

Drawer 2) A stuffed toy white rabbit.

Drawer 3) 2000 GP and a Jack-in-the-Box.

The mirror is solid and completely unbreakable from the reverse side. As the players pass through the mirror, a short drop (2') will cause them to lose their balance and stumble into a corridor leading south. As they look up, they will see Egad running south and rounding a corner to the east. Pursuing, they will not see Egad upon rounding the corner themselves, but will hear a door slam just before rounding the corner.

The hallway leads to a two-way intersection, both going 30' and ending in a door.

If and only if the players state they are tracking the Bard, the tracks will lead them to the south door (Room 20).

- 19) Players are faced with a door on the north.

Judge Only

Door is actually a Killer Mimic. If players touch door in any way (listening, knocking "door" down, etc.) parts touching door will stick to door. If one hand is free, character may strike with dagger for full damage or sword for half. The mimic will get a free hit every round on characters stuck to door.

Mimic: HD: 5, AC: 7, HP: 23, Damage: 3d4.

	Druid	Ranger	Bear	Eagle
Mimic to Hit	*****AUTOMATIC*****			
To Hit Monster	4	4	4	4

Note: Automatic Hit for Mimic is optional—could miss on natural 1. Person stuck on door is -4 to hit and strikes with sword for ½ damage!

- 20) Door opens into a hallway leading to the outside world.

Judge Only

This is no trick or illusion—it really does lead to the outdoors. However, the characters will not find Egad or the magic items out here. If an attempt to track is made, they will be informed that they find no sign of any tracks. The players may go back into the dungeon.

If and only if the players state that they are attempting to track the bard again after going through door of Room 20 (before going down hallway), they will find that the tracks lead to what is apparently a blank wall opposite the door of Room 20. Searching, the characters will find a secret door.

21) An empty hallway, 10' x 20' x 10', ending in a door.

Judge Only

Exactly as it seems.

22) The room is 30' x 30' x 15', with gilt decorations on the walls. A throne sits in the center of the south wall. Sitting on the throne is Egad (Yep—really him this time). The characters notice that not only is the helm still on Egad's head, but that he is dressed in full battle regalia. They recognize his chainmail +3, his shield +5, and his +3 vorpal blade.

"So my dungeon was not able to finish you off. . . .but I shall rectify that," he says, getting up from his chair. "And, I shall not even resort to spells to do it, but will kill you man-to-man."

He advances towards the players.

Judge Note

Egad fights as 7th level Fighter/Magic User, AC: -3, HP: 55, Damage: 1 - 8 (sever head on 20).

	Druid	Ranger	Bear	Eagle
Egad to Hit	6	6	6	6
To Hit Egad	17	17	17	17

Obviously, the players are vastly outclassed. The only smart thing for them to do is to throw a *Heat Metal* on the helm, then turn tail and run—they have a movement rate far superior to Egad's. He will either fall unconscious or tear the helm off.

See the point sheet for scoring any other actions. The book and the orb are in a secret compartment in the throne—Egad will not remember this (or much of anything) once the Helm is removed. The players must search for the items, but even a cursory search will locate them.



Score Sheet Escape from Astigar's Lair

Room 1	Player's Score
Shapechange to escape leg irons	+10
Using <i>Heat Metal</i> on chains	- 10
Using <i>Heat Metal</i> on chains with <i>Protection/Fire</i> thrown first	0
Lowered down shaft	0
Jump in river to escape with rope	- 10
Jump in river to escape without rope	- 30
Checking for air spaces in river	+ 5
Using bench to knock down door	+10
Using <i>Rock to Mud</i> on stone around door	+10
Using <i>Warp Wood</i> on stone around door	+ 5
Using swords to chop down door	+ 5
Using any spell not mentioned above in room	0
Ranger tracking for Bard out of room and down corridor	+10

Room 2	
Entering Room	- 5
Setting Dragon loose	- 10
Dragon pursues from room (characters running , not trying to get in better fighting position)	- 10

Room 3	
Using <i>Purify Water</i> on Water Wierd	+10
Attacking Water Wierd with edged weapon	- 5
Other attacks	0
Discovering stairs	+10

Room 4	
Entering Room	- 5
Monster pursues from room	- 10

Room 5	
Entering Room	- 5
Monster pursues from room	- 10

Room 6

Entering Room	- 5
Monster pursues from room	- 10

Room 7

Crossing room with no protection	- 40
Using <i>Control Winds</i> before entering cavern	+10
Using <i>Control Winds</i> after entering cavern	+ 5

Room 8

Druid going down dark, closed hallway	- 20
Ranger going by self	0

Room 9

Going down Hallway 9 and NOT Hallway 8	+20
Going down Hallway 9 AFTER Hallway 8	+10
Going back through Room 7 instead	0
Using <i>Rock to Mud</i> on passageway's side	0

Room 10

Forgetting to burn Troll	- 10
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Room 11

Attacking Gas Spores for any reason other than blowing door down	- 10
Not attacking but using <i>Fairie Fire</i> to outline or going into room and finding out that the "beholders" are Gas Spores	+ 5
Using Gas Spores purposely to blow doors down	+10
Using <i>Rock to Mud</i> on stone around door	+ 5
Taking Gas Spores in tow	- 10
Having monster chase them back to this room and then detonating Gas Spores	+10

Room 12

<i>Rock to Mud</i> on entire floor	- 10
<i>Rock to Mud</i> on section of floor under Beetle	+ 5
Other spells	0
Paint on Beetle's eyes	+10

Room 13

Ranger goes out on bridge	- 20
Druid goes out on bridge alone	- 5
Taunting Nightmare off bridge	- 5

Room 14

Ranger entering room	- 20
Ranger entering room to help Druid (IF Druid is in BAD trouble)	+10
Monster pursuing	- 10

Room 15

<i>Rock to Mud</i> on entire floor	- 10
<i>Rock to Mud</i> on floor just under Barbed Devil	+ 5
Devil pursues out of room	- 10
Going in Room 15 only	+20
Going in Room 15 after Room 14	+10

Room 16

Pushing Right Button	+20
Pushing Wrong or Both Buttons	- 20

Room 17

Pushing Ruby or touching Statue	0
Throwing <i>Rock to Mud</i> on Statue	+10
Fighting Statue	0
Finding Ladder	+ 5

Room 18

Figuring out title of Book	+ 5
Figuring out title of Book and going straight to mirror	+10
Figuring out mirror any other way	+ 5
Trying to break mirror from other side	- 5
Trying to break mirror from other side when know title of Book	- 10

Room 19

Tracking Bard in Corridor	+10
Getting stuck to Mimic	- 10

Room 20

Going outside	0
Checking for tracks once outside	+ 5
Picking up tracks of Bard IMMEDIATELY after going through door (without going outside first)	+15
Picking up tracks of Bard after coming back inside dungeon	+ 5

Room 21 has no scoring

Room 22

Throwing <i>Heat Metal</i>	+10
Throwing <i>Heat Metal</i> and running	+25
Fighting Bard	- 20
Running from Bard	+ 5
Trying to subdue Bard	0
Remembering to get Book and Orb	+ 5
Finding Book and Orb in Throne	+ 5
Killing Bard	-100

Background Information and Character Description

Dainer

Your name is Dainer. You are twenty-eight years old, stand 6'3" tall, have light brown hair and green eyes, a luxurious beard and moustach that are one of your few vanities, and are of a strong, muscular build.

You were born into a family of miners, and—despite your protests and the fact that you have always been handy with growing things—were apprenticed into the family business early in life. A cave-in when you were fourteen left you with such a horror of dark, enclosed spaces that you never wanted to work in a mine again, and you ran away to the forest. You had heard of a camp of Druids several miles away, and you sought them out. The Druids became so impressed by your compassion for the Nature they loved that they taught you their ways. Your initiation as a Druid was one of the proudest days of your life.

Shortly after you attained manhood, you became friends with a Ranger, Therain, and a Bard, Egad, who were about your age. The three of you had many adventures together, and many times it was only the healthy dose of skepticism in your nature that kept the three of you from stumbling into traps that would have meant your death.

A short time ago, you and Egad bid Therain farewell for a short time—he had apprenticed himself to the Wizard, Daimler, and you and Egad were going back to the Druids' camp to continue your studies.

Two days ago, Therain appeared in your camp with two items—the Helm of Azri-Kazar and the Orb of Menabar—to be analyzed and recorded in the Druids' lore books.

The items were given to Egad to study. While clowning around, Egad (who has always been somewhat careless and reckless) placed the Helm on his head. Unknown to all of you, the Helm contained the spirit of the notorious evil Magic User, Astigar, and the spirit took possession of Egad's mind. Before you could stop him, Egad snatched up not only the Orb but the Druids' Sacred Book of Norgoth and fled from the camp.

Now, you and Therain have been sent to recover the stolen items. Deep inside, though, you know that it is just as important to you to capture your friend and try to free him from his possession.

Dainer: 10th level Druid, Align: N, AC: 3, HP: 60, STR: 15, INT: 10, WIS: 16, DEX: 17 (+3 Dexterity bonus), CON: 15, CHAR: 16.

Equipment carried: Scimitar +1, Ring of Protection +3, one Flask of Oil, Flint and Steel, two throwing Daggers, Flask of Water, Flask of Wine, Jar of Blue Paint and a Brush.

Spells: *Purify Water, Pass Without Trace, Detect Snares and Pits, Shillelagh, Faerie Fire, Heat Metal, Warp Wood, Produce Flame, Locate Plants, Neutralize Poison, Protection from Lightning, Control Winds, Rock to Mud.*

Available Shapechanges: Rattlesnake (already used), Eagle (AC: 4, Damage: 1d6/1d6/2d6), Black Bear (AC: 4, Damage: ½d6/½d6/1d6). Note: Each shapechange will heal 1d6 x 10% of Damage already taken.



Therain

Your name is Therain. You are twenty-six years old, stand 6'1½", have dark hair and blue eyes, and are of a lean though muscular build.

Actually, Therain is not your real name, but very few people know that. Your family was outlawed many years ago when your father was accused (unjustly) of treason, and you fled to the forest. Later, you were taken in by a band of Rangers who were patrolling the forest. Therain is the name you were given when you became a Ranger yourself.

Shortly after you attained manhood, you became friends with a Druid, Dainer, and a Bard, Egad, who were about your age. The three of you had many adventures together, and Dainer and Egad were forced to save your life a few times when your fears of poison and of great heights temporarily got the better of you. Naturally, you returned the favor—many times.

A short time ago, you bid Dainer and Egad farewell for a short time—Dainer and Egad were to rejoin the Druids for further study, and you had apprenticed yourself to the Wizard, Daimler.

You did not expect to see your friends for a long while. But one morning Daimler sent you to the Druids' camp with two magic items—the Helm of Azri-Kazar and the Orb of Menabar—to be analyzed and recorded in the Druids' lore books.

The items were given to Egad to study. While clowning around, Egad (who has always been somewhat careless and reckless) placed the Helm on his head. Unknown to all of you, the Helm contained the spirit of the notoriously evil Magic User, Astigar, and the spirit took possession of Egad's mind. Before you could stop him, Egad snatched up not only the Orb but the Druids' sacred Book of Norgoth and fled from the camp.

Now you and Dainer have been sent to recover the stolen items. Deep inside, though, you know that your only real mission is to capture your friend and try to free him from his possession.

Therain: 9th level Ranger, Align: N/G, AC: 3, HP: 60, STR: 17 (+2 to Hit and Damage), INT: 14, WIS: 14, DEX: 8, CON: 15, CHAR: 12.

Equipment carried: Sword +1, Ring of Protection +3, Leather Armor, one Flask of Oil, Flint and Steel, Shield, 50' of Rope, Needle and Thread, Ring of Spell Storing (spells listed below), Dagger.

Spells: *Feather Fall*, *Detect Magic*. Spells on Ring: *Purify water*, *Heat Metal*, *Neutralize Poison*, *Control Winds*, *Cure Serious Wounds*, *Cure Light Wounds*.

Tracking Percentage: **Outdoors:** (Base is 90%) +2% each creature being tracked, -10% every day that has passed between making the track and commence of tracking, -2% hour of precipitation. **Indoors:** Ranger must have observed creature to be tracked within 30 minutes of commencing tracking. **Creature's Action:** Going along normal passage or room, 65%; Passes through normal door/uses stairs, 55%; Goes through trap door, 45%; Goes through secret door, 25%.



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