

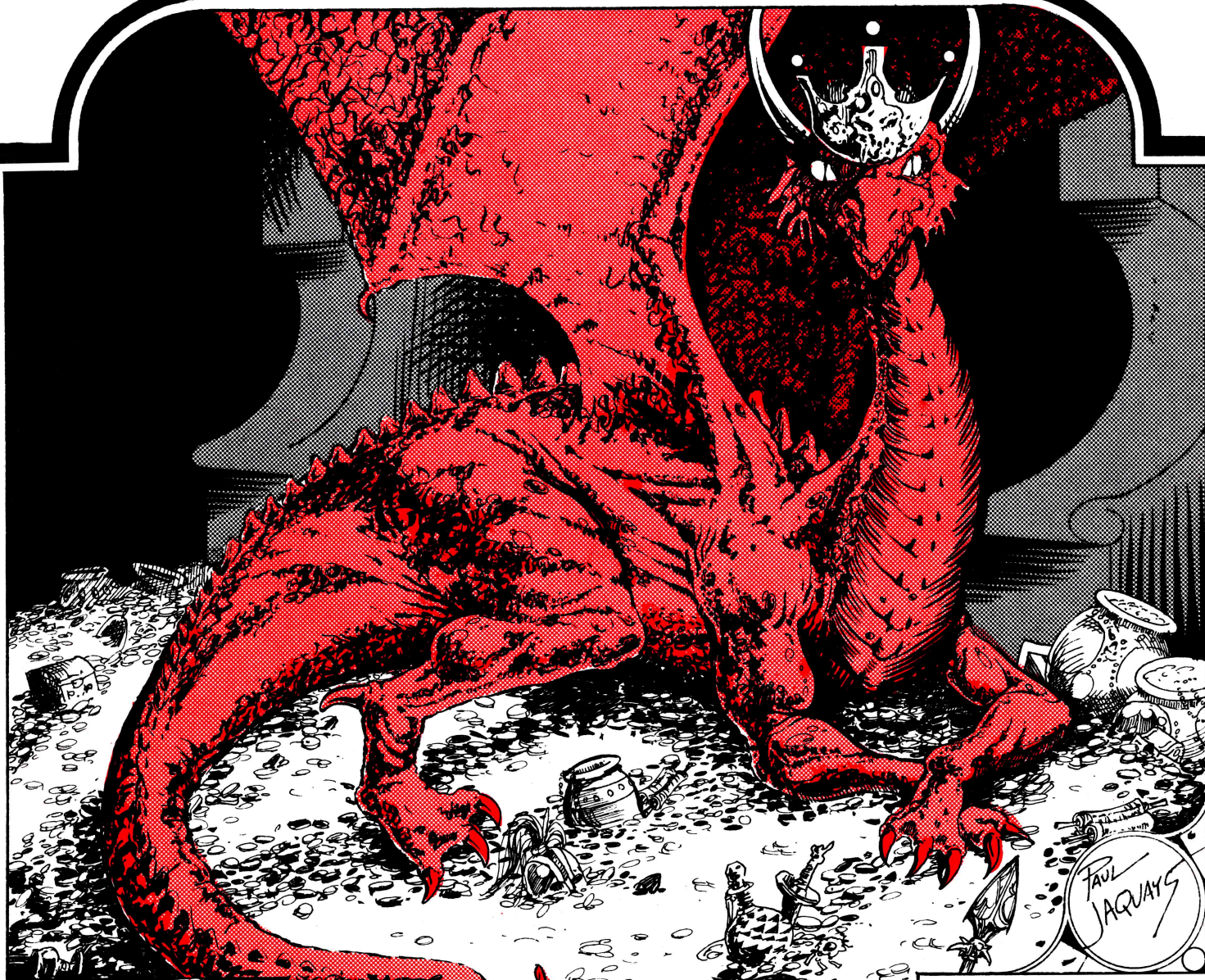
Judges Guild

APPROVED FOR USE WITH DUNGEONS & DRAGONS

The Dragon Crown

By Michael Mayeau

COLLECTORS EDITION OF THE 1978 PACIFIC ENCOUNTERS CONTEST DUNGEON



No.76

\$ 1.75

The actual dungeon contest run at the 1978
PACIFIC ENCOUNTERS CONVENTION

THE DRAGON CROWN

You are crawling down a damp, dark tunnel under the ground, with a group of your fellows. You are mercenaries, on another assignment. Well, not just another assignment, you are working for a huge, evil RED DRAGON. If you succeed, your reward will be the pick of his treasure hoard. If you fail, it will be death!! You wonder about the strange twists of fate, and how you got to be here. It all began.

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Designer: Michael E. Mayeau
Illustrated By: Paul Jaquays & Sheryl England
Layout By: Mark Holmer & Dave Sering
Graphics by : Bob Bledsaw

Given to Players at the Contest

INTRODUCTION

You will go on a mission; your objective is to accomplish this mission and return within a given time span (4 hours). Treasure, characters, rooms are all pre-determined. Your direction, die rolls, & decisions are left up to you and chance. This is a test of skill and luck. I have found that in running these contests, that the skillful, well-balanced party will overcome adverse conditions much more repeatedly than a random lucky party, as good luck usually lasts only a short time. Some rules and ideas used here may be different from what you're used to playing at home. As per D&D Vol. 1, "The laws of the cosmos sometimes change." You may stop to argue a point, but what is happening to your character won't.

Generally I run an action oriented game. Most of your decisions will not be, "What is that thing?", but whether you wish to swing back at it or not! Looking thru books, manuals, etc. is permitted, however do not expect the monsters to wait for you to finish. You may be dead by the time that you do!

There will be 4 teams running thru this contest, each team will go thru the same dungeon, with the same characters.

Each team will have 6 players, and 2 alternates (team #4 will have 3 alternates). If a player gets his/her character killed, then 1st alternate takes over, 2nd alternate becomes 1st alternate, and the player who got their character killed becomes 2 alternate. Likewise if a player is late, doesn't show up, or has to leave, 1st alternate takes over, 2nd alternate becomes 1st alternate, and possibly a new 2nd alternate will be brought in.

Alternates may kibitz, but may not direct the game, or its progress. Constructive kibitzing will help your team, but may prolong or prevent you from entering a character into action yourself, it's your choice.

First the players, then the alternates, select their characters from the selection of pre-rolled characters. There are 12 pre-rolled characters, and all 12 of them are going thru the dungeon with you. However only 6 are active, and none of the inactive ones may be brought in while all of these 6 are alive. When 1 dies a new one may be brought in immediately, or at the end of the battle that killed one (or more) of them. If you run out of pre-rolled characters (you shouldn't), then I'll make some more up, but you can probably hang up your chances at that point for getting most successful team!

There will be a total of 16 prizes. 8 will go, one each, to the members of the winning team (9 if team #4), the other 8 are for various other awards, which will be announced later.

The main idea is to have a good time exploring somebody else's dungeon, not getting a small trinket. If you play with that in mind, you will have a more enjoyable evening!

If you would like to have a copy of this dungeon, I plan to have it available in some hobby shops soon.

THANK YOU, and good hunting.

THE DRAGON CROWN

You are a mercenary, hired by an empire to stop an invading army. Although paid, you believe in the cause of your employer. Especially since the invading army holds the opinion that all other races, including yours, are inferior and should be exterminated!

The battle has gone very badly for your side. In the few hours of battle before noon, your side has had 60% loses, compared to 10% loses of the enemy. Simply put, you have been routed. You are now fleeing to attempt to escape with your life. As you flee you stumble onto a large cave, since you've been running for 2 hours without rest (its now about 2 p.m.) you decide to hide in it and rest.

As you enter the cave you find it goes back very deep, wanting to hide as best as you can while resting, you find some old tree limbs, make torches of them, and proceed to the rear of the cave. When you reach the back-most part you find a large cavern, and are utterly dumbfounded to see mounds and mounds of treasure there. It looks like the loot collected by some large victorious army that must have invaded this land hundreds or thousands of years ago.

You forget the army outside, somewhere, and just dive thru the treasure. You grab gold, gems, items of precious jewelry, and unknown artifacts of great magic created millinia ago. As you go about collecting your respective piles of loot, and fantisizing with each other over what you plan to do with your great wealth, you notice that the cavern has grown unbearably hot. You look around to find the cause for this sudden temperature rise and are stunned to see 2 Red Dragons blocking the way out of the cave. One of them is the biggest Red Dragon you have ever see. He seems barely able to fit into the gigantic cavern.

The huge Red Dragon looks at you and says "Hello Dinner" in a loud, rasping voice. The smaller one looks at him and says in a scratchy, feminine voice, "How would you like you dinner cooked, Dear?" And she begins to take a deep breath. You likewise take a deep breath, feeling it will be the last you will ever take.

The huge dragon eyes you closely, and says, "Ah, Minotaur Chips, I thought at first that they were some of those thieving, rotten, little Kobolds that stole MY Dragon Crown, its only some wandering humans." At this point he seems to muse himself, "I'd give anything to have my Dragon Crown back." Seeing a possible means of saving yourself and escaping, you quickly offer to go out and attempt to retrieve the crown from the Kobolds. Feeling that once outside, you could conveniently forget your mission and flee. The huge dragon eyes you suspiciously at first, then gives you an evil smile that chills your bones, and says, "If you get my stolen Dragon Crown back for me, not only will I spare your lives, I'll also let you take those small piles of treasure that you attempted to steal from me with you. I give you a Dragon's Oath on this! Do you agree?" You think about the "Dragon Oath" for a moment, you seem to have forgotten one thing about it, but you remember that the dragon is absolutely bound by it, and having little choice anyway, you agree.

The dragon then casts a powerful suggestion spell on you, and says he'll give you 4 hours to complete your mission, then you'll return to him via the suggestion. Either with his crown, or to become dinner. He gives you an item that looks similiar to a compass, which he says can be used once to indicate the direction of his Dragon Crown. Then, to your dismay, he rolls back a large rock, which was covering the entrance to a hole in the back of the cavern and says "You have 4 hours to complete your mission, GO!"

You grab your torches and equipment and crawl down the hole. After you are all in and moving forward, you hear the huge dragon say to his mate, "Keep a sharp eye on the hole, I'll be back in 4 hours for dinner." You feel confident in your own abilities however, and proceed onward.

ENDING

As you crawl up the tunnel leading to the cavern, you hear quite a bit of commotion coming from the direction of the cavern. You cautiously creep up and peer out. The small dragon is dead, along with about 200 soldiers of the invading army. The huge dragon has not come back yet, and there are several hundred more soldiers of the invading army proceeding to remove the dragon's treasure, they are carrying out the last of it now.

(If they are returning with the crown)

You sit down casually, pat the magical Dragon Crown, and wait for the return of the huge Red Dragon. You smile to yourself as you think of the destruction he will cause tonight at midnight upon the invading army's camp, under YOUR direction.

(If they are returning with the other crown, or empty handed)

You hide and await their leaving. Then you flee for your lives, you run from the cavern and continue running (You do not take the crown with you as it would slow you down--if they want to 90% chance of being caught by either the dragon or the enemy). You know that the Dragon's Treasure will help your enemies campaign, and you will never see any of it again, you merely hope to escape with your lives. However you can't help smiling to yourself as you realize that your enemies have earned themselves the honor of TOP position on the huge Red Dragon's Shit List!

D.M. GUIDELINES ON PLAY

These notes are to try to give D.M.'s the ability to run this contest as close as possible to the way that I did for comparison of their own groups to the contest players.

The Vol. I, II, III, and Greyhawk rules must be used. I realize the Advanced D&D is out, but it was not at the time this contest was designed, and was only newly out when it was run at Pacific Encounters.

Movement of beings is 5' for every 3" of movement rate they have. A being can move up to ½ its movement and still attack, over ½ movement and they get no attack that melee turn. The turn sequence is; Players move, players attack, players (option) take over fallen foe's space, monsters move, monsters attack, monsters (option) take over fallen foe's space. - repeat - The Elf move full movement and still fire his bow.

All monsters have infravision, so if anyone hides in the shadows, they will be hiding from the other players, but the monsters can still see them.

Unless listed below, the party will have initiative in all encounters. Rooms where the monsters have initiative are #1, #5, #7, #11, #14 (last group of 5), #22, #23, and #25. Wandering monster 'A' will have initiative, and will strike at the 1st person coming down the stairs. In rooms #1 and #5, if the skeleton can be turned back into the closet, and the door shut, it will leave the party alone. In room #8, the Orcs will speak in a friendly manner to the party, and if not slain, will attack the party from the rear, while the party is fighting their way into room #14. In room #11, the Hobgoblins will try to get the humans to kill all the non-humans in the party, offering assistance to the party if they do. Afterwards, the Hobgoblins will attack the survivors. In the corridor outside room #15, the crossbow bolts will not penetrate the door to the room if it is closed. They will sound like someone knocking on the door 3 times. I had a lot of fun with one team on that one. When I did it, one of the players eyes got big, and he said "My God, there's someone or something at the door!!" In room #18, the Kobolds have no qualms about pulling the lever if they are still alive. Their attitude is "I'll take you with me fellow!" In room #19, the sliding door will close again after the party leaves, if not spiked open. This means that the party will have to go thru room #21 to get back. In room #22, the lizardmen will issue a friendly greeting to the party, and if the party passes thru without slaying them, they will be gone on the return trip. In room #23, any other wraiths created cannot leave the room either. If the Elf is killed, he will merely be dead, and not a wraith also.

Wandering monster 'C', got a surprise in every case, as the teams were rushing out with the crown, and not proceeding with caution.

Read whichever ending is appropriate to the players at the end of the adventure.

All combat dice should be rolled openly, so as to prevent an occasional mis-reading of the dice. If the players die, they die, the same with the monsters, otherwise you are not really running a true comparison with the contest players.

I might also note that my Kobolds are of a particularly vicious nature. They can move 12", and charge with their horns, or a spear, getting a +4 to hit charge bonus on both, and doing double damage. They will always fight to the death in an effort to take somebody with them, or at least do as much damage as possible. They love doing nasty acts, like striking at a foe who has fallen down. Friends I D&D with, rarely laugh when they encounter my Kobolds, as they have usually seen player characters fall to them. The little fiends have the best kill record of any monster I use. Out of 19 player characters killed during the contest, 8 were killed by Kobolds, a long way behind was the Hell Hound, who got only 3.

The remaining 6 (or less) unused characters are assumed to be bringing up the rear. They cannot in any way aid the party, but they will not be molested either. They can only move up re-enforcements if the party loses one or more characters.

When opening a door with a being on the other side, have the player opening that door roll a 20-sided die, if the monster is a Kobold have it roll a 8-sided die, if it is an Orc or Hobgoblin have it roll a 12-sided die, if it is a Gnoll or Ghoul, or anything else have it roll a 20-sided die too. Whoever gets the highest number wins. If it is the player then the door opens and the monster is knocked behind it (no damage, but highly irritated), if it is the monster, then the door opens part way (assuming he made his roll to open the door period), hits the monster and stops. In this way a player may open a door and have it hit something, this causes an interesting reaction to players who don't usually have this happen.

DESIGNERS NOTES

This dungeon was designed specifically as a contest dungeon. The following objectives were kept in mind during the design.

- 1) The average group should be able to complete their objective within 4 hours.
- 2) For variety, several alternate routes should be available, but all should lead to the objective.
- 3) Each group should have the same chance of success.
- 4) Most important, the contest should be enjoyable to each person participating in it.
- 5) And last, the dungeon should be a realistic approach to Fantasy Gaming.

To obtain these objectives, the following considerations were made:

- 1) The dungeon was a simple, one (1) level dungeon, with exacting distances for corridors, rooms, etc., for easy mapping. Each team was given a "Compass" that would give them the exact azimuth of the Dragon Crown. Secret doors & Traps could only be looked for once, but it was not necessary to find a secret door to locate the crown. All characters were pre-rolled to reduce set-up time.
- 2) Four times along the path to the objective, alternate branches were available, which, unknown to the players, tied together again.
- 3) All monsters were pre-rolled, and pre-positioned, including wandering monsters. (Wandering monster E was the only one rolled for, and only if the party got too noisy, or did an excessive amount of backtracking, and thus can easily be avoided.) All characters were pre-rolled, including equipment & spells, to give all teams an even start. All players were given a copy of the "Technical Rules". All D.M. dice were openly rolled, as sometimes the D.M. gets sympathetic towards player characters, and in a contest that would be unfair.
- 4) I firmly believe in letting players roll their own dice, including Saving Rolls. This is normally no problem, except with saving rolls that they should not know what they are making. To overcome this, I will randomly ask various players to roll a 20-sided die several times during the course of an adventure, ignoring the results, and merely saying "OK" afterwards. This method is especially good on players whose attention has drifted from the game, and are reading a manual, talking to the person next to them, etc. After one random "Saving Roll", you would not believe how fast their attention can be riveted to the game, to find out why 'their character' had to make a saving roll. Lastly, players were allowed to select their character from the list of characters available. This was done to enable them to play a type of character that they find enjoyable to play.
- 5) Bandaging injuries is a reasonable action, and should have some benefit, but not total removal of injury. My views on alignment are as stated. I believe the Greyhawk Magic Missile is too weak, and in the new Advanced D&D Players Manual Mr. Gyax has indeed strengthened it close to what I used here. I also believe every battle is a serious matter. Given the example of a 7th level fighter in AC=5, vs a group of Kobolds, he could just wade thru them, ignoring their attacks, and laugh at them, as they could not possibly hurt him. With my Critical Hit system, there is a chance they could hit him, and even kill him, thus making the battle not a laughing matter at all. I have created this Critical/Fumble system to use and memorize. It has a low percentage occurrence so it does not usually interfere with normal combat seriously.

The Magic Swords have been given names. These have no significance in play. I just believe in giving all magical weapons that have an alignment names.

If you are going to run this contest per the instructions, to compare how your group would do in relation to the contest players, their final scores were; Team #1 = 15,840 (winner), Team #2 = 10,540, Team #3 = 11,300, and Team #4 = 8646. Player losses ranged from 2 killed and 2 paralyzed (count as ½ value for losing victory points), to 7 killed.

If you are going to incorporate this into a regular campaign, or run it as a solo dungeon with characters of your own, then the value of the Dragon Crown MUST be devalued, both in worth and power, or you will unbalance your game. Were it my campaign, I would drop the value of the crown to 4,000,000 G.P. and make it's dragon control a one-time use, after which, the value of the crown would be further reduced to 1,000,000 - or less!!!

My Chaotic Clerics operate under different conditions (and Gods) than do Lawful Clerics. While they may not use bladed weapons, except for a dagger (for sacrifices of course), they must draw blood when they strike. Hence, Morning Stars and Javelins are favored by them.

Rooms are basically empty, except for monsters, to eliminate pointless searching and speed things up.

Any other questions will be answered if a self-addressed, stamped envelope is enclosed with the question and sent to the following address:

Michael Mayeau
1076 Kitchener Circle
San Jose, Calif. 95121

TECHNICAL RULES

Victory Points - You receive 'Victory Points' for checking rooms, killing monsters, finding treasure, encountering/defeating traps, and obtaining your goal. You lose them for losing characters. The team with the most Victory Points at the end of the contest wins!

Notes - Accepted, and information passed in notes if specifically requested. Sometimes I pass blank pieces of paper just to confuse others, you will know you got nothing, but they won't, unless you show them.

Hit Damage - When you reach maximum hits, you fall unconscious, you will die in one melee round unless someone comes to your aid to stop the bleeding, and bandage you. Any time you exceed your maximum hit damage, you are dead!

Bandaging - Whenever you have received 5 or more hits of damage in a single battle (or over 50% of your maximum hits if you have 9 or less hits maximum), you may bandage yourself **after** the battle is over, and you have cleared the room or corridor. This is done by declaring to the D.M. that you are bandaging, rolling a 4-sided die, and removing that many hits of damage. You may only bandage once after any battle. The only time bandaging is allowed at other times is to save the life of a fallen companion, who has just reached 0 hit points, then the bandaging occurs **ONLY** once during the battle, and **NOT** again after the battle. The person doing the bandaging is themselves subject to attack at +4 to hit while bandaging. Bandaging takes 1 melee round per hit point healed (4 max.). Bandaging may not be done **AFTER** using a Cure Light Wounds, Hands of Healing, or Potion of Healing is used, but must be done prior to their use, for the most current hit damage.

Alignment - Characters do not know each others alignment, and if told would care less, or disbelieve it. (Did you know that on one side of you is mass murderer who has killed 428 people, and on the other side is the Pope?) (If you believe that, I have a bridge over the S.F. Bay I'll sell you.)

Magic - You have your spells permanently memorized, however you only have the mental energy to exercise so many of them per day. After that, your mind is so tired that you can't think clearly, and the spells won't work.

Magic Missile - Hits automatically. 2-7 Damage (No saving roll).

Secret Doors - You get one try*, roll a 6-sided die, on a '1' (1 or 2 for elves) you find any within the range of your vision. To open, roll your intelligence or less on a 20-sided die. (*= per person)

Traps - You get one try per person, roll a 12-sided die (Dwarfs use 8-sided die), on a roll of '1' you find something that looks 'suspicious'. Roll your wisdom or less on a 20-sided die to try to divine further information.

Light - Very dim light coming from somewhere, vision (includes infravision) is 30 feet. Many shadows throughout dungeon.

Critical Hits - On any roll of a natural '20', when rolling for hit probability, you have a chance of a critical hit for extra damage, or possible immediate death on your foe. Roll a 20-sided die, on a 1 thru 14 you have no critical hit, treat as a normal 20. On a 15 thru 20 you have scored a critical hit, refer to the chart below for the results indicated by the number you rolled. A critical hit **ALWAYS** hits the foe, irregardless of its armor class. The **ONLY** exception is if you are striking at a target which requires magic and/or silver weapons to hit, and you are not using a weapon capable of hitting it.

DIE ROLL

RESULTS

15=Maximum damage of attackers weapon.
16=Damage roll x 2.
17=Max. damage of attackers weapon x 2.

DIE ROLL

RESULTS

18= Damage roll x attackers level, or # of Hit Die.
19= Max. damage of attacker weapon x level/Hit die
20= Instant death.

Fumbles - On any roll of a natural '1', when rolling for hit probability, you have possibly fumbled. Roll a 20-sided die, on a 7 thru 20 you have not fumbled, treat as a normal '1'. On a 1 thru 6 you have fumbled, refer to the table below for results indicated by the number you rolled (use a little common sense if necessary also). A fumble **ALWAYS** misses your foe.

DIE ROLL

RESULTS

- 6 = Stumble, roll your dexterity or less on a 20-sided die or fall. If you fall, each melee round you may attempt to rise, if you wish. Roll a 10-sided die, you must roll your armor class or less to rise. (Treat all magic armor as AC=2, do not count cloaks of protection, rings, spells, dexterity, etc. in determining armor class for rising.) If someone attempts to help you up, each one roll the 10-sided die, if anybody rolls your armor class or less you get up.
- 5 = Weapon Breaks. If a magic weapon, roll 2/6-sided die, and add your weapons plusses to the die roll, if your total is 7 or less your magic weapon broke. (Broken magic weapons can be reforged by elves, if they have the proper equipment, i.e. enchanted furnaced, etc.)
- 4 = Hit nearest ally, ½ damage.
- 3 = Hit yourself, ½ damage.
- 2 = Possible critical hit on nearest ally*, otherwise normal damage.
- 1 = Possible critical hit on yourself*, otherwise normal damage.

* Roll a 20-sided die, a 15 thru 20 is a critical hit (refer to table above), otherwise make damage roll and normal damage is scored (Fumbles always hit on 1 thru 4).

Both you and your foes can get critical hits and fumbles!

Arguing with the D.M. - If you feel you have a valid point, you are welcome to bring it up. I may accept it, reject it, or if indecided give you a die roll for it. This dungeon is basically designed and run per Greyhawk, with some modifications. If you feel I should not be able to make these changes, I suggest you read the first few pages of Vol. 1.

Fighting Among Party - Not recommended, but it's up to you. This is simply a sign to the D.M. that you feel the action is starting to drag, and to liven things up you're creating your own action. This D.M. will usually respond favorably to this by stepping up the action for you.

Noise, Loud Talking, etc. - What you say, your character just said! Did you really want your character to yell out, "PASS ME A COKE"?

Wandering Monsters - Generally a low percentage chance. The idea is to explore the dungeon, and achieve your goal, not to defend a corridor all night. However, as noise increases, so does the wandering monster percentage.



Name _____ 'BRUNO'

Human	Fighter	Neutral
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Strength=17 Intelligence=13 Wisdom=14
 Constitution=13 Dexterity=13 Charisma=11

Hits to kill = 24 Hits:

+2 with missile fire

2-handed Sword (1-10)
 Light Cross-bow (1-6)
 Dagger (1-4)
 Plate
 Small Sack
 30 Quarrels
 12 Iron Spikes
 Water Skin
 3 Torches

Experience Level = 4
 +4 to hit probability, +2 to damage
 Open doors 1-4

Name _____ 'BRIANT'

Human	Paladin	Lawful
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Strength=13 Intelligence=9 Wisdom=11
 Constitution=11 Dexterity=11 Charisma=17

Hits to kill = 16 Hits:

Hands on curing 3 times.

Sword (1-8)
 Heavy Cross-bow (1-8)
 Dagger (1-4)
 Plate & Shield
 Small Sack
 Vial Holy Water
 30 Quarrels
 Wine Skin
 3 Torches

Experience Level = 3
 +1 to hit probability
 Open doors 1-2

Name _____ 'ESAIL'

Elf	Fighter/Magic User	Lawful
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Strength=16 Intelligence=15 Wisdom=11
 Constitution=14 Dexterity=15 Charisma=14

Hits to kill = 11 Hits:

Listen/Find Sec. Doors 1-2

+1 missile **1st Level spells - 2 per day**
 Sword (1-8) 1) Detect Magic
 Bow (1-6) 2) Hold Portal
 Dagger (1-4) 3) Read Magic
 Small Sack 4) Charm Person
 5 Silver Arrows 5) Sleep
 20 Arrows 6) Magic Missile
 Leather Armor 7) Ventriloquism
 Water Skin

Experience Level = 2
 +1 to hit probability & damage
 Open doors 1-3

Name _____ 'DIRK'

Human	Fighter	Chaotic
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Strength=17 Intelligence=11 Wisdom=11
 Constitution=16 Dexterity=15 Charisma=14

Hits to kill = 21 Hits:

+1 with missile fire

2-handed Battleaxe (1-10)
 Light Cross-bow (1-6)
 Dagger (1-4)
 Plate
 Small Sack
 30 Quarrels
 5 Silver-tipped Quarrels
 Water Skin
 3 Torches

Experience Level = 3
 +2 to hit probability & damage
 Open doors 1-4

Name _____ 'THORAG'

Dwarf	Fighter	Neutral
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Strength=16 Intelligence=13 Wisdom=12
 Constitution=16 Dexterity=12 Charisma=11

Hits to kill = 16 Hits:

Find traps on a 1 (6-sided die)

Axe (1-8)
 Hammer (1-6)
 Hand Axe (1-6)
 Plate & Shield
 Small Sack
 3 Wooden Stakes
 12 Iron Spikes
 Wine Skin
 3 Torches

Experience Level = 2
 +1 to hit probability & damage
 Open doors 1-3

Name _____ 'ZEPAR'

Human	Magic User	Neutral
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Strength=13 Intelligence=16 Wisdom=9
 Constitution=11 Dexterity=14 Charisma=8

Hits to kill = 11 Hits:

Spells	1st Level 3 per day	2nd Level 1 per day
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Dagger (1-4) 1) Detect Magic 1) Phan Force
 Leather Armor 2) Hold Port 2) Invisible
 Leather Back Pack 3) Read Magic 3) Knock
 50' Rope 4) Light 4) Darkness
 10' Pole 5) Charm Person 5) Strength
 Wine Skin 6) Sleep 6) Web
 3 Torches 7) Magic Missile
 8) Shield

Experience Level = 3
 +1 to hit probability
 Open doors 1-2

Name _____ 'BENET'

Human	Cleric	Lawful
Strength=14	Intelligence=11	Wisdom=14
Constitution=15	Dexterity=11	Charisma=12
Hits to kill = 18		Hits:
Spells	1st Level, 2 per day	
Mace (1-6)	1) Cure Light Wounds	
Chain & Shield	2) Purify food & water	
Leather Back Pack	3) Detect Magic	
Silver Cross	4) Detect Evil	
Vial Holy Water	5) Protection from Evil	
Wine Skin	6) Light	
3 Torches		

Experience Level = 3
+1 to hit probability
Turn Undead ability -- (T-T-7-9-11)
Open doors 1-2

skeleton
zombie
ghoul
wight
wraith

Name _____ 'HOOBAR'

Human	Illusionist	Neutral
Strength=8	Intelligence=16	Wisdom=14
Constitution=10	Dexterity=15	Charisma=10
Hits to kill = 7		Hits:

Spells	1st Level, 2 per day
Daggar (1-4)	1) Phantasmal Forces
Leather Armor	2) Light (clerical)
Leather Back Pack	3) Wall of Fog
50' Rope	4) Gaze Reflection
10' Pole	5) Hypnotism
Water Skin	6) Darkness
3 Torches	7) Detect Invisible

Experience Level = 3
Open doors 1-2

Name _____ 'DRAXUS'

Human	Anti-Cleric	Chaotic
Strength=16	Intelligence=8	Wisdom=14
Constitution=15	Dexterity=12	Charisma=8
Hits to kill = 10		Hits:

Spells	1st Level, 1 per day
Morning Star(1-8)	1) Cause Light Wounds
Daggar (1-4)	2) Putrify food & water
Chain & Shield	3) Detect Magic
Leather Back Pack	4) Detect Good
Silver Mirror	5) Protection Good
12 Iron Spikes	6) Darkness
Water Skin	
3 Torches	

Experience Level = 2
+1 to hit probability & damage
Open doors 1-3

Name _____ 'LOGO'

Human	Druid	Neutral
Strength=11	Intelligence=10	Wisdom=13
Constitution=15	Dexterity=12	Charisma=14
Hits to kill = 11		Hits:
Spells	1st Level	2nd Level
	2 per day	1 per day
Scimitar (1-8)	1) Predict Weather	1) Produce Flame
Spear (1-6)	2) Locate Animals	2) Locate Plants
Leather Armor	3) Detect S. & P.	3) Spk w/Animals
Shield	4) Detect Magic	4) Cure Lt. Wounds
Water Skin	5) Purify Water	5) Obscurement
3 Torches	6) Faerie Fire	6) Create Water
12 Iron Spikes		7) Heat Metal
Leather Back Pack		8) Warp Wood
3 Bunches of Mistletoe		

Experience Level = 2

Open doors 1-2

Name _____ 'TIFFY'

Hobbit	Thief	Chaotic
Strength=10	Intelligence=9	Wisdom=10
Constitution=15	Dexterity=15	Charisma=11
Hits to kill = 5		Hits:

+1 with missile fire

Sword (1-8)	Open Locks = 25%
Bow (1-6)	Remove Traps = 15%
Daggar (1-4)	Pickpocket = 25%
Leather Back Pack	Move Silently = 30%
20 Arrows	Hide in Shadows = 20%
5 Silver Arrows	Hear Noise = 1-3
Wine Skin	Fall during climb = 13%
3 Torches	Lockpick Tool
Leather Armor	

Experience Level = 1
Open doors 1-2

Name _____ 'CRATO'

Human	Healer	Lawful
Strength=14	Intelligence=15	Wisdom=15
Constitution=11	Dexterity=17	Charisma=12
Hits to kill = 8		Hits:

+3 w/missile fire 1 Cure Lt Wnds/day

Sword (1-8)	1st Level, 1 per day
Bow (1-6)	1) Detect Magic
Daggar 91-4)	2) Detect Evil
Leather Back Pack	3) Detect Poison
20 Arrows	4) Detect Disease
5 Silver Arrows	5) Detect Invisible
Wine Skin	6) Detect Phase
3 Torches	

Experience Level = 1
+1 to hit probability
Open doors 1-2

-10-

No Armor but AC=6 (Dex)

ROOM CONTENTS

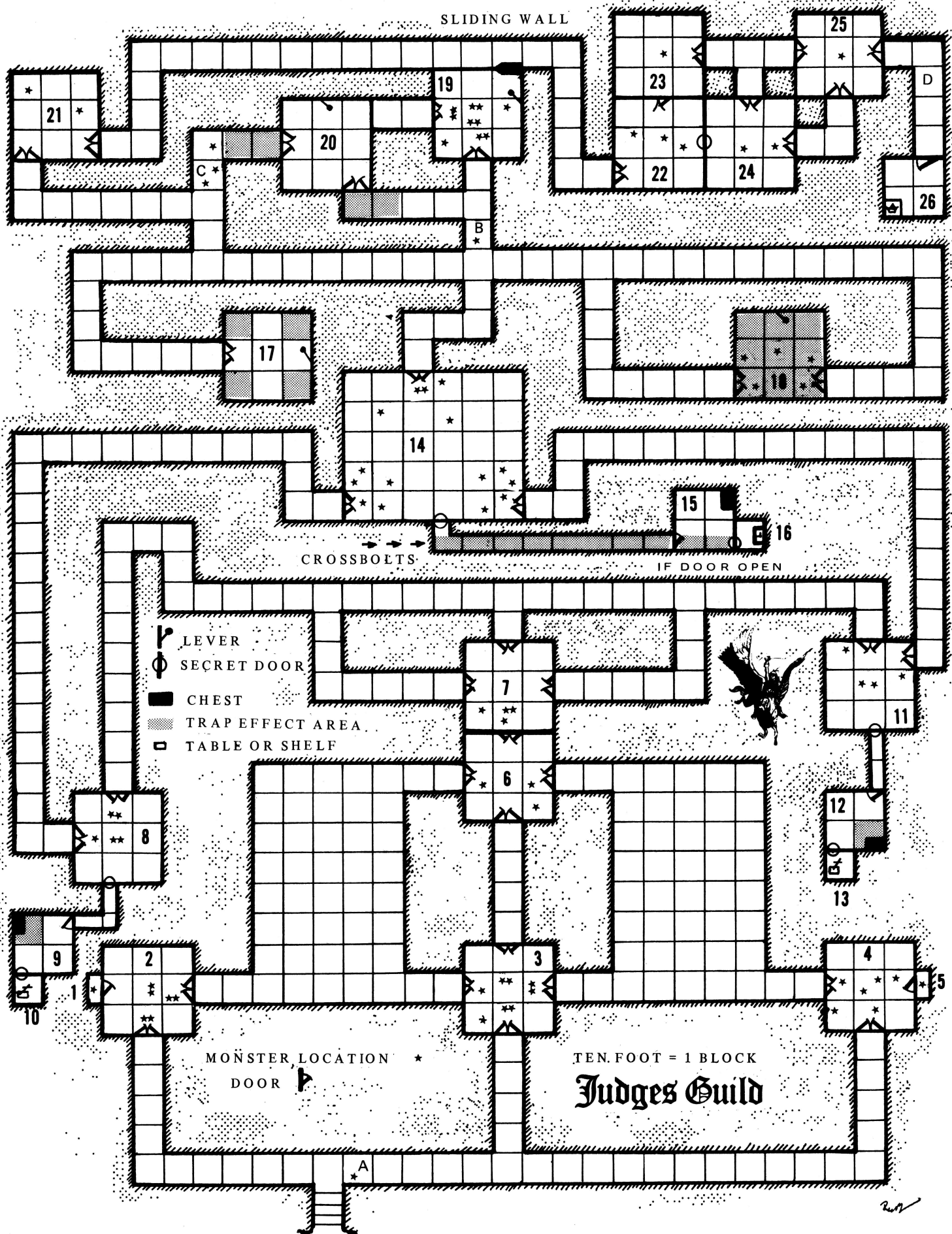
Room	Contents
1	Skeleton (in closet) AC=7, 4 hp (1HD), 1-6 damage, attacks immediately if door is opened.
2	6 Kobolds, AC=6, 3 hp each (1HD), 1-6 damage, will attack immediately. 5 G.P. on each one.
3	8 Kobolds, AC=6, 3 hp each (1HD), 1-6 damage, will attack immediately. 5 G.P. on each one.
4	6 Kobolds, AC=6, 3 hp each (1HD), 1-6 damage, will attack immediately. 5 G.P. on each one.
5	Skeleton (in closet) AC=7, 4 hp (1HD), 1-6 damage, attacks immediately if door is open.
6	3 Gnolls, AC=5, 10 hp each (2HD), 1-8 damage, will attack immediately. 30 G.P. on each one.
7	4 Kobolds, AC=7, 3 hp each (1HD), 1-6 damage, will hear sounds of battle, and wait until battle is over, then open doors and attack party. Will get surprise unless party posts guard at door. 6 G.P. on each one.
8	5 Orcs, AC=6, 5 hp each (1HD), 1-6 damage. Will try to negotiate and allow party to pass, then ambush them from behind later. Will attack if party finds the secret door. 10 G.P. on each one.
9	Chest (Trapped)*, opening will release poison gas. Save vs poison or take 16 points damage. Gas covers ¼ of room. Chest contains 6 gems worth 200 G.P. each (100 points each). *500/250 points for trap.
10	Block of Stone with Sword inside. To remove roll a 20-sided die vs your strength. Sword is a Gleaming Brown Sword, which is titled "SIDEKICK" and is a neutral +1 Sword. Other alignments take 4 points damage if they touch sword after it is removed from the stone. (1000 points)
11	4 Hobgoblins, AC=5, 7 hp each (1 +1HD), 1-8 damage, will try to get party to fight among themselves then finish off the survivors. 20 G.P. on each one.
12	Chest (Trapped)*, opening will release a fireball which covers ¼ of the room. It does 20 points in damage divided by the number of persons in the fire area. Save vs magic for ½ damage. Contains 1 potion of healing (400 points), and 1 scroll of 2 spell: 1) Magic Missile (3 for 5 points damage each), & 2) Fireball (20 points damage). (600 points). *500/250 points for trap.
13	Block of Stone with Sword inside. To remove roll a 20-sided die vs your strength (must roll equal or less to remove). Sword is a Gleaming Black Sword, which is named "DESTRUCTION". It is a chaotic +1 sword. Players of neutral alignment take 3 points damage, and players of lawful alignment take 6 points damage if they touch it after it is removed from the stone.
14	15 Kobolds, AC=6, 3 hp each (1HD), 1-6 damage. 5 by each door. The 5 by the closest door will attack immediately, the 5 by the middle door will join the fight, 1 on 2nd melee turn, 2 on 3rd melee turn, and 2 on 4th melee turn. The other 5 will attempt to surprise the party after the battle is over. 2 G.P. on each one.
15	Chest (Trapped)*, opening will release 3 crossbow bolts from the far end of the corridor (3 points damage, roll to hit each person in the corridor until all bolts hit or all persons in corridor are missed). Chest contains a gold ring worth 200 G.P. (100 points) and a GOLDEN CROWN worth 2000 G.P. (1000 points) - not the one they want!
16	Contains a black, velvet padded shelf with an antique wooden box resting on it. Box is 5' long x 1' wide x 6" high. Inside is a Glowing Silver Sword with the name "TROLL FIRE" engraved on it. It is a lawful +1 Flaming Sword. A neutral player takes 4 points damage and chaotic player takes 7 points damage if they handle it. (1000 points)
17	Trap - If lever pulled down trap doors open in each corner and drop anyone there into a 50' deep pit, they take 25 points damage. They can roll a 20-sided die vs dexterity, if they roll their dexterity or less, they can subtract their constitution and AC (AC=9 for healer) from the damage. 500/250 points.
18	5 Kobolds, AC=6, 3 hp each (1HD), 1-6 damage, will attack immediately. 6 G.P. on each one. Lever is a trap* and causes the roof (to 3' deep) to cave in. Players inside the room may move 1 space and roll a 20-sided die, if they roll their dexterity or less they take no damage. If they roll over their dexterity or do not move they take 5 points of damage. This must be done 3 times or until everyone is dead or out of the room. If the Kobolds are losing, the last one will attempt to go to the lever and pull it. *500/250 points.
19	10 Kobolds, AC=6, 3 hp each (1HD), 1-6 damage, will attack immediately. 5 G.P. on each one. If they are not killed or if this room is not entered, they will pull the lever (which operates the sliding door), and will attack the party from the rear, by surprise, when (and if), the party goes down the corridor.
20	Trap - Lever causes roof outside room in west & south corridors to collapse, forcing party to go out NE door. Treat anyone outside room in those corridors (to a distance of 20' for doors) as per room 18 trap, except they keep rolling until they are out of the collapse area or dead. 500/250 points.

- 21 2 Ogres, AC=5, 20 hp each (4 +1HD), 1-10 damage, will attack immediately. Carry 1000 G.P. each.
- 22 3 Lizard men, AC=5, 10 hp each (2 +1HD), 2 claws/1-3 each, & 1 bite/1-8 damage. Will allow party to enter room 23, but will attack them if they come out or refuse to enter upon seeing its occupant. Will also attack if party attempts to search for secret doors. 200 G.P. on each one.
- 23 Wraith, AC=3 (requires magic or silver to harm), 20 hp (4HD), 1 level + 1-6 damage. He is sitting on a chair in the middle of the room. He will smile, gesture with his finger, and tell the party to "Come here". If they do he will touch nearest (lose 1 level and take 1-6 damage). If they do not, he will say "You're not going to make me come and get you are you?" Then he will slowly rise and start towards them. (He can't leave the room however).
- 24 2 Ghouls, AC=6, 9 hp each (2HD), 2 claws/1-3 damage each, 1 bite/1-4 damage, save vs immediate paralizaton on every hit (except elves). Will attack immediately, but can not leave room.
- 25 1 Hell Hound, AC=4, 18 hp (4HD), 1 bite&1-6 damage, or breath 4-24 damage (save vs breath for ½ damage). Will pause 1st melee round, breathe 2nd round(14 points damage), bite the next 3 rounds, then breathe every round thereafter on a roll of 7 or higher on 2-6 sided die. If door closed immediately, dog will not breathe, if closed on any round dog breathes and person(s) closing the door are the target they only get ½ damage (¼ damage if they save).
- 26 A velvet covered table and on it is a Golden Crown, encrusted with gems. On top of the crown in the center is a Dragon's Head, made from a single huge diamond. On the outside of the crown engraved on the gold band is written "DRAGON CROWN". Engraved on the inside of the gold band in magic runes is "He who wears this crown, controls dragons" (no save for dragon). A detect magic will verify this power. Value 40,000,000 G.P.

POINTS LOCATION CHART

Room #	Monster	Room	Gold	Treasure	Trap
1	100	100	--	--	--
2	100	100	30	--	--
3	100	100	40	--	--
4	100	100	30	--	--
5	100	100	--	--	--
6	200	100	90	--	--
7	100	100	24	--	--
8	100	100	50	--	--
9	--	100	--	600	500/250
10	--	100	--	1000	--
11	100	100	80	--	--
12	--	100	--	1000	500/250
13	--	100	--	1000	--
14	100	100	30	--	--
15	--	100	--	1100	500/250
16	--	100	--	1000	--
17	--	100	--	--	500/250
18	100	100	30	--	500/250
19	100	100	50	--	--
20	--	100	--	--	500/250
21	400	100	2000	--	--
22	200	100	600	--	--
23	400	100	--	--	--
24	200	100	--	--	--
25	400	100	--	--	--
26	--	100	--	10,000	--
Wandering Monsters					
A	100	--	6	--	--
B	300	--	--	--	--
C	200	--	40	--	--
D	--	--	--	--	--
E	--	--	--	--	--
	3500	2600	3100	15,700	3000

Total possible is 28,000 victory points.



[illegible]

Monster Points	Treasure Points

Sub Total _____

Losses _____

TOTAL _____

WANDERING ENCOUNTERS

Location	Encounter
A	1 Kobold, AC=6, 3 hp (1HD), 1-6 damage, 6 G.P. will attack closest person.
B	1 Wight, AC=5, 11 hp (3HD), 1 level energy drain, will be watching in direction of room 14 and advance immediately.
C	3 Gnolls, AC=5, 10 hp each (2HD), 1-8 damage, will be looking in direction of room 17 and will attack immediately. 40 G.P. total.
D	Some member of the party (roll for member) will remember what he forgot about a Dragon's Oath. That is that a Dragon is absolutely bound by it unless he can kill the one(s) he gave it to.
E	Noisy party, 1-10 kobolds, AC=6/7, 3 hp each (1HD), 1-6 damage, no treasure or victory points awarded. (a penalty)

VICTORY POINTS AWARDING

	MAXIMUM
1) 100 points awarded to party to each room entered.	2600 max
2) 100 points per hit die of each group of monsters (includes single monsters) slain by party. (ignore any pluses to hit die.)	3500 max
3) 1 point to party for each gold piece acquired.	3100 max
4) Points as noted on room contents list for various magic items and treasure found. (Including Crown)	15,700 max
5) 500 points awarded to party for each trap they activate and take no loses or damage, otherwise only 250 points. Bypassing traps = 0 points.	3000 max
6) 100 points if they accomplish their mission without using the locating stone.	100 max
	28,000 max
7) 500 points per level for each character they get killed, is deducted from their total score.	

the Booty list

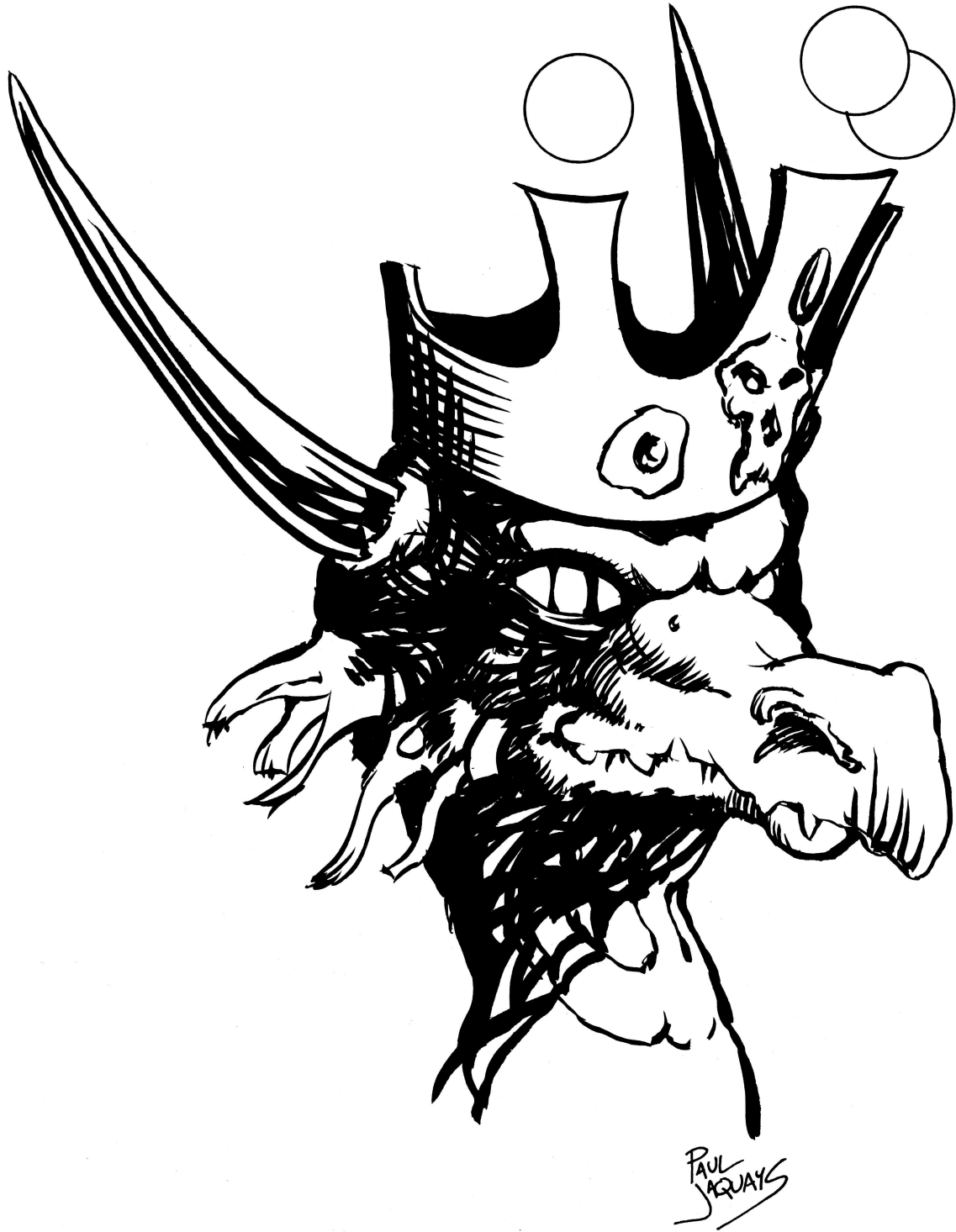
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