

CAFCON

FANTASY, GAMING, AND
ROLEPLAYING CONVENTION

THE SILVER SPHINX



Hidden away in an ancient tomb lies the Silver Sphinx. Glory and riches await those who can defeat the deadly challenges and solve the riddle! Do YOU have what it takes?

An exclusive VIP-only AD&D-1e adventure at CAFCON 2018.

THE SILVER SPHINX

By Chris Larr, Chuck Green, Benjamin Bregenzer, and Michael Pritchard

DM NOTES: *The Silver Sphinx* is a tournament module designed specifically for convention play. The module should be reserved for **experienced** AD&D-1e players who are running intermediate-level characters (levels 8-11). 6 pre-generated PCs are provided. The players will be operating under a **real-time** limit of 4 hours. To succeed, the party will need to be quick, decisive, and work as a team. Spending an inordinate amount of time on puzzles or being overcautious will result in certain defeat.

The adventure is divided into 4 separate sections, each intended for a particular class to shine (although all classes can contribute to the completion of each section):

- **Catacombs of the Skeleton King – Cleric**
- **Lair of the Green Serpent – Magic-User**
- **The Desert Oasis - Thief**
- **Hall of Valhalla Prime - Fighter**

It is **absolutely essential** that the DM be familiar with the module prior to running it (it is recommended that the DM read through the module several times before play, making notes where appropriate [a note sheet will be provided in the module to assist the DM in this endeavor]). The DM will also be operating under a real-time limit of 4 hours, so being able to keep players on track is essential (it is the recommendation of the authors to have an actual countdown clock visible to all the players).

Alternatively, the tournament aspect of the module can be discarded and the adventure incorporated into an existing campaign. Simply remove the time limit, create an appropriate backstory, and basically do whatever works best for your campaign and gaming group.

HISTORICAL NOTES: This module was designed for tournament play at the 2018 CAFCON Fantasy, Gaming, and Roleplaying Convention. At CAFCON, each gaming session is 4 hours long with an hour-long break in-between sessions, so the DM should have ample time for preparation and breakdown. Because of the narrow time window, players should be encouraged, in advance, to be punctual and ready to play. Furthermore, it is encouraged (but not required) for the DM to provide an “After Action” report to the players letting them know how they scored and performed, both individually and as a team. A prize, award, trophy (or some form of recognition) should be given to the highest performing player.

STANDARD DUNGEON FEATURES: All corridors in the Silver Sphinx, unless otherwise stated, are 10 feet in height and have been carved from the very rock. All doors in the Silver Sphinx adventure, unless otherwise stated, are 8'x8' and made of strong, preserved, lacquered oak which are bound in iron. Due to the weight of the doors, it takes a combined strength of 20 to open them.

Module CAF-1: “The Silver Sphinx” - CREDITS

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Chamber of the Silver Sphinx

By Chris Larr

Forward: After a long journey in which the party has searched and discovered the ancient tomb of Amenirdis Tashirit, a mighty pharaoh who was once worshipped as a God, the PCs have prepared themselves and descended down an 80-foot shaft, into a large silver-walled chamber (see **A1. The Silver Chamber**) Upon entering the chamber, the entry above suddenly seals shut, separating the PCs from the outside world. The strange magics of the chamber prevent magical escape (teleport, dimension door, etc.). In short, the PCs are trapped!

The module begins with the party trapped inside of A1. The Silver Chamber

A1. THE SILVER CHAMBER: The PCs find themselves in a large chamber with silver walls, ceiling, and floors. The walls are completely smooth and reflective, like a chrome pinball, creating disconcerting optical illusion of chaotic movement, based upon their actions, throughout the room.

In the center of the room is a large 20-foot pedestal upon which rests the colossal statue of a majestic silver sphinx. The sphinx is approximately 50 feet tall and radiates raw, regal power! The pedestal has a recessed area upon which might have once had an engraved faceplate upon it, but it is missing. Whatever was there, is there no longer.

Once the pedestal or statue is touched or interacted with *in any way*, the sphinx will animate and speak in a regal and commanding voice that radiates pure, raw power! The PCs can *feel* it in their very bones! **THEY ARE NOW IN THE PRESENCE OF A GOD!!**

The reverberating voice from the Silver Sphinx booms and echoes throughout the chamber (the statue speaks in the native tongue of the PCs... whatever it may be (an Elf will hear Elvish, a Human will hear Common, etc.):

I am Amenirdis Tashirit, last of the Silver Sphinx! You have dared to awaken me from my long slumber! Such is the predictable folly of mortals! Fate demands that you perish for interfering with the designs of destiny!

An inescapable curse has been laid upon you all! YOU... WILL... DIE!! However, I bid thee to fear not, for I am a merciful God! I shall stay the cruel hand of fate should you answer my riddle! Underneath my feet, engraved within the very metal, is the enigma that you must solve!

Answer it correctly and you may leave my shrine with riches beyond all mortal comprehension. Fail and you will most certainly perish... and suffer for all eternity in the afterlife!

You have until the setting of the sun! When the sun sets... so shall your life.

At this point, the Silver Sphinx goes dormant again and becomes an inanimate statue... but the power of the deity can most certainly be felt. It will be obvious that the party **will** perish should they fail to answer the Sphinx's riddle. They not only feel it within the core of their being... they KNOW it! **NO** spell or magic will reverse the curse.

The moment the PCs realize their fate, and their mission [recover the missing faceplate], the silvery walls magically transform. Each of the walls (north, south, east, west) morphing into an opening. Above each opening is inscribed the following:

North	Catacombs of the Skeleton King
South	The Hall of Valhalla Prime
East	The Desert Oasis
West	Lair of the Green Serpent

CATACOMBS OF THE SKELETON KING

by Chris Larr

B1. TERRA COTTA CORRIDOR: This ornately carved and adorned corridor run 150 feet in a twisting fashion. The most prominent feature of the hallway are the warrior statues made of terra cotta. They line the corridor in 10-foot increments. If closely inspected, they are ornately detailed, each with slightly differing features. If detected, slight magic radiates from all the statues.

Inside each of the statues is a **Skeleton** (AC 6, HP 8 each; ATK 1 (1-6 or by weapon type), SD: immune to charm, hold, sleep spells; $\frac{1}{2}$ damage from sharp/edged weapons) armed with a short-sword and possessing a small metal shield. Within the statue, the Skeletons remain dormant until the terra cotta façade is destroyed (each outer statue can sustain 10 HP damage before shattering). If any of the terra cotta statues are destroyed, there is a 10% cumulative chance that ALL the remaining Skeletons will be activated. Furthermore, if the damage sustained to the statue is greater than 10 HP, then the remainder of the damage is **not** transferred to the Skeleton.

There are a total of 30 Skeletons.

On the far side of the hallway is a slight opening leading to a massive set of metal double doors with the image of the Skeleton King engraved upon it. The metal double doors are thick and sturdy, being able to withstand up to 100 HP damage before being destroyed. It would take a combined strength of 80 to open the door via brute force. A *Rock to Mud* spell can be used to destroy the stone section surrounding the door, causing the doors to easily collapse. *Passwall* or any similar spells are equally effective in circumventing the doors.

On the floor, directly in front of the doors is a 5x5 metal plate with two oval indentations. If detected, the plate radiates magic. There is an inscription in ancient Common that simply reads “Fealty”. Outside of spell use or a successful Read Languages roll by a thief, it requires an INT roll at -4 difficulty to understand the inscription.

- If a PC kneels down, placing their knees in the indentations, the doors will magically open.
- If the doors are circumvented by **any other means**, or if a PC enter into room 6 without kneeling on the metal plate, the Skeletons will activate, burst out of their terra cotta shell, and attack until destroyed or turned. Note: Every character must kneel down on the plate before entering the next room, even if the door is already open, to avoid activating the skeletons.

B2. ANTECHAMBER OF THE FALLEN: This small hexagonal room has two twisting staircases, on opposite sides of the room, leading up to an arch. On the bottom level, underneath the arch, is a stone alter. The stone floors and walls are covered with softly glowing, arcane engravings in ancient common (requiring a spell or successful Read Languages skill roll by a thief to decipher). The carved writings are the names of all the adventurers who have perished in the Catacombs. In fact, if any of the PCs die in the Catacombs, then their names will mystically appear on the walls.

Additional room features:

- **Alter:** The alter is made of stone and is covered in a thick layer of dust. If closely inspected, the dust is actually finely ground bone. Atop of the alter is a knife, incense censer, bowl, and a scroll case (all of which are made of bone). If the scroll case is opened, there is a parchment inside with the following written on it (in the same ancient common):

*Tis no easy task to summon the Skeleton King,
Offerings must be made.
Sacrifice thy life's blood, though it may sting,
But not so much that you shall fade.*

*Burn the cone of the sacred spice,
It shall be sickeningly sweet.
Be wise and follow this sage advice,
And the Skeleton King you shall meet!*

- **Archway:** There are two torch sconces by the archway. They radiate magic if detected. The two torches are magical in nature – they are **Torches of Cold Fire** (see Appendix). The archway opens to a small hallway that leads to Room B3.

B3. THE GUARDIAN'S ENCLOSURE: This large circular room has 12 pillars that are equidistant from one another, similar to the hours on a clock. On the opposite of the room are large, iron double doors – which are shut. In the center of the room is a large pool with a thick, viscous, dark red, foul-smelling substance that it swirls and eddies. Floating in the center of the pool is what appears to be a small, locked, iron box.

The moment the box is touched, removed, or manipulated, *in any way*, (or if the liquid itself is attacked), then the liquid in the pool will rise, coalesce, and attack the party. It is a **Marrow Golem** (AC 5, HP 70; ATK 1-4, DAM 2-8, SA: Constriction, SD: +1 or better weapon to hit, immune to all spells except fire and cold [50% damage]). See Appendix.

The Marrow Golem will ceaselessly attack until the party is slain. If a character manages to gain possession of the iron box, the golem will focus its attack on that particular individual.

Inside the small iron box are several cones of cloyingly sweet-smelling incense.

B4. THRONE ROOM OF THE SKELETON KING: This large chamber quickly opens to a large set of stairs that end in a large throne wrought from cold iron. The throne is empty. In the chamber, prior to the stairs, is an iron circle engraved into the tiled floor.

To summon the Skeleton King, the following actions must be performed (in any order):

1. The bowl from room **B2 (Antechamber of the Fallen)** must be placed within the iron circle.
2. With the knife from the same room, a total of 30 HP must be bled out into the bowl. HP that are lost in this manner can only be healed by means of Clerical spell. Potions or similar magic items will **not** restore any of the lost HP.
3. The incense from obtained in room **B3 (The Guardian's Enclosure)** must be placed in the circle and burned.

Once these 3 actions are taken, a gust of howling wind will burst into the room. The howling sounds similar to the screaming of the tortured. The winds are magical in nature and will not stop unless a Dispel Magic spell is cast. While the winds are active, missile attacks are at a penalty of -1 to hit.

After 1d3 rounds, the Skeleton King will magically appear on his throne (Skeletal helm on his head and weapon in hand). He will instantly rise, screaming **HOW DARE YOU INTERRUPT MY ETERNAL SLUMBER! PREPARE TO BE JUDGED!** and attack the PCs.

The Skeleton King has the abilities and stats similar to that of a **Skeleton Warrior**, but slightly enhanced (AC 0, HD 9+12, HP 88, ATK 2, SA: +3 bonus to hit with weapons, any creature below 5 HD automatically flee in panic; SD: Cannot be turned, immune to charm, sleep, hold spells; Magic Resist: 90%). The Skeleton King also possess two unique magic items:

- **The Osseous Flail** (+2 Footman's Flail made of enchanted cold-wrought iron. Damage: S/M=2-7, L=2-8 [+2 hit/damage bonus]; allows the user to cast the following spells once per day: *Darkness, Silence 15' Radius, Animate Dead, Find Object* [all at 10th level ability]).
 - **Note:** If the Skeleton King is slain and the weapon claimed by a new user, all spells will be available again (whether or not they were cast by the Skeleton King).
- **Skeletal Helm:** A helm of black iron with a face-plate that resembles a skull. When worn, it acts as a +1 Ring of Protection (AC + Saving Throws) and grants the wearer the ability to see completely in the dark (including magically created darkness).

The Skeleton King will fight intelligently (INT = Exceptional), using any room features to his advantage. He knows when to press the attack and when to back off (but he will not flee entirely). One tactic is to use the *Darkness* (which he can see by virtue of the Skeletal Helm) and *Silence 15' Radius* (to confound spell casters) and press the attack.

When reduced to 50% or less HP, the Skeleton King will howl, causing the winds to double in intensity (-2 to hit for missile attacks, or restart if dispelled earlier). A sickly green light will flash from his eyes, and he will summon assistance. The summoning is randomly determined (roll percentile):

- 01-59: **2d8 Skeletons** (AC 6, HP 8 each; ATK 1 (1-6 or by weapon type), immune to charm, hold, sleep spells, $\frac{1}{2}$ damage from sharp/edged weapons). Armed with short swords and possessing small wooden shields.
 - In the presence of the Skeleton King, they are turned as Ghouls.
- 60-89: **2 Ogre Skeletons** (AC 5, HD 4+1, HP 30 & 28, ATK 1, DAM 1-10 or by weapon, SA: Nil, SD: Immune to charm, hold, sleep spells; $\frac{1}{2}$ damage from sharp/edged weapons). Armed with bone-tipped spears.
 - In the presence of the Skeleton King, they are turned as Wights.
- 90-100: **1 Giant Skeleton (Hill Giant)** (AC 4, HD 8 + 1-2, HP 54, ATK 1, DAM 2-16, SA: Hurl rocks for 2-16 HP, SD: Catch missiles 30% of the time; immune to charm, hold, sleep spells; $\frac{1}{2}$ damage from sharp/edged weapons).
 - In the presence of the Skeleton King, it is turned as a Mummy.

Once the Skeleton King is slain, he will crumble into dust, blown away by the gusting winds. All that will remain is the Osseous Flail and Skeletal Helm. Any remaining summoned undead will automatically crumble into finely ground bone and blow away.

In the throne is inspected, underneath the seat is a fragment of the Sphinx's riddle. Also underneath the throne is a small metal box (locked with a poison-needle trap [save vs poison at -2 or lose one-quarter of remaining HP]) that contains the following:

- **Potion of Extra Healing (2 quaffs)**
- **Potion of Invisibility (1 quaff)**
- **Scroll (MU – 8th level):** Burning Hands, Dancing Lights, Detect Magic, Identify.



***HOW DARE YOU
INTERRUPT MY
ETERNAL
SLUMBER!
PREPARE TO BE
JUDGED!***

LAIR OF THE GREEN SERPENT

by Chuck Green

The brave dungeon delvers leave the Main Chamber containing the giant Silver Sphinx, and enter into a dark corridor, only 5 feet wide, 10 feet high, and crafted of dark grey/almost black, rough-hewn stone.

C – THE DARK CORRIDOR: As you enter this lightless passageway, you immediately notice a thick black ichor covering and dripping from the walls and ceiling. Upon inspection, you realize that it is a gooey tar-like substance that reeks of oil and offal.

ICHOR COVERED WALLS - If any heat source (i.e. torch, fireball, magic missile, etc.) comes within 12 inches of the walls or ceiling, the ichor ignites in a massive firestorm, causing 3-24 fire damage to all within the corridor. As the air in the passageway is instantly vaporized, a further 2-12 suffocation damage is inflicted each round, for 4 rounds, or until the victim makes it to one of the adjoining rooms.

After 25 feet, the corridor splits, C1-b continues straight, while C1-a turns 90 degrees to the left.

C1-a – THE DARK CORRIDOR LEFT BRANCH: The walls and ceiling of this portion of the passageway are covered in the familiar tar-like ichor. A short 25 feet along, the corridor turns 90 degrees to the right, and continues for another 15 feet.

Somewhere along the first stretch, a large Black Pudding lies in wait for easy prey. When the adventurers get within touch range (the DM can place her anywhere they would like), it attacks!

BLACK PUDDING: AC 6, MV 60', HD 10, HP 74, TO HIT 10, #ATK 1, DMG 3-24, SA special, SD special, SZ L, XP 2386
The Black Pudding is not so much a single monster, as it is a communal colony of individual single celled organisms. It flows through dark underground passages dissolving and absorbing organic material. It can flow up walls, over ceilings, through cracks and holes as small as an inch in width, relentlessly seeking food. It can dissolve 2" of wood

or chain mail in 1 round, plate mail in 2. Any magic bonuses add 1 round (i.e. +2 chain mail would dissolve in 3 rounds).

Acid, poison, and cold based spells have no effect. Lightning or weapon damage can cause the pudding to split into multiple smaller puddings, each having a percentage of the original pudding's hit points, but each attacking for full damage. Fire based attacks do normal damage, and the pudding will retreat from even normal fire.

This corridor ends at a door archway leading into Room C4 "The Pit Room".

C1-b – THE DARK CORRIDOR RIGHT BRANCH: The walls and ceiling of this portion of the passageway are covered in the familiar tar-like ichor. It continues from the fork, another 15 feet before turning 90 degrees to the right, another 25 feet, then sharply 90 degrees to the left, and then immediately through an archway into Room C2 "The Room of Statues". Other than the ichor covered walls, nothing else interesting or dangerous is found in this corridor.

C2 – THE ROOM OF STATUES: Here, the group of delvers find a large room, 25 feet wide, 30 feet long, with high 20-foot ceilings. The stone here is more rough-hewn dark grey stone, but clean and free of ichor. The smell has also improved immensely. Near the 4 corners of the room are 4 stone statues (made of solid granite) all roughly 10 feet tall. Near left clockwise you see a Centaur, a Gryphon, a Satyr, and a Minotaur. The Minotaur has both of his arms stretched forward, palms up, holding a clear gemstone disk, roughly 3 inches thick, and 8 inches in diameter. Though beautifully crafted with exquisite detail, none of the statues readily show anything else of interest. The walls however are painted in vibrant colors, showing forests and grasslands, hundreds of different creatures, birds, insects, and fish.

On the far side of the room, centered on the far wall, is a massive door. This door is elaborate in its design and décor, trimmed in fancy scroll-work, and is covered in strange symbols.

If detect magic is cast, the door radiates powerful magic, as it is Wizard Locked by a 6th level magic-user. No other traps or spells are detected.

Once a member of the group enters at least 10 feet into the room, 4 strange creatures slowly stroll out from behind the Gryphon statue.

Roughly the size of a Mastiff war dog, these creatures are four-legged. They look to be covered in glossy green armor, their heads hidden by some kind of helmet. Protruding out from their faces are 4 long wispy antennae that drip with a silky liquid. Their feet end in razor sharp claws. A long tail ends in a razor-sharp spike. A strange new variety, these are Green-Shelled Rust Monsters.

(4) GREEN RUST MONSTER: AC 2, MV 180', HD 6, HP 36,39,41,44, TO HIT 15, #ATK 2, DMG nil, SA special, SD nil, SZ M, XP 385+4/hp

Constantly searching for food, any corrodible metal, iron, steel, mithral, adamantite – none are immune to this beast's touch.

Any metal weapon or armor struck by or striking a rust monster that fails its saving throw is instantly destroyed, crumbling to pieces that are then consumed by the creature. This will occupy the beast for the next round. Silver or copper will be consumed if no ferrous metals are available, but gold and platinum are generally ignored.

A new trait specifically of the Green-Shelled Rust Monster, is if feeling threatened, they can lash out with their spiked tail, causing 1-6 damage (same dissolving effect against metal weapons and armor). This tail lash does not count toward their 2 attacks per round.

Out of the hands of the Minotaur, you may easily retrieve the clear gemstone disk, without repercussions. It is very fragile and only weighs roughly 4 pounds.

Once through the Wizard Locked door, the delvers enter into a small corridor.

C3 – THE WIZARD’S CLOSET: This short corridor, only 25 feet long, bends 90 degrees to the left, and ends at a small wooden table containing 2 items.

- A clear blue gemstone square, only 12"x12" and 3 inches thick. It resembles a book but does not show any writing or runes. (A detect magic will reveal a powerful magic.)
- A small silver ring, engraved with a tangle of vines and thorns. Inset into the ring is a small dark red gem. (This is a *Ring of Spell Storage* that allows you to store a single spell inside of the gem. Currently, **Conjure Elemental** (10th level MU ability) is stored within the ring.)

C4 – THE PIT ROOM: Leaving corridor C1-a, the delvers step into in a large square-ish room 35-foot-wide, 30 feet long, with a 30-foot ceiling. The path ahead is a 5-foot-wide trek, broken in several places, leading to the archway on the far wall. The path has broken away in 2 places leaving large 5-foot gaps. The gaps, as well as the rest of the room, seem to be a pit of undetermined depth. Somehow, you must reach the door at the far side of the room without falling to your death.

In reality, the deep pit is only an illusion, and the whole room is actually solid rough-hewn stone. If some kind of detect illusion is cast, the pit disappears. If a party member “falls” into the pit, they will immediately become invisible and lose consciousness for 1-4 rounds. Either way, while in this room, the group of adventurers will be attacked relentlessly by the Invisible Stalker that guards this passage.

If all of the delvers retreat back to C1-a or make it into Room C5, the Invisible Stalker will not follow.

INVISIBLE STALKER: AC 3, MV 120', HD 8, HP 60, TO HIT 12, #ATK 1, DMG 4-16, SA surprise on 1-5, roll of 17, 18, 19, or 20 pushes opponent into “pit”, SD invisibility, SZ L 8' tall, XP 1690

Opponents unable to see or detect an Invisible Stalker are at -2 to hit. This creature relishes in forcing his victims into the illusionary pit. If all of his opponents have been rendered unconscious, he will attack them relentlessly, one-by-one until they are slain!

C5 – THE STONE POOL: Once free of the Pit Room, the group ventures into a small rectangular room made of rough-hewn light grey/white stone. The room measures only 10 feet x 25 feet with 10-foot ceiling. On the left side of the room is a small stone pool filled with clear liquid. At the far end of the room is a small archway directing you quickly to a stone door (Room C6).

The round stone pool is roughly 5 feet across but the lip is only 12 inches high. The liquid in the pool seems to be very deep, maybe 5 feet? Centered at the bottom of the pool appears to be a triangular stone made of clear red crystal.

Any flesh, leather, wood or metal dipped into the clear liquid is instantly melted. The clear liquid is actually a rare acid. If flesh is dipped, the owner suffers great damage. I will leave this up to the DM's discretion. If the liquid is somehow consumed, the PC is instantly dead. Suffice it to say, magic must probably be used to retrieve the gemstone.

This triangular red gemstone is 3 inches thick and roughly 12 inches across. It is 1 of the 3 stones required to open the stone door (Room C6).

C6 – THE STONE DOOR OF SHAPES: Standing before the group here is an intricately engraved door made entirely of enchanted stone. It even gives off a slight vibration. Carved into the dark grey stone are runes, glyphs, Celtic knots, and even a few dwarven words like “danger”, “beware”, and “do not disturb”.

Centered in the door itself are three shapes; a circle, a square, and a triangle. These shapes are recessed roughly 3 inches into the stone.

If the warnings are ignored, and the 3 gemstones are placed into the corresponding shapes, the door begins to rumble and quickly disappears without a trace, revealing the room beyond.

Peering into Room C7, you find it to be well lit with burning torches and a large brazier. The sweet smell of vanilla and cinnamon beckons you forward....

C7 – CHAMBER OF THE GREEN SERPENT: You enter a vast room, the first part of which is a 15 x 15 antechamber, leading into a larger main chamber. The ceilings here are 40 feet high, the stone floor, walls, and ceiling are of polished light grey stone. Stone columns and wall mounted torches dot the room in various places, a stone staircase to the left leads you up to a “loft” type upper chamber, but the first thing the delvers notice is the very large green dragon breathing heavily (and looking very frightened) in the right-hand corner of the room. As the group enters the room, the dragon cowers in the corner, whimpering, slobbering, and wailing in submission.

“Please don’t slay me! Please, please don’t slay me! It’s not what it looks like!” the dragon pleads. Tears pour from its eyes.

The creature speaks the truth. The large green dragon is in actuality, a leprechaun that has been cursed and polymorphed into a foul green serpent. If given the opportunity, he will tell his story, a long sad tale of how a powerful wizard tricked him, and tried to steal his Pot’o’gold, but when the wise leprechaun discovered the ruse, the magician turned him into a dragon.

The creature will not fight back if attacked. If a Dispel Magic spell is cast on him, he will return to his natural form. With a quick wink, the small red-bearded man will disappear in a cloud of gold glitter, leaving a fragment of the Sphinx’s Riddle. If he is slain, the fragment appears elsewhere.

GREEN DRAGON: AC 6, MV nil, HD 8, HP 52, TO HIT nil, #ATK nil, DMG nil, SZ L 25’ long, XP 500

Climbing the staircase, the delvers find a narrow 15 x 40 loft room. At the far end of the room is a statue of a dragon, 12 feet tall, and crafted of solid green malachite. Its eyes are small red rubies (24 gpv each). If the leprechaun was slain, in this dragon’s claws is the fragment of the Sphinx’s Riddle. If not, the dragon’s claws are empty.



THE HALL OF VALHALLA PRIME

By Benjamin Bregenzer

Two large wooden doors, carved into both doors are depictions of massive worriers in horned helms doing battle with one another. The Doors are at least twice as thick as any normal door.

D1 – Mead Hall of Odin Prime: Opening the doors will revile a large Hall with a long table big enough to fit 50 men on each side. Along the entire center of the sits large mugs of Milk and Honey. Slabs of roast pork, Goat and Cow rest on huge silver plates surrounded by a seemly endless amount of cheese form goats, Peas, Beans, Cabbage, Onions, Apples, Pears, Cherries and other uncountable fruits accompany the large mugs. Individual hand-crafted chairs line each side of the table. On both side of the table are walk ways wide enough to fit two men shoulder to shoulder.

They hall extends past the table to reveal a semi-circle of Eight statues of hooded druids. Above them, somehow hovering in midair, are eight statues of winged women in armor holding a shield in one hand and a spear in the other. Towering over all sixteen statues stands an enormous statue of a man with one eye and a long beard, holding a Spear as tall as himself in one hand and a shield in the other.

In the center of the eight hooded statues on the floor there is a large padded chair.

In the chair, there sits a hulking man holding a round shield and a glowing spear. At his feet, there is a messy pile of gold, jewels and gems (the riddle fragment is a part of this pile, one of the players might notice it). This is the **AVATAR OF ODIN**. The Avatar of Odin will say:

Welcome to The Hall of Valhalla Prime, warriors are welcome to feast here and rest their rowing backs, for this is but a taste of what awaits any warrior who bravely falls in the charge of battle, or if you wish to earn your place in the halls of Valhalla now you can best the Avatar of my lord here in single combat.

AVATAR OF ODIN

- Human, Fighter, Level 12, HP 120, ATK 3/2 rounds, AC 1
- S: 18 (00) [bonus: +3 to hit, +6 to damage]
- I: 16 [5 languages: Common (native), Dwarven, Gnome, Elvish, Halfling, Frost Giant]
- W: 18 [Magical attack adjustment +4 (saving throw) – refer to PH (pg 11)]
- D: 16 [Reaction/Attack adjustment +1, defensive adjustment -2]
- Con: 18 [HP adjustment +4]
- Cha: 18

Items:

- Scale Mail
- +2 shield
- Gungnir Prime (the spear of the Avatar of Odin) a +2 spear (dam 1-6/1-8) that inflicts 2d6/2d8 damage on a *natural* 18-19 and 3d6/3d8 on a *natural* 20. Furthermore, when held by a fighter-class with a natural strength of 18 or greater, the spear tip will radiate light equal to that of a torch. The spear will magically adjust in length to accommodate the size of the fighter wielding it.

The AVATAR of Odin fights as a 12th level fighter of average hit points, with a +2 spear and a +2 shield. Although possessing high INT and WIS, the Avatar attacks in a direct manner (preferring straight combat against fighters-types).

The Statues:

- During the battle, the eight **Hooded Statues** will start chanting, if anyone tries to cast a spell they must make a save VS spell or the spell will fail.
- If the **Hooded Statues** are hit with any non-magical weapon they will instantly shatter
- If someone successfully casts a spell one of the Winged Statues will fly down and attack them. The Statues Fight as a **Berserker** (AC 7, HD 1, HP 7, ATK 1, DAM 1d4, SA: +2 bonus to hit, 5 HD automatically flee in panic; SD: Never check morale), but will not stop fighting until the Avatar of Odin is defeated (at which point they will return to their pedestal).

Upon defeat, any activated winged statues will fly back to their original spots and deactivate, the Avatar will rise up in one round, imminently sit back on his chair, and turn to stone until someone enters the Hall again. If the Players try to exit the room with anything other than the Fragment, +2 hand Axe, or +2 shield it will instantaneously turn into ash.



WELCOME TO THE HALL OF
VALHALLA PRIME, WARRIORS ARE
WELCOME TO FEAST HERE AND REST
THEIR ROWING BACKS, FOR THIS IS
BUT A TASTE OF WHAT AWAITS
ANY WARRIOR WHO BRAVELY FALLS
IN THE CHARGE OF BATTLE, OR IF
YOU WISH TO EARN YOUR PLACE IN
THE HALLS OF VALHALLA NOW YOU
CAN BEST THE AVATAR OF MY LORD
HERE IN SINGLE COMBAT.

The Desert Oasis

By Michael Pritchard

E1: This neatly furnished room is comfortable if a little on the warm side. It has four chairs that face a wall with a large black glass mirror (magic) hanging from it. There is a fireplace that has three small vent tubes in the back of it. If the player investigates the tubes they notice it is blowing hot air into the room. The floor has two air return vents in the floor. Removing the grates will reveal a crawl space of 2'x2' (1a and 1b). The PCs will have to strip

down to fit in these tunnels, no armor or heavy clothes. Only piercing weapons, daggers and crossbows may be used in the crawl space.

E1-a: 2'x2' crawl space. About two feet into the tunnel, there is a skeleton laying with its head towards the grate, like it was trying to crawl back out. Cause of death is unknown. This tunnel is dark and it is recommended that the DM blindfold the players that are in the tunnel. If the PCs take a minute or more to adjust to the darkness they see small 1 inch long glowing objects like fireflies or glow worms crawling on the ground. They are actually glow in the dark or translucent **Nile Scorpions** (AC 5, HD 1+1, HP 8, ATK 3, DAM 1-4/1-4/1-4, SA: Poison, SD: Nil).

- If the PCs adjusted their eyes or have dark-vision then initiative is rolled as normal.
- If not, then the scorpions have advantage and get a surprise attack.
- Note #1: If PCs are using a light source the scorpions are almost invisible and have surprise.
- Note #2: Due to the ambient heat in this room, infravision is spoiled.

E1-b: 2'x2' crawl space. This tunnel is dark and it is recommended that the DM blindfold the players that are in the tunnel. If the PCs take a minute or more to adjust to the darkness they see 2-inch holes all over the tunnel. If they can't see them then they will feel the holes as they crawl. These holes are tarantula homes!! The tarantulas aren't deadly to the PCs but if they hit then they cause aggravation and the PC has -1 to all checks, attacks and saves for the rest of the module. PCs need to make a save or have arachnophobia for the rest of their life unless removed by a priest.

E2: This is a large chamber and very hot!!! There is a narrow ledge around the room that takes a considerable amount of acrobatics to walk. 15 feet below the ledge is a sea of sand that looks moist. It is quick sand and if the PCs fall in they will start drowning in 5 rounds. The player needs to come up with a plan to get out of the pit. Use the rule of cool!!! Once a PC gets 15ft. across the room a **Giant Sand Snake** forms out of the sand in the shape of a giant king cobra. This Cobra spits irritating sand balls that cause blindness and will cause a big penalty on the acrobatics check to get across the room. If the snake takes damage it then dissipates for 1d4 rounds, and comes back at full health. There are three doors on the opposite side of the room and take a pick lock check to open. Door A is a dead end. Door B goes to the next room, and Door C is a dead end. It takes two rounds to get to the other side of the room and two successful acrobatics checks. It will take a round to get to door A, two rounds to get to door B and three rounds to get to door C, and the reverse is true if they went around the other side of the room.

- **Door A.** the tunnel is approximately 40 feet long and covered in spider webs. There are no spiders in it but it will trigger arachnophobia if the PC has it and send them out of the tunnel madly into the waiting cobra. This is a dead end and the PC will have to come back in and try another door.
- **Door B.** is approximately 40 feet long and ends in a door. This door has no lock that can be picked and will only open if the PC knocks three times. Once a PC knocks three times a booming voice asks, "Who goes there?" If the PC answers truthfully the door unlocks. This is the correct door to room 3.
- **Door C.** this tunnel is approximately 40 feet long and there is a slow descent as it goes downhill. After about 10 feet the tunnel floor starts to be covered with stagnate nasty water. If the PCs keep walking, the tunnel eventually becomes submerged after 20 feet. If they keep swimming, the tunnel eventually opens into an underground cavern and the PCs will have to make a check to keep their bearings and may drown. This entire tunnel is pitch black.

E3: This room is elegant with a giant chest in the center. There are carpets, jewels, gold, statues, a king's ransom. There are weapons, and riches galore. Also included is a fragment of the Silver Sphinx's riddle. They are being protected by a **Clockwork Sphinx** (AC -2, HD 12, HP 60, ATK 2, DAM 2-12/2-12, SA: Roar; SD: Nil) made out of odd and brightly colored metal pieces. There are also several humanoid skeletons and bones scattered amongst the riches. The Clockwork Sphinx offers the PC this riddle:

Two men are in a desert. They are both wearing backpacks. One of the men is dead. The man who is alive has his pack open and the dead man's pack is closed. What is in their packs?" The answer is a parachute.

If the PCs answer incorrectly they have to fight the sphinx. If they answer correctly then the Sphinx unanimates, falls apart and a softball sized sphere hits the ground with an emerald N in the middle. The sphere is a magnet, but do not tell the players this. The door that they came through is no longer there. There are two doors on the right wall one with a socket about the same size as the softball with an N in it and one with an S in it. If the PCs place the sphere in the N a catastrophic explosion erupts and the players must make a death save, the sphere is launched back into the room, and the Sphinx reanimates asking any surviving PCs a second riddle.

***My maker needs me not.
My buyer wants me not.
My owner knows me not.
What am I?***

Coffin, or tomb, or crypt, or casket

If the Sphere is placed into the S socket it attracts and unlocks the door to a hidden pathway that leads back to room E1. This socket is the only way to open this door. This door leading into room E1 cannot be detected from the other side of the wall in room E1. They can get a piece of the epic final boss thing in this tunnel.

Magic Black Glass is a scrying device that any PC, not crawling into the tunnel can watch and listen to any PC that does crawl through the tunnel. The sound on it comes out of the mirror and PCs sitting in the chairs cannot communicate to the other PCs, only watch in horror.



The Riddle of the Silver Sphinx

When all 4 fragments of the gathered, they must be assembled in the faceplate (the DM is free to cut out the fragments along the red lines and make the players assemble it like a puzzle).

I AM THE HERALD
I GIVE STRENGTH TO
THOSE THAT HUNGER
I PARCH THOSE WHO
THIRST
I SIGNAL FOR THE SONG
I AM THE BANISHER OF
THE DARKNESS
WHO AM I

The answer is “The sunrise” (or any appropriate similarity such as ‘dawn’ or ‘morning’).

- If answered CORRECTLY, read the following passage:

The Silver Sphinx animates again and looks down at the party. Raw, divine energy radiates from the creature. It speaks with a booming, powerful voice that reverberates throughout the chamber:

“You have answered my riddle correctly, my children. The curse is lifted. You may now leave with the blessings, and riches, of a God!”

The Sphinx leaps off the pedestal, into the air, and descends upon the party, almost as if preparing to attack, but then suddenly explodes in a brilliant flash of light and color. Silver coins, thousands upon thousands of them, rain down upon the party. Enough for a hundred lifetimes!

The wealth of kings is now theirs... forever.

- If answered INCORRECTLY, read the following passage:

The Silver Sphinx animates again and looks down at the party. Raw, divine energy radiates from the creature. It speaks with a booming, powerful voice that reverberates throughout the chamber:

“You have failed... and the price of failure is death eternal.”

The Sphinx leaps off the pedestal, into the air, and descends upon party... sharpened talons and fangs... and then darkness... are the last thing the will ever see.

THE END

APPENDIX

New Magic Items:

Torch of Cold Fire: This appears to be a common metal torch of normal value, but will radiate magic if detected. Along the shaft of the torch is a jet-black metal band. If grasped directly by flesh (not a gauntleted or gloved hand), then the end of the torch will ignite with a cold flame. The flame provides the same illumination as a torch, but has the following magical properties:

- The fire is a “cold fire”. It neither radiates nor provides any warmth.
- The fire will not ignite or burn anything (not even cobwebs). It can be touched with bare flesh and it will cause no damage whatsoever.
- The fire is only extinguished by letting go of the metal band or a *Dispel Magic* spell. As long as the metal band is grasped by bare flesh, it will maintain an illuminating fire, even if completely submerged underwater.

Experience Point Value: 1000

GP Sale Value: 3500



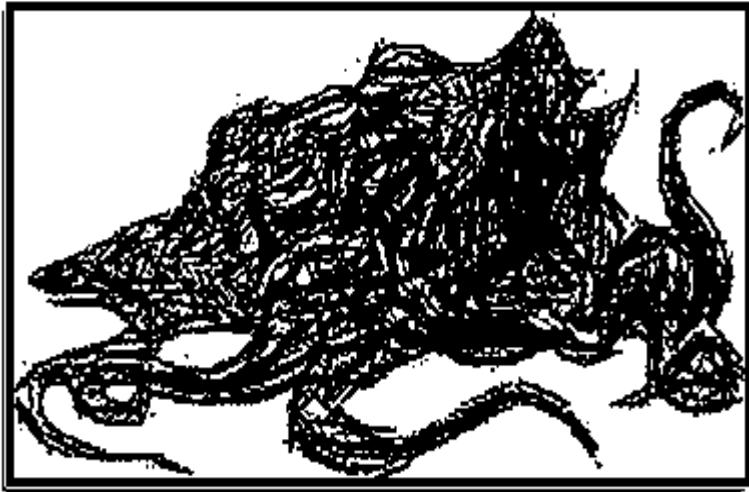
Torch of Cold Fire

APPENDIX

New Monsters:

MARROW GOLEM

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 5
MOVE: 7"
HIT DICE: 70 Hit points
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1-4 (see below)
DAMAGE/ATTACK: 2-8 per attack
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L (15' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



A marrow golem is a horrid construct that can be created by a chaotic evil cleric of 20th or higher level. It requires the following spells to create: *Resurrection, Animate Object, Commune, Prayer, Bless, and Chant*. Materials, vestments, and components required to create the golem cost a total of 60,000 gold pieces. Finally, the cleric must sacrifice 6-12 humanoids, the remains of which provide the physical construct of the golem.

Once created, the marrow golem is under the command of the cleric who created it. If the cleric is slain or away, it will follow its last command unerringly until complete or destroyed.

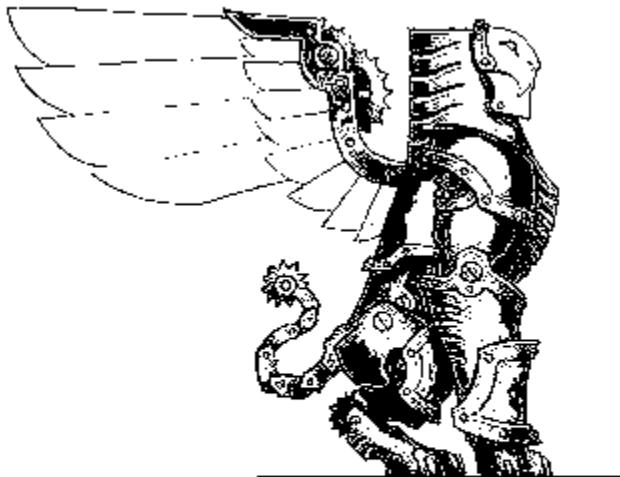
The marrow golem appears like a swirling mass of red ochre-like ooze that can rise, slither, and strike. Each round, it can lash out with 1-4 tendrils that can strike for 2-8 points of damage each. On a natural 18 or greater, the tendrils can lash around a victim and constrict for an automatic 1-6 points of damage per round. A successful strength roll is required to break free of the tendrils. The marrow golem can never attack more than 4 times per round (i.e. If 2 characters are being constricted, the maximum number of tendrils that can possibly lash out is 2).

Normal weapons do not harm a marrow golem, but magical weapons have normal effect. The marrow golem is immune to spell damage except fire and cold-based attacks, which inflict only 50% damage. However, a *Purify Food & Drink* spell will actually inflict 10 points of damage per spell.

APPENDIX

Clockwork Sphinx

No. Appearing	1
Armor Class	-2
Move	18
Hit Dice	12
To Hit AC 0	8
No. Attacks	2
Damage/Attack	2-12/2-12
Special Attack	Roar
Special Defense	Nil
Magic Resistance	Nil
Size	L (8 feet tall)
XP	1400



Creatures within 20' of the sphinx must save vs petrification or be paralyzed for 1-4 melee rounds.

Creatures within 3' of the sphinx must save or be deafened for 1-12 melee rounds.

This sphinx is made of segmented pieces of steel held together by a powerful magnet. If his riddle is answered correctly, the magnet will fall to the ground.

NILE SCORPION (Very venomous)

No. Appearing	4-24 (4d6)
Armor Class	5 – very nimble
Move	15
Hit Dice	1+1 (8 hit points)
To Hit AC 0	18
No. Attacks	3
Damage/Attack	1-4/1-4/1-4
Special Attack	Poison Sting
Special Defense	Nil
Magic Resistance	Nil
Size	Tiny (1 inch long)
XP	145



Once an intruder is discovered, these persistent little bastards will attack until dead. Using their razor-sharp pincers, and their long, poisoned stinger, they will not relent until the intruder(s) is dead. The Nile Scorpion has a unique venom. If stung, the victim must save vs poison or suffer 2d4 damage every round until dead, or an antidote is consumed. Death is excruciating, the burning pain almost unbearable.

APPENDIX

GREEN-SHELLED RUST MONSTER

No. Appearing: 1-4
Armor Class: 2
Move: 18
Hit Dice: 6 (35 hit points)
To Hit AC 0: 15
No. Attacks: 2
Damage/Attack: Nil
Special Attack: Special (see below)
Special Defense: Nil
Magic Resistance: Standard
Intelligence: Animal
Alignment: Neutral
Size: M (6 ft long)
XP: 525



Constantly searching for food, any corrodible metal, iron, steel, mithral, adamantite - none are immune to this beast's touch. Any metal weapon or armor struck by or striking a rust monster that fails its saving throw is instantly destroyed, crumbling to pieces that are consumed by the creature. This will occupy the beast for the next round. Silver or copper will be consumed if no ferrous metals are available, but gold and platinum are generally ignored.

A new trait specifically for the Green-Shelled Rust Monster: If it is feeling threatened, it can lash out with their spiked tail, causing 1-6 damage (same dissolving effect against metal weapons and armor). This tail lash does not count towards their 2 attacks per round.

ORIGINAL CAFCON 2018 PRE-GENERATED CHARACTERS

NAME	CLASS	RACE	LVL	HP	STATS	MAGIC ITEMS
GRÜN the GRIMWALKER	Fighter	Dwarf	8	98	S: 17, I: 8, W: 14, D: 15, Con: 17, Cha: 7	Plate Mail +2, Shield +1, Battle Axe +1 (+3 vs Larger than Man-sized creatures), Hand Axe +1, Potion of Healing (2), Potion of Extra Healing (1), Potion or Fire Breath (3)
DUMPLEDEE	Thief	Gnome	8	55	S: 9; I: 12, W: 11, D: 18, Con: 18, Cha: 10	Short Sword +2, Sling of Seeking +2, Bag of Holding (1000 lb capacity), Potion of Healing (4), Displacer Cloak, Quaal's Feather Token (Oak)
LARIAN of the SIXTH CIRCLE	MU	Human	10	35	S: 4, I: 18, W: 15, D: 17, Con: 9, Cha: 15	Bracers of Defense (AC 4), +2 Ring of Protection, Dagger +2, Wand of Frost (13 charges), Potion of Extra Healing (2), Potion of Gaseous Form (1), Ring of Wizardry (Doubles 3 rd level spells), Scroll (MU-10 th : Lightning Bolt, Passwall, Teleport, Stone Shape), Scroll (MU-8 th : Identify, Shatter, Rary's Mnemonic Enhancer)
VALINOR the VANQUISHER	Cleric	Human	9	69	S: 16, I: 11, W: 17, D: 16, Con: 16, Cha: 17	Plate Mail +2, Mace of Aranoch (+1 Mace, +3 vs Undead – Glows blue within 30ft of undead), Potion of Healing (2), Rod of Resurrection (4), Scroll (Cleric-11 th : Blade Barrier, Heal)
MEGALAS ZORDIAN	F/MU	Elf	5/8	38	S: 15, I: 15, W: 9, D: 18, Con: 15, Cha: 18	Splint Mail +2, Short Sword +1, Dagger +1, Javelin of Piercing (6), +1 arrows (10), +2 arrows (4), +3 arrows (2), Ring of Cafconia (acts as a +2 Ring of Protection + Ring of Regeneration), Scroll (MU-7 th : Protection from Evil, Darkness 15' Radius, Flame Arrow, Monster Summoning II)
KHORWA, Master of the South Wind	Monk	Human	11	53	S: 17, I: 9, W: 17, D: 18, Con: 15, Cha: 8	+2 Ring of Protection, Boots of Striding and Springing, Glaive of the Northern Star (+1 glaive, deals triple damage on a natural 20),

Character Name: GRÜN THE GRIMWALKER	
Class: FIGHTER	Level: 8
Race: DWARF	Alignment: N
Vision: Infravision 60'	
Detections: Slopes (75%), new construction (75%), Sliding/Shifting walls (66 2/3%), pits/falling block traps (50%), approximate depth underground (50%)	

The Silver Sphinx
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ABILITIES										SAVING THROWS	
STR	17	HIT ADJ	+1	DMG ADJ	+1	OPEN DOORS	1-3	Bend Bars/ Lift Gates	13%	Paralysis / Poison / Death Magic	6
INT	8									Petrification /Polymorph	11
WIS	14	MENTAL SAVES		Nil						Rod, Staff, Wand	8
DEX	15	REACTION/ATTACK ADJUSTMENT		0		DEFENSIVE ADJUSTMENT		-1		Breath Weapon	12
CON	17	HP ADJ	+3	SYSTEM SHOCK SURVIVAL	97%	RESURRECT SURVIVAL	98%	Spells			9
CHA	7										

HIT POINTS	ARMOR CLASS	Shieldless AC: 0	Armor Worn: Plate Mail +2, Shield +1, Great Helm, High/Hard Boots
		Back AC: 0	

WEAPON PROFICIENCIES: Battle Axe, Hand Axe, Short Sword, Dagger, Hammer, Spear

WEAPON	DAMAGE	NOTES
Battle Axe +1 / +3	1-8/1-8	+3 vs Larger than Man-sized creatures
Hand Axe +1	1-6/1-4	Can be used as throwing weapon
Short Sword	1-6/1-8	
Dagger	1-4/1-3	

MISCELLANEOUS MAGIC ITEMS	EQUIPMENT/POSSESSIONS
Potion of Healing (2) Restores 2d4 +2 per potion	3 oil flasks
Potion of Extra Healing (1) Restores 3d8 +3 (or 1d8 for a 3rd of the potion)	6 iron spikes
Potion of Fire Breath (3) <ul style="list-style-type: none"> ▪ 1 draught: 3-12 pts damage ▪ 2 draughts: 6-24 pts damage ▪ 3 draughts: 12-48 pts damage ▪ 10% of igniting in the body, causing double damage (no save) 	5 torches
	Tinder box

Character Name: DUMPLEDEE	<p style="text-align: center;">The Silver Sphinx PLAYER CHARACTER SHEET for CAFCON 2018 www.cafconrpg.net</p>																
Class: THIEF	Level: 8																
Race: GNOME	Alignment: CN																
Vision: Infravision 60'																	
Detections: Slopes (80%), unsafe walls/ceilings/floors (70%), approximate depth underground (60%), direction of travel underground (50%)																	

ABILITIES										SAVING THROWS	
STR	9	HIT ADJ	Normal	DMG ADJ	none	OPEN DOORS	1-2	Bend Bars/ Lift Gates	1%	Paralysis / Poison / Death	12
INT	12									Petrification/Polymorph	11
WIS	11	MENTAL SAVES	Nil							Rod, Staff, Wand	7
DEX	18	REACTION/ATTACK ADJUSTMENT		+3		DEFENSIVE ADJUSTMENT		-4		Breath Weapon	15
CON	18	HP ADJ	+2	SYSTEM SHOCK SURVIVAL	99%	RESURRECT SURVIVAL	100%			Spells	8
CHA	10										

HIT POINTS 55	ARMOR CLASS 2	Shieldless AC: 2	Armor Worn: Leather armor, Displacer Cloak
		Back AC: 2	

THIEF ABILITIES:

Pick Pockets	75%	Hide in Shadows	64%
Open Locks	77%	Hear Noise	35%
Find/Remove Traps	70%	Climb Walls	81%
Move Silently	77%	Read Languages	40%

WEAPON PROFICIENCIES: Short Sword, Sling, Dagger, Club

WEAPON	DAMAGE	NOTES
Short sword +2	1-6/1-8	
Sling of Seeking +2 (rate of fire = 1/round)	2-5/2-7	60 bullets
Daggers (2)	1-4/1-3	

MAGIC ITEMS	EQUIPMENT/POSSESSIONS	
Bag of Holding (1000 lb. capacity)	2 oil flasks	Bullseye lantern
Potion of Healing (4) Restores 2d4 +2 per potion	Backpack	50' rope
Displacer Cloak +2 protection on AC, if multiple attacks/round, the first attack automatically misses, +2 saves vs spells/gaze/breath weapon that are aimed	6 iron spikes	Tinder box

Quaal's Feather Token: Oak Causes a great oak to spring into being (6' diameter trunk, 60' height, 40' top diameter)

Character Name: LARIAN of the SIXTH CIRCLE	
Class: MAGIC-USER	Level: 10
Race: HUMAN	Alignment: NG
Vision: Wide Angle vision	Detections: None

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ABILITIES										SAVING THROWS	
STR	4	HIT ADJ	-2	DMG ADJ	-1	OPEN DOORS	1	Bend Bars/ Lift Gates	0%	Paralysis / Poison / Death	13
INT	18	MIN SPELLS/LVL			9	MAX SPELLS/LVL		18		Petrification/Polymorph	11
WIS	15	MENTAL SAVES		+1						Rod, Staff, Wand	9
DEX	17	REACTION/ATTACK ADJUSTMENT		+2		DEFENSIVE ADJUSTMENT		-3		Breath Weapon	13
CON	9	HP ADJ	0	SYSTEM SHOCK SURVIVAL	65%	RESURRECT SURVIVAL		70%		Spells	10
CHA	15										

HIT POINTS	ARMOR CLASS	Shieldless AC: 0	Armor Worn: Bracers of Defense (AC 5), +2 Ring of Protection
		Back AC: 0	

Familiar: Toad (AC 7, HP 3, Sensory Powers: wide angle vision)

Weapon Proficiencies: Dagger, Dart

WEAPON	DAMAGE	NOTES
Dagger +2	1-4/1-3	
Dart	1-3/1-2	20 normal darts 5 +1 darts

MAGIC ITEMS		EQUIPMENT
Wand of Frost (13 charges)		Lantern
Potion of Extra Healing (2) Restores 3d8 +3 (or 1d8 for a 3rd of the potion)		Tinder Box
Potion of Gaseous Form (1)		Small sack
Ring of Wizardry (double third level spells)		Spell component case
Scroll (MU - 10 th level): Lightning Bolt, Passwall, Teleport, Stone Shape		Scroll case x2 (bone)
Scroll (MU - 8 th level): Identify, Shatter, Rary's Mnemonic Enhancer		

Memorized Spells:

LEVEL 1	Detect Magic, Jump, Magic Missile (5 missiles), Unseen Servant
LEVEL 2	Invisibility, Levitate, Rope Trick, Web
LEVEL 3	Blink, Dispel Magic, Fireball, Fly, Haste, Monster Summoning I

LEVEL 4	Dimension Door, Polymorph Self								
LEVEL 5	Telekinesis, Wall of Force								
Character Name: VALINOR the VANQUISHER	The Silver Sphinx PLAYER CHARACTER SHEET for CAFCON 2018 www.cafconrpg.net								
Class: CLERIC	Level: 9								
Race: HUMAN	Alignment: LG								
Vision: Normal									
Detections: None									

ABILITIES									SAVING THROWS	
STR	16	HIT ADJ	Nil	DMG ADJ	+1	OPEN DOORS	1-3	Bend Bars/ Lift Gates	10%	
INT	11									
WIS	17	MENTAL SAVES		+3	SPELL FAILURE	0%	BONUS SPELLS	1 x 3 rd level		
DEX	16	REACTION/ATTACK ADJUSTMENT		+1		DEFENSIVE ADJUSTMENT		-2		
CON	16	HP ADJ	+2	SYSTEM SHOCK SURVIVAL	95%	RESURRECT SURVIVAL	96%			
CHA	17									

HIT POINTS	ARMOR CLASS	Shieldless AC: -1	Armor Worn: Plate Mail +2, small helm, high/hard boots
		Back AC: -1	

Weapon Proficiencies: Staff, Mace, Club

WEAPON	DAMAGE	NOTES
Mace of Aranoch +1 (+3 vs Undead)	2-7/1-6	Glows blue when within 30 feet of the undead.
Club	1-6/1-3	

MAGIC ITEMS	EQUIPMENT/POSSESSIONS	
Potion of Healing (2) Restores 2d4 +2 per potion	Lantern (hooded)	Tinder box
Rod of Resurrection (4 charges) Once/day	Backpack (leather)	Rope 50'
Scroll (Cleric – 11 th level): Blade Barrier, Heal	Holy Symbol – Silver	Holy Water (6 vials)

Overall spell bonus: 2 x 1st level, 2 x 2nd level, 1 x 3rd level

LEVEL 1	Bless, Cure Light Wounds (x2), Protection from Evil, Purify Food & Drink, Sanctuary
LEVEL 2	Augury, Chant (x2), Find Traps, Resist Fire, Spiritual Hammer
LEVEL 3	Continual Light, Create Food & Water, Dispel Magic, Locate Object
LEVEL 4	Cure Serious Wounds, Neutralize Poison
LEVEL 5	Flame Strike

Character Name: MEGALAS ZORDIAN	
Class: FIGHTER/MAGIC USER	Level: 5/8
Race: HIGH ELF	Alignment: LN
Vision: Infravision 60'	
Detections: Secret doors: 1-in-6 chance of detection within 10ft of passing or 2-in-6 if actively searching); Concealed portal on a 3-in-6 chance.	
Racial Bonus: +1 "to hit" with short/long sword or bow	

The Silver Sphinx
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ABILITIES										SAVING THROWS	
STR	15	HIT ADJ	Nil	DMG ADJ	Nil	OPEN DOORS	1-2	Bend Bars/ Lift Gates	7%	Paralysis / Poison / Death	11
INT	15	MIN SPELLS/LEVEL			7	MAX SPELLS/LVL			11	Petrification/Polymorph	9
WIS	9	MENTAL SAVES		Nil						Rod, Staff, Wand	7
DEX	18	REACTION/ATTACK ADJUSTMENT		+3		DEFENSIVE ADJUSTMENT			-4	Breath Weapon	11
CON	15	HP ADJ	+1	SYSTEM SHOCK SURVIVAL		91%	RESURRECT SURVIVAL		94%	Spells	8
CHA	18										

HIT POINTS 38	ARMOR CLASS -3	Shieldless AC: -3	Armor Worn: +2 Split Mail
		Back AC: -3	

Weapon Proficiencies: Short Bow, Shorts Sword, Long Sword, Spear, Dagger, Javelin

WEAPON	DAMAGE	NOTES
Short bow (rate of fire = 2)	1-6/1-6	Normal arrows (10), +1 arrows (8), +2 arrows (4), +3 arrows (2)
Short sword +1	1-6/1-8	
Dagger +1	1-4/1-3	
Long sword	1-8/1-12	
Javelin of Piercing (6)	7-12	+6 to hit, good for 1 throw, can fly horizontally/vertically or any combination to the full extent of its range

MAGIC ITEMS	EQUIPMENT
Ring of Cafconia: An ancient Elvin artifact that combines the powers of a +2 Ring of Protection and a Ring of Regeneration.	4 oil flasks
Scroll (MU - 7th level): Protection from Evil, Darkness 15' Radius, Flame Arrow, Monster Summoning II	Backpack
	1 large sack
	50' rope
	1 scroll case (metal)

Memorized Spells:

LEVEL 1	Burning Hands, Identify, Magic Missile (4 missiles), Spider Climb
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LEVEL 2	Locate Object, Pyrotechnics, Strength
LEVEL 3	Fly, Lightning Bolt, Slow
LEVEL 4	Fire Shield, Wizard Eye
Character Name: KHORWA, MASTER OF THE SOUTH WIND	
Class: MONK	Level: 11
Race: HUMAN	Alignment: LN
Vision: None	
Detections: None	

The Silver Sphinx
PLAYER CHARACTER SHEET for CAFCON 2018
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ABILITIES							SAVING THROWS	
STR	17	OPEN DOORS	1-3	BEND BARS/LIFT GATES		13%	Paralysis/Poison/Death	11
INT	9						Petrification/Polymorph	10
WIS	17	MENTAL SAVES	+3				Rod, Staff, Wand	10
DEX	18	REACTION/ATTACK ADJUSTMENT		+3			Breath Weapon	14
CON	15	HP ADJ	+1	SYSTEM SHOCK SURVIVAL	91%	RESURRECT SURVIVAL	94%	
CHA	8						Spells	11

HIT POINTS	ARMOR CLASS	Shieldless AC: -1	Armor Worn: +2 Ring of Protection, Boots of Striding and Springing (+1 bonus to AC)
		Back AC: -1	

Weapon Proficiencies: Jo Stick, Crossbow, Javelin, Pole Arm, Spear, Staff

WEAPON (Maximum of 2 magic weapons)	DAMAGE	NOTES
Glaive of the Northern Star +1	1-6/1-10	Deals triple damage on a natural 20
Jo Stick	1-6/1-4	
Crossbow (light)	1-4/1-4	Quiver of 30 bolts

MAGIC ITEMS		EQUIPMENT	
Note: Limited to rings and misc magic usable by thieves, max 3 items			
+2 Ring of Protection		Belt pouch	Backpack
Boots of Striding and Springing (Jump forward 30', back 9', vertical 15'. Can strike and spring away if player has initiative (2% chance of stumbling and being stunned on the following round). Adds +1 to AC value)		6 torches	Tinderbox

KHORWA, MASTER OF THE SOUTH WIND (continued):**Monk Abilities:**

Open Locks	72%	Hide in Shadows	70%
Find/Remove Traps	70%	Hear Noise	35%
Move Silently	86%	Climb Walls	99.1%

- **Weapon damage bonus:** Weapon + 5.5 HP of damage per attack
- **Open hand:** 5/2 (5 attacks per 2 rounds – difference comes at the end) 4-13 HP damage
 - In addition, the monk has a chance to stun, or even kill, an opponent.
 - An opponent is stunned by a monk for 1-6 (d6) melee rounds if the score of the monk's "to hit" die score exceeds the minimum number required for a hit by 5 or more, i.e. if 15 is required, a score of 20 would indicate a stun.
 - The "to hit" scores rolled by the monk are never modified by any strength ability bonuses.
 - The chance to kill is a percentage which equals the armor class (AC) of the opponent, modified by the number of experience levels above seven which the monk has attained. AC -1 is a negative chance for killing, as an example, but a monk of 9th level (two above 7th) would allow a 1% chance of killing. Note that 1) the monk must score a hit, and 2) the hit must stun the opponent, and 3) the percentile dice score must be equal to or less than the armor class of the stunned opponent, modified by the monk's levels over 7th, in order to score a kill.

Miscellaneous Monk Abilities:

- Ability to *Speak with Animals* (as the Druid).
- ESP only a 16% chance of success.
- Immunity to disease.
- Not affected by *Slow* or *Haste* spells.
- Can use self-induced catalepsy to appear dead for 22 turns.
- Ability to *Speak with Plants* (as the Druid).
- HEAL damage to self [d4 + 5] ONCE per day.
- 40% magic resistance towards *Beguiling*, *charms*, *hypnosis*, and *suggestion* spells (saving throws apply if resistance fails).
- Immunity to all types of poison.
- Only a 14% chance of being surprised.
- Wall fall: Can fall up to 30ft, escaping damage, if within 3' of a wall.
- Save vs Petrification to dodge any non-magical missiles
- Save vs attack form for 50% or NO damage (including spell attacks like Fireball, Lightning Bolt, etc.

