

DUNGEONS & DRAGONS®

Expert Set Adventure Module

The Gem and the Staff
by John and Laurie Van De Graaf



The stakes are high,
and time is running out.

Can you steal the precious
gem and magic staff?



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ADVENTURE BOOK

One-on-One Adventure Module O1



A One-on-One Competition Module for Thieves Level 8

Editor: Tim Kilpin
Artist: Harry Quinn

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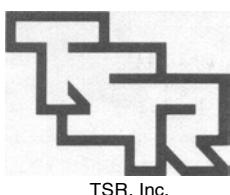
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TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR (UK) Ltd.
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Cambridge CB14AD
United Kingdom

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D&D® Questions, c/o
TSR, Inc.
POB 756
Lake Geneva, WI 53147

Letters without a stamped, self-addressed envelope are given to our pet gelatinous cube, so don't forget! We'll get our elves right on it.

The Gem and the Staff

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Preface

Welcome to the world of Eric the Bold. A simple theft was never more dangerous ... or more exciting!

The Gem and the Staff is a special One-on-One competition module designed for one player and one Dungeon Master.

The module includes:

- * two complete adventures, Tormaq's Tower (p. 4), and The Staff of Fazzlewood (p. 10).
- * complete instructions on how to use this module (p. 3).
- * a perforated character sheet that the player may use during the adventures (p. 2).
- * a 16-page Map Book, featuring player's maps for both adventures.
- * cardboard character figures suitable for use as playing pieces on the maps provided (inside module cover).
- * encounter summaries for each adventure, listing all the important DM information (p. 15 and 16).
- * a scoring system for evaluating the player's performance in each adventure (p. 15 and 16).
- * notes on how to run the module as a competition (p. 3).
- * a complete DM Master Map for each adventure (inside module cover).

Good luck in your thieving. Remember, time is NOT on your side!

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CHARACTER SHEET

Character: Eric the Bold

Player: _____

Class: Thief

Level: 8

Alignment: Neutral

Hit Points: 28

Armor Class:

7 (-2 for dexterity)

Strength:

15 +1 to hit and damage rolls (melee weapons only)

Intelligence:

14

Wisdom:

9

Dexterity

16 +2 to hit roll with missile weapons; -2 to AC for AC 5

Constitution

13 +1 hp per hit die; included in hit points above.

Charisma

10

Saving Throws:

poison or death ray	12
magic wands	13
turn to stone or paralysis	11
dragon breath	14
rods, staves or spells	13

Thief's Abilities:

open locks	65%
remove traps	60%
pick pockets	65%
move silently	65%
climb sheer surfaces	94%
hide in shadows	55%
hear noise	1-4

Base Movement: 120' per turn (40' per round)

Combat Bonus: +4 to hit and double damage when striking unnoticed from behind

Languages: Common, Thieves' Cant, Orcish

Magic Items:

(normal) sword +1
dagger +2

sleeping potion (effective on humans and humanoids for 5 rounds per level)

potion of *diminution*

talisman of homing (second adventure only)

ring of spell storing with following spells (as 6th level magic-user):

First Level: *charm person, detect magic, magic missile, ventriloquism*

Second Level: *knock, phantasmal force*.

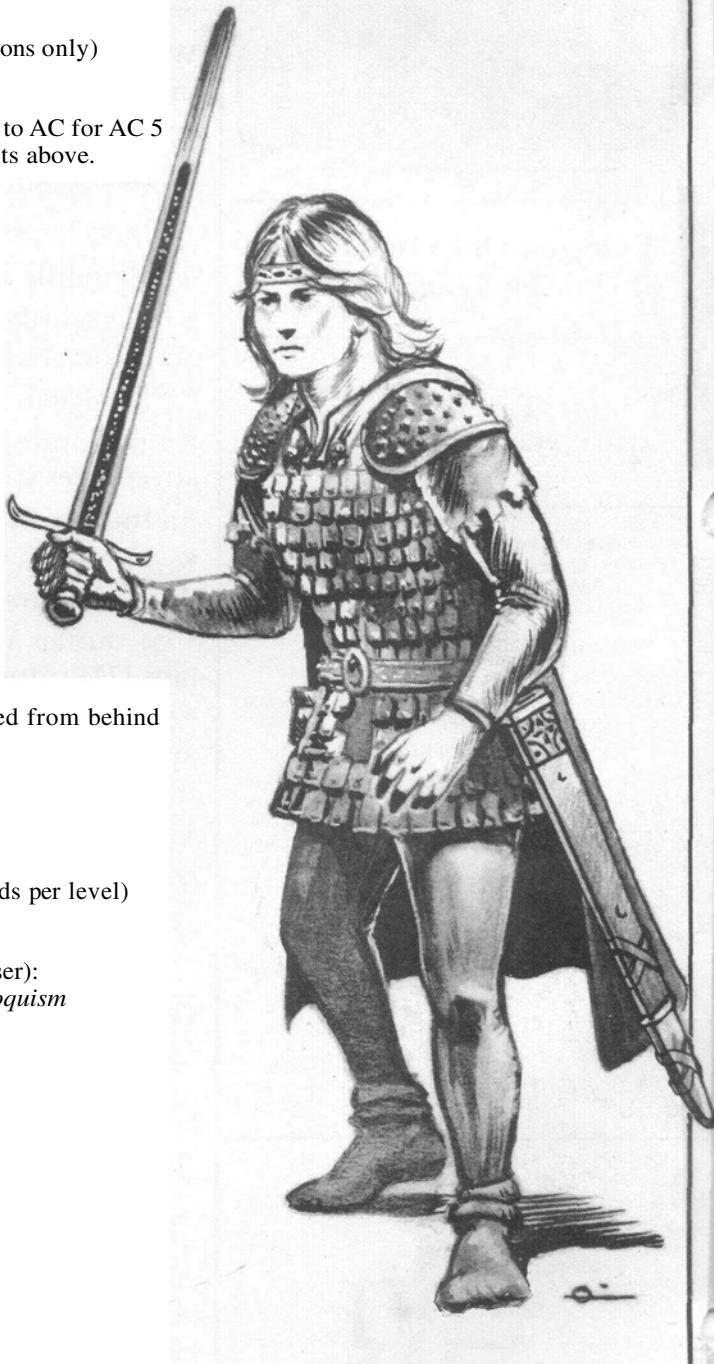
Other Equipment:

Leather Armor

Thieves' Tools

Tinder Box

Iron rations (sufficient for one week)



Tear this sheet along the perforation and give it to the player at the start of the adventure.

HOW TO USE THIS MODULE

This one-on-one module contains two competition adventures for one player and one Dungeon Master. The adventures are designed for use with the DUNGEONS & DRAGONS® game system. They cannot be played without the D&D® Basic and Expert rules.

If you are going to participate in the first adventure as a player character, **stop reading now**. The rest of the material is for the Dungeon Master only.

Theme: In each of the two adventures, the player character, Eric the Bold, must steal a valuable item from the dwelling of a powerful wizard. The essential challenges in each adventure are to overcome the defenses of the wizard's home, avoid tangling with the wizard himself, obtain the desired item, and escape safely.

Preparing to Play: Carefully study these notes and the first adventure before beginning play. If you wish to play the second adventure yourself (see the Replay Value section below), you shouldn't read any part of the second adventure.

Replay Value: Both adventures in this module can be played any number of times by different players. The players in your group may wish to go through the adventures one at a time and then compare scores after everyone has had a chance to play.

You can also have a chance to play. Run one player through the first adventure without reading the second adventure. Then have that player read the entire module, become the DM, and run you through the second adventure! The DM's notes for the second adventure have been kept separate to make changing off possible.

The Player Character: The player must use the prerolled eighth level thief, Eric the Bold. A perforated character sheet for Eric is provided on page 2 of the module. Both adventures have been specially balanced for Eric's abilities and equipment. Note that Eric has some special equipment, such as a *ring of spell storing*.

Map Book: The 16-page book of maps is provided to help the player quickly visualize the situation confronting him. The maps can also be used as playing surfaces for the adventures. Each map square equals 5 feet. Make sure you only show the player one map at a time. When there are two maps on a single page, cover up the map of the area that the player has not yet explored.

Character Figures: Cardboard figures representing Eric and the monsters in the

module have been provided on the cover of the module. The player may actually move his figure on the maps. After a map has been laid out, the monster figures should be placed in their appropriate spots for that encounter. (Those spots are marked with X's on the DM's maps.)

Encounter Summaries: A list of all vital information about the encounters in each adventure is provided at the end of the module. Monster statistics, NPC actions and reactions, and special magic items to be found are all given here. Once you have read an entire adventure, you need only use the Encounter Summary when you run the competition.

Scoring System: A Player Evaluation List is provided for each of the two adventures. As the player goes through the adventure, note points earned or lost by circling the appropriate numbers on the score sheet. Total up the player's points at the end of the adventure.

Time Limit: A strict limit of 30 minutes playing time is set for each adventure. After you have given the player his character sheet, read the Player's background to the player and answer any questions the player might have. Then begin keeping track of time. At the end of 30 minutes, the adventure must end, and the player's score should be calculated. The scoring system rewards players who move quickly toward their goal without getting involved in unnecessary encounters.

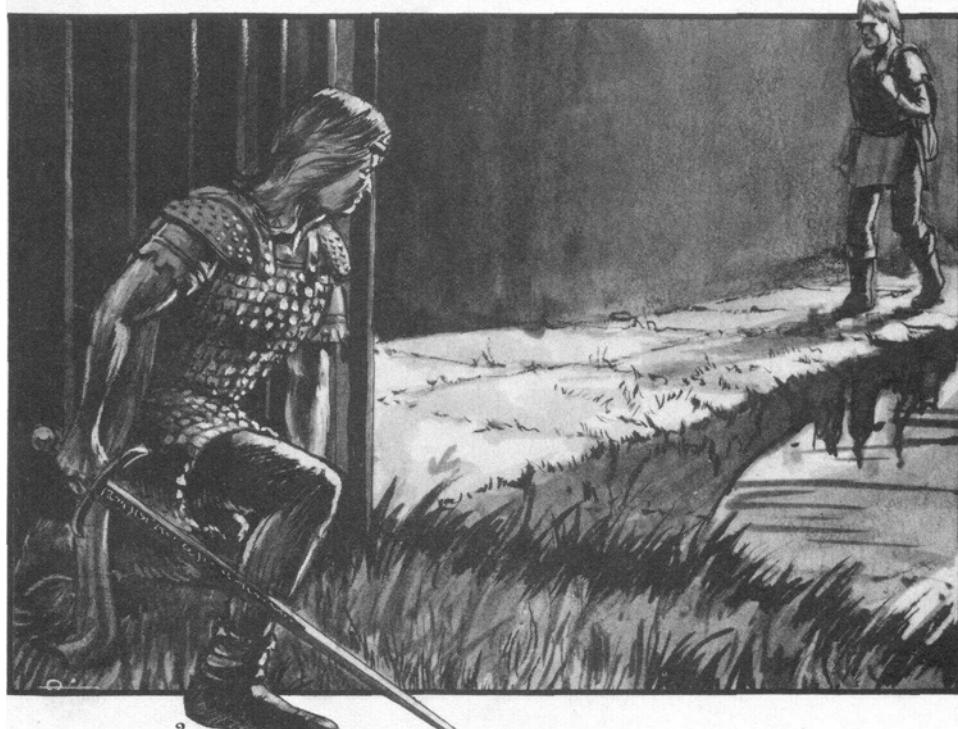
Statistics and Abbreviations: Monster statistics will be listed in the following order:

Monster/NPC Name: Armor Class; Hit Dice or Class/Level; hit points; Movement per turn (round); No. of Attacks per round; Damage per attack; Save As: Class/Level; Morale; Alignment; and Abilities for NPCs (such as spells), when appropriate.

The following abbreviations are used:

Abbreviations

AC	= Armor Class	N	= Neutral	D	= Damage
C	= Cleric	I	= Intelligence	Save	= Save As
MU	= Magic-User	D	= Dexterity	AL	= Alignment
#	= Level	Ch	= Charisma	E	= Evil
#AT	= number of attacks	HD	= Hit Dice	S	= Strength
MV	= Movement	D	= Dwarf	W	= Wisdom
ML	= Morale	T	= Thief	C	= Constitution
C	= Chaotic	hp	= hit points		



ADVENTURE ONE: TORMAQ'S TOWER

Hand your player the character sheet for Eric the Bold provided in this module. Give the player a few minutes to become familiar with the character. Begin play by reading the **Player's background** below to the player. Carefully note the time, and then begin the first encounter. This adventure has a **30-minute** time limit.

Player's background

The knock on your door is quiet but firm. You awaken instantly, grab your sword, and stride to the door. Keeping the chain still fastened, you ask, "Who knocks in the middle of the night?"

"I am Cordate of the Guild of Agents. I have a business proposition for Eric the Bold," a voice replies.

Cracking the door open, you inspect your visitor. Your keen thief's eyes detect no disguise or weapons on the distinguished looking man. He seems to be alone, so you let the stranger in.

"I apologize for coming at so late an hour, Eric, but my employer's business is not suited to the prying eyes of daylight. My employer wishes to remain anonymous. He has asked me to hire you to steal an item."

Reaching into his pocket, Cordate displays in his palm a sparkling amber gem of unusual size. "This beautiful object is a fake, made of pure colored glass, as you can see. It is, however, a duplicate of a real gem. My employer wishes to have you steal the real gem and substitute this copy in its place."

"Where is the true gem located?" you ask.

"Tormaq's tower in the province of Luho," he replies.

A sudden chill dampens your enthusiasm. "I know of Tormaq, the Archmage of Luho. The prospect of thieving from a powerful wizard is not to my liking. Even though I am the best thief in the city, it would be very foolhardy," you reply.

"My employer suspected you might be reluctant," Cordate says. "So he asked me to mention that he knows the only witness to your daring theft of the Royal Scarab from the governor's palace. Should you decline to work for him, my master would feel it his civic duty to produce the witness to the Imperial Guard. Whatever fate should befall you in Luho would be far kinder than what the governor would impose upon one



who embarrassed him so. If you accept the task, the witness shall never be heard from. If you bring the real gem back, you will receive your weight in pure gold...enough to keep you in luxury for years."

You consider his words. The theft of the Scarab had gone perfectly. How then had Cordate's mysterious employer known that you were responsible? The mere thought of what the flint-hearted governor might do to one even suspected of the crime . . . and the rewards for success would be generous indeed, especially with the contract terms guaranteed by the powerful Agents' Guild.

"The reward is indeed bountiful," you reply. "The risks no longer seem as great . . . even a wizard dons his robe one arm at a time like any other man. I accept the terms!" You shake hands with the agent Cordate to bind the contract.

"Here is a scroll to teleport you out of the wizard's tower," adds Cordate. "After you steal the real gem, simply touch the scroll to it." You thank him, and he leaves to allow you to plan your theft.

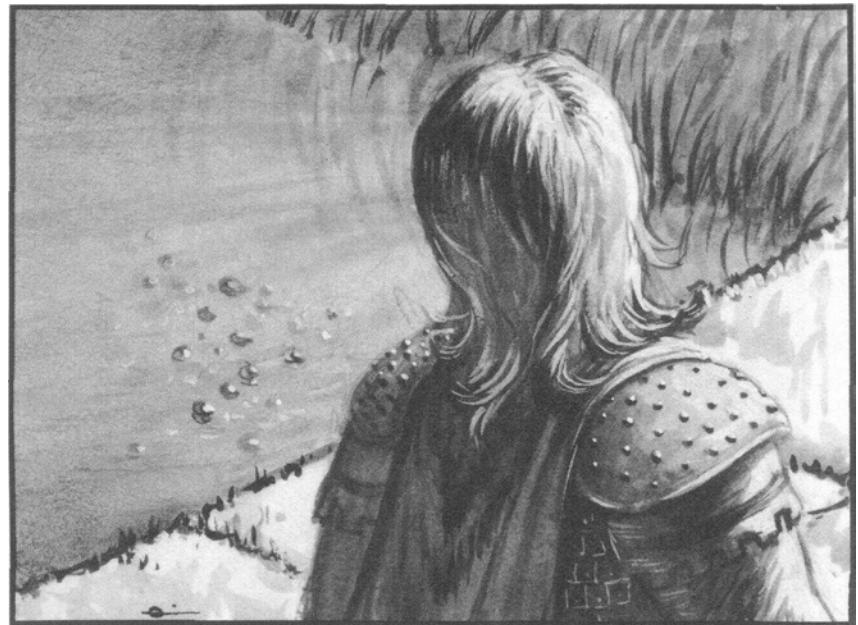
TORMAQ'S TOWER



Encounters

1. OUTSIDE TORMAQ'S TOWER

Place out Player's Map 1. Have the player place his character figure on the space marked "START."



You have arrived at Tormaq's tower just before dawn. Now you are crouched behind an obelisk on the right-hand side of the end of a wooden drawbridge. The 10-foot wide moss-covered drawbridge spans the moat, which runs around the tower. To your left, a mule stands quietly by an obelisk similar to the one you are hiding behind.

Across the drawbridge you see an open entryway leading to the double doors at the base of the round, stone tower. On the outside wall above the entryway is a lantern, and 20 feet above the lantern is a solitary 6-inch wide arrow slit. The rest of the tower above the arrow slit is shrouded in mist.

As you watch the tower, you see a young man emerge from the double doors carrying several sacks, which appear to be empty. He hesitates in the entryway, removes something from the purse at his belt, and walks across the drawbridge with the item held at arm's length. As he reaches his mule, the young man puts the item back in his purse. In the dim light, you could not see what he held. Apparently, he hasn't seen you either. The man puts the sacks on the mule and checks the animal's harness. He is obviously preparing to leave.

The young man works for a local merchant and has just delivered several bags of supplies to the wizard.

Young Man: AC 9; hp 4; MV 120'; #AT 1; D 1-4; Save F1; ML 8; AL N
He is armed with a dagger and fights as a 1st level fighter.

If Eric talks to him, the young man says only that he has delivered supplies. He does not attack, but he rides off at the earliest opportunity.

Eric may attack the young man. Use the normal combat rules.

Eric may try to pickpocket to steal the purse: he has a 65% chance of doing so undetected.

If Eric gets the purse, he will find in it 5 sp, 8 cp, a brass disk stamped with the image of a dragon, an iron key, a rabbit's foot, and a folded piece of paper listing common food items.

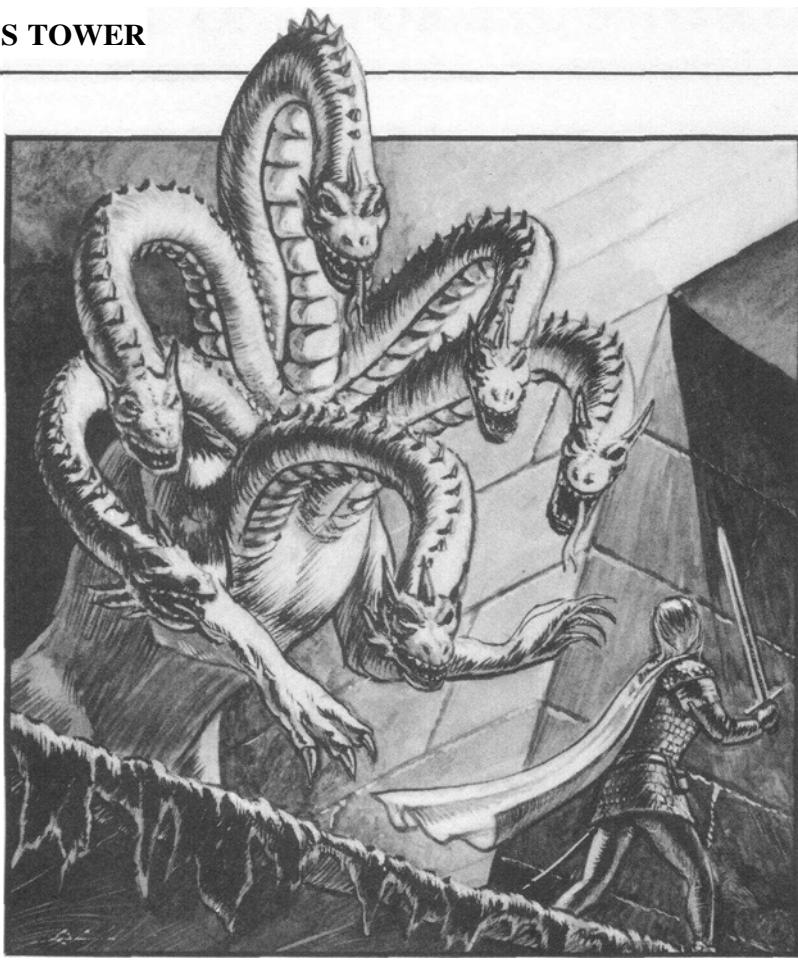
The brass disk is a special magic item. When carried by itself at arm's length, it allows the bearer to move silently across any type of wood floor or surface.

Moat and Drawbridge: If Eric looks carefully at the drawbridge, he sees that its mossy surface is quite slippery. Eric can walk across the drawbridge with ease, but must roll his dexterity score or less on 1d20 to run on the bridge without falling down. If Eric falls, he must roll his dexterity score or less on 1d20 to stand up again.

A six-headed lake hydra lives in the moat beneath the drawbridge.

Lake Hydra: AC: 5; HD 6; hp 31; MV 120' (40'); #AT 6 (see next page); D 1-10 per head; Save F6; ML 9; AL N

TORMAQ'S TOWER



If Eric looks carefully at the moat, he sees only a few bubbles coming to the surface off the left-hand side of the drawbridge. The hydra listens for footsteps on the bridge. It hears Eric unless he successfully moves silently or uses the brass disk described above. One round after it hears Eric, the hydra attacks him. Describe the monster as a "six-headed, dragonlike creature that has fins instead of legs." A hydra attacks with all of its heads each round. For every 8 points of damage a hydra takes, one head no longer attacks.

Entering the Tower: Once across the bridge, Eric may try to enter the tower by climbing the wall to the arrow slit. As Eric climbs the wall, he notices a small flagpole jutting out from the tower a few feet above the arrow slit. Eric may hang onto the flagpole with one hand, and drink his potion of *diminution* with the other. Then he may climb through the arrow slit. In this case, go to Encounter 5. If Eric does not enter through the arrow slit, go to Encounter 2.

2. THE ENTRYWAY

Place out Player's Map 2.

You are in the entryway of Tormaq's tower. Torches light both sides of the hall, and two massive oak doors studded with large iron doorknocks stand ahead of you.

If Eric listens at the doors, use the following description:

You hear heavy footsteps approaching the doors and a deep voice singing,
Riddley-hoy, riddley-hay
Almost time to eat today;
Riddley-yum, riddley-yummy
Meat and wine for my empty tummy!

If Eric listens a second time, he hears the footsteps stop, then begin to move away while the verse is repeated.

The large oak doors are locked. When Eric gets through the doors, go to Encounter 3.

3. STOREROOM

Place out Player's Map 3.

You have entered a large storeroom. You see a door in the wall at the opposite end of the room. To your left are shelves filled with boxes and bottles. To your right are two clusters of barrels. A stone well stands between the barrels, and a small sliding panel is set into the wall behind the well.

Standing in the aisle beside the well is a 14-foot tall stone giant.

Stone Giant: AC 4; HD 9; hp 40; MV 120' (40'); #AT 1; D 3-18; Save F9; ML9; AL N; SA hurl rocks 300 feet for 3-18

The giant is armed with a nail-studded club.

If Eric has entered the room quietly by picking the door lock or using a *knock* spell, the giant is standing with his back to Eric. If Eric makes any noise, or has made noise entering the room, the giant notices Eric, turns toward him and demands, "Password?"

Eric cannot possibly know the proper password, but the giant waits one round for a reply. During this time, Eric may offer the giant food and wine, which the giant accepts warily. If Eric has mixed his sleeping potion into his food or wine before offering them, the giant falls into a deep sleep.

A *ventriloquism* spell distracts the giant long enough for Eric to duck out of sight.

If the giant doesn't notice Eric, he continues pacing from one end of the room to the other, singing his verse. Eric can sneak around the giant with an 80% chance of success if he moves silently; otherwise, the giant has an 80% chance of detecting him and demanding the password.

If not distracted or drugged, the giant attacks normally.

There is a dumbwaiter set in the right-hand wall behind the sliding panel. Eric may use the dumbwaiter to pull himself up to the top landing; if he does so, go to Encounter 6.

If Eric makes it to the opposite door, go to Encounter 4.

4. CURVED STAIRWAY

Place out Player's Map 4.

You are on a landing. Curved stairways lead down to your left and up to your right. The giant is not chasing you.

The stairs going down lead to a small, empty dungeon cell. There is nothing else to be found in this direction. The stairs going up lead to Encounter 5.

5. BRIDGE ROOM

You come to the end of the stairway at a 10-foot by 10-foot landing. To your left is an unlocked door. To your right is a small arrow slit in the wall.

If Eric investigates beyond the door, place out Player's Map 5 and continue the description:

You see a round, stone room, which is really a 20-foot deep pit. Directly across the room you see a passageway leading to a curving corridor. A 5-foot wide stone bridge leads from your doorway to the passageway. The faint smell of sulphur hangs in the room.

As soon as Eric steps onto the bridge, a heavy stone wall slams down behind him, blocking the door he used to enter the room. In addition, the bridge itself begins sliding into the wall behind Eric at a rate of 5 feet per round. Eric will not be able to lift the stone wall. If Eric is still on the bridge when the last section slides into the wall, he falls.

The passageway across the bridge is blocked by an invisible door. The door appears when touched. Once it is discovered, this door can be opened easily.

Eric has a base 80% chance to jump the distance from the end of the bridge to the passageway beyond. This chance decreases by 20% per round as the gap between the edge of the bridge and the passageway grows larger.

If Eric jumps before he has discovered the invisible door, he jumps into the door for 1d4 points of damage and then falls to the floor for an additional 2d6 points of damage. If Eric has detected the door before trying to jump, a successful jump means that he has grabbed the door handle and opened the door.

Eric can climb around the room on the walls in two turns. His chance to do so without falling is 94%. A roll for falling must be made each turn.

The passageway and curved corridor lead to a stairway up. At the top of the stairs Eric can see a door to his right—leading to Encounter 6—and a hinged panel in the wall to his left. This panel opens onto the dumbwaiter shaft.

6. MAIN HALL

Place out Player's Map 6.

Eric could have arrived here in two ways: the stairway up from Encounter 5, or the dumbwaiter from Encounter 3.

The door opens onto a great hall, 35 feet long and 20 feet wide. The door is in the center of one of the 35-foot walls. The room contains various items of furniture, including tables along the wall to your right and left; a sheaf of papers lies on the right-hand table. A large tapestry partially covers the wall at the left end of the room. In the wall to your right is an alcove in which a 12-inch figurine stands atop a 3-foot high pedestal. In the wall directly across the room, you see three identical doors.

As you look about the room, a voice coming from the direction of the figurine says, "Greetings, guest! If you seek a way or inquire about your fate, I may be of help."

Among the papers on the table is a letter addressed to a certain "Sakara the Sorceress." The letter states that the writer has obtained a medallion from the ruins of Gosky. Here the late Lord of Gosky had ruled an army of invisible warriors. The writer goes on to say he has given this trinket to his "loyal servant, D'tan, who has found it useful in his duties." The letter ends incompletely; it is neither signed nor sealed.

The tapestry is in two sections. It has a beautiful oriental weave. The tapestry is not attached to the wall; rather, the sections hang from a rod. The tapestry is normal, and nothing is hidden behind it.

The figurine is a 12-inch jade statuette of an elderly man dressed in flowing robes. The figurine is not attached to the pedestal, and is not magic.

The voice is that of an invisible stalker.

Invisible Stalker: AC 3; HD 8; hp 38; MV 120' (40'); #AT 1; D 4-16; Save F8; ML 12; AL N; gains surprise on a 1-5

The stalker was summoned almost one year ago by Tormaq. It is instructed not to let anyone leave the tower without Tormaq's permission. The creature's term of servitude is almost over, and it will not attack anyone unless he is about to leave the tower. An intelligent creature, the stalker amuses itself by giving cryptic clues to the guests in the tower. Sadly, the stalker once had a nasty encounter with the sprites in the conservatory (Encounter 10). It is now cursed with a speech defect that garbles the first letters or sounds of words. It has practiced its opening speech, given above, often enough to say it clearly. Everything else it says comes out distorted. The stalker never directly answers any questions Eric asks of it.

While speaking, the stalker moves to keep the pedestal between itself and Eric, trying to make Eric believe the figurine is speaking.

When asked about specific doors or when Eric approaches a door, the stalker gives the following clues:

Door 1: "Widden hay to Rormaq's toom" (see Encounter 9).

Door 2: "Droll T'tan weep slith tragic measure" (see Encounter 8).

Door 3: "Amazing art" (see Encounter 7).

The stalker follows Eric only when he leaves the great hall through door 1.

If Eric listens successfully at door 2, he can hear snoring.

7. ART GALLERY

Place out Player's Map 7.

This room is 10 feet square. A door stands in the center of each wall. To the left and right of each door are identical picture frames, all empty.

This encounter includes rooms 7a, 7b, 7c, and 7d as shown on the DM's Master Map.

This series of rooms is Tormaq's as yet unfurnished art gallery. To make sure all visitors look at all the works in the gallery, Tormaq has placed a special enchantment in the area. A visitor may leave a room only by using a different door than the one used to enter the room. Even a *knock* spell is ineffective against this enchantment. Thus, if Eric enters the gallery at all (7a), he must go through three more rooms (7b, 7c, 7d) before returning to the first room he entered. From there, Eric may then return to the main hall.

All doors on the outside of these rooms are false doors, as indicated on the DM's Master Map. All four rooms of the gallery are identical; use Map 7 for all four.

8. D'TAN THE TROLL'S QUARTERS

Place out Player's Map 8.

This room is completely dark, except for a sliver of light filtering in through the opening in the doorway. Barely visible to your left is a table and, on top of it, a lumpy object covered with a cloth. To your right, there seem to be some objects on the floor. At the far end of the room on the right side, the dim light outlines the shape of a very simple bed and a humanoid form lying on it. A faint glint of metal comes from something the humanoid is wearing around its neck.



These are the quarters of D'tan the troll.

D'tan the troll: AC 4; HD 6+3; hp 31; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10 (8 if attacked by acid or fire); AL C; regenerates 3 hp per melee round beginning the third round after any damage is taken

The troll is asleep, but is awakened by any bright light, loud noise, unsuccessful attempt to steal the medallion from around its neck, or attack on its person. If it wakes up, D'tan spends one round preparing and then attacks normally. D'tan does not pursue Eric if Eric flees.

The lumpy object on the table is a large glowing gem that gives off a great amount of light. The gem is worth 100 gp. Removing the cloth from the rock illuminates the room, awakening D'tan. The remaining objects in the room are crude furnishings used by the troll. Other than the gem, the medallion is the only valuable item in the room.

D'tan's medallion is the medallion of Gosky, which gives its wearer the ability to see invisible objects and creatures. Eric can steal the medallion from the sleeping troll if he makes a successful pickpocketing roll.

9. PARLOR

Place out Player's Map 9.

This room is a large, well-furnished parlor. Clockwise around the room are a large bookcase containing many standard, nonmagic works, a couch and table, a wall cabinet, a wine cabinet, a tapestry, a small table and a large gem lying on top of it, a small rug beneath that table, another couch and table arrangement, and another tapestry.

The gem on the small table is a diamond worth 1,000 gp. Eric can tell by observation that the diamond is not the gem he is seeking. The rug beneath the table is a *rug of tripping*. If Eric steps onto the rug, he is thrown off the rug and onto the floor. Eric may roll up the rug and take the gem from the table. Eric cannot reach the gem without using some other item to knock the gem off the table.

The only other item of interest in this room is the wall cabinet. Several of Tor-maq's robes hang inside the cabinet. None of these are magic robes. The inside back of the cabinet is lined with black velvet, which conceals a passageway to the next room (Encounter 10). Eric may also dis-

cover the passageway by pulling the cabinet away from the wall.

10. CONSERVATORY

After going through the passageway behind the wall cabinet, Eric finds a stairway going up. At the top of the stairs is another short passageway that ends in front of a single door.

As Eric approaches this door, the invisible stalker, if still alive and conscious, says, "Roral floom with cairy creatures." Eric recognizes the voice as the same one he heard in the main hall. Place out Player's Map 10 and use the following description when Eric opens the door:

The door opens onto a circular room. Around the outer walls of the room is a garden of various exotic plants and shrubs. In the center of the room is a large tree bearing curious fist-shaped fruits, half-yellow and half-green. In the branches of the tree, small furtive figures hide and dart amidst the foliage. A circular walkway runs between the garden plants and the tree, and a door stands directly across the room.

Living in the tree are 12 sprites.

TORMAQ'S TOWER



Sprites (12): AC 5; HD 1/2; hp 3x4, 3x3, 3x2, 3x1; MV 60' (180' flying); #AT 1 curse spell; D see below; Save El; ML 7; AL N

The sprites take one turn to decide which type of magic trick to play upon Eric. If Eric uses this turn to cross the room and exit, he won't be affected by the curse being prepared by the sprites. Otherwise, after a turn, five of the sprites speak, casting the following curse upon him:

*Nosy one beneath our tree,
Grow to match curiosity!*

Should he fail to make a saving throw versus spells, Eric's nose begins to grow to a length of 10 inches.

Should Eric remain in the room for a third turn, the remaining sprites cast this second curse:

*Quiet one who does not talk,
Let music tinkle when you walk!*

If Eric fails to make a saving throw versus spells, bells grow on his feet, making it impossible for him to move silently for the rest of the time he is in Tormaq's tower. Changing his footware does not remove the curse.

The various plants growing in the garden are foreign to Eric. If he stops to examine closely any of the plants, roll to determine the type of plant and its effect, if any, according to Table 1.

Should Eric fall asleep from smelling the white lotus, he is discovered by Tormaq and cast into the wizard's dungeon. He has failed in his task, and the adventure is ended (see the final encounter).

If Eric leaves this room by the far door, he finds a stairway leading up to Encounter 11.

11. TORMAQ'S LABORATORY

As Eric approaches the door to this room, he hears the stalker saying, "Near fot what sou yee," if the stalker has not yet been slain or knocked out.

When Eric looks into the room, place out Player's Map 11 and use the following description:

This is a hexagonal room cluttered with diverse furniture and magic apparatus. In each wall of the room are two stained glass windows. Between each set of windows is a small niche covered with leaded glass. A gem is visible inside each niche. In the second niche to your right, directly over the workbench, rests the only amber gem.

Asleep in the seat behind the desk, in invisible form, is the wizard Tormaq.

Tormaq (14th level wizard): AC8; MU 14; hp 42; MV 120'; #AT 1; D 1-6; ML 12; ALC

Spells: First Level: *charm person, magic missile, shield, sleep*

Second level: *mirror image, phantasmal force, web, invisibility* (already cast)

Third Level: *fire ball, hold person, protection from evil* (10' radius), *protection from normal missiles*

Fourth Level: *polymorph others, polymorph self, wall of fire, wizard eye*

Fifth Level: *conjure elemental, telekinesis, teleport*

Sixth Level: *anti-magic shell, disintegrate, projected image*

Tormaq is wearing a *ring of regeneration* and a *ring of protection +1*. He is also armed with a dagger.

Tormaq wakes up if Eric fails to move silently, disturbs the area around the desk, or makes any loud noise. The invisible stalker, if present, wakes Tormaq the instant Eric moves toward the door to leave the room.

If awakened, Tormaq attacks using his spells. He prefers to capture Eric rather than kill him, if possible. He begins his attack with a *hold person* spell. Successive spells used are left to your judgment.

If present, the invisible stalker takes no part in the battle between Eric and Tormaq. If the battle is going badly for Tormaq, he casts his *teleport* spell and leaves the room.

The glass cover on the niche containing the amber gem is locked and trapped. The trap consists of poisoned needles that automatically hit if Eric fails to find the trap. Allow Eric to make a saving throw vs. poison; if he fails the save, he falls into a deep sleep and awakens in one of Tormaq's dungeon cells.

If Eric takes the gem and wins the fight with Tormaq, he can easily escape. If, however, he touches the gem with the scroll given him by Cordate, he is instantly teleported to a dungeon cell beneath Tormaq's tower. Tormaq has trapped the gem so that it cannot be stolen by magical means.

TABLE 1
PLANT EFFECTS TABLE

Dice Roll	Plant	Result
01-07	Hemlock bush	Save vs. poison or die if tasted
08-14	Black poppies	Save vs. poison or die if smelled
15-21	Thyme	No effect
22-28	Ginger	No effect
29-35	Foxglove	No effect
36-42	White lotus	Save vs. poison or fall asleep if smelled
43-49	Myrrh	No effect
50-56	Frankincense bush	No effect
57-63	Belladonna	Save vs. poison or be confused if tasted
71-77	Catnip	No effect
78-84	Anise	No effect
85-92	Elderberry bush	No effect
93-00	Dragon plant	No effect

ADVENTURE TWO: THE STAFF OF FAZZLEWOOD

This adventure may be played separately, or as a continuation of the adventure begun in Tormaq's tower. For scoring purposes, this adventure has a time limit of **30 minutes**, beginning immediately after you have read the appropriate background to the player. The maps for this adventure (Player's Maps 12-19) are found in the accompanying Map Book, and are used exactly as the maps for the first adventure. The same character sheet is also used. All of Eric's spells have been restored, and he begins this adventure at full strength. Any equipment he may have lost in the first adventure is returned to him. Eric is also given the *talisman of homing* in this adventure.

There are two **Player's background** sections provided for this adventure. The first should be read to players who either have not played the first adventure, or who have played in that adventure and were not captured by Tormaq. The second should be read to players whose character was captured by Tormaq in the first adventure, ending up in one of Tormaq's dungeon cells.

Player's background 1

You are known as Eric the Bold, a clever and resourceful fellow who has made his way in the world for many years as an up-and-coming professional thief. Tonight, you sit comfortably in your favorite chair, admiring the fine furnishings of your home and sleepily musing over memories of your past exploits.

As you drift in and out of your dreamy reveries, a menacing form materializes right in your living room. You don't notice it until it is too late. You are startled awake to find yourself facing a horrid troll and an aged but sturdy man in flowing robes of blue and yellow. There is no mistaking this pair: it is Tormaq, the dread wizard of Luho, and his "pet" troll, D'tan!

"Greetings, thief! I've a job for you. I trust you will accept it," the wizard says as D'tan eyes you suspiciously.

You have always believed in being hospitable, when necessary, and since you don't like the prospect of spending life as a frog or a fly in Tormaq's laboratory, you listen respectfully to Tormaq's proposition. The deal is straightforward: you are to steal the fabled Staff of Fazzlewood from Tormaq's arch rival, the wizard Felspel! Although the job is not

to your liking you find that Tormaq is making an offer you can't refuse, especially when you consider Felspel's reputation as the one wizard even nastier than Tormaq.

The plan is simple enough. Tormaq knows that Felspel will be absent from his home for 30 minutes tomorrow. At the appropriate time, he will teleport you to Felspel's cave dwelling. You will enter and steal the staff. The staff itself will be in plain view somewhere in Felspel's tower, but may be disguised as another object. The staff is 3 feet long and made of cherrywood. Its ivory handle is carved in the shape of a skull. Once you have the staff, you will use the *talisman of homing* now given you by Tormaq. The talisman will teleport you back to Tormaq's presence, wherever he may happen to be.

Success will bring you riches. Failure will bring you either the vengeance of Felspel, if he catches you, or the loving caresses of D'tan, not if but when Tormaq catches you. You retire for a night of fitful sleep, while Tormaq makes himself comfortable in your parlor and D'tan applies his caresses to a side of lamb you had been saving for a special occasion.

Morning comes quickly. You gather your equipment, slip Tormaq's *talisman of homing* around your neck, and stand quietly waiting as the ancient wizard gestures and chants before you. Your parlor fades from view, and you find yourself outside a large cavern . . .

Player's background 2

You awaken suddenly, shivering in the cold of the dungeon cell beneath Tormaq's tower. It looks like you've really done it this time. Here you are, defenseless, stripped of weapons and equipment, probably about to become the subject of some unspeakable experiment conducted by the fearsome wizard himself; or, perhaps you will be turned into a feeding-time treat for that loathsome troll, D'tan, who serves as Tormaq's errand boy.

As you ponder these glum possibilities, you hear footsteps approaching. Soon, the cell door swings open and you are face-to-face with Tormaq. Behind him stands the troll, who holds a brazier of glowing coals and a set of red-hot tongs. No need to ask what those items are for!

"Regained your wits, have you?" Tormaq says with a sneer. "You are a fool to think you could have escaped my tower, thief. The lovely flowers in my conservatory are extremely poisonous! I have also taken great pains to insure that my precious gem is theft-proof. I've set my traps very carefully! Perhaps now I should let D'tan have some fun finding out all about you."

The troll pulls out the tongs and starts toward you, a gleeful look dancing in his eyes.

"On the other hand, you did do rather well to get as far as you did, and if you will perform a simple service for me, I might be willing to disappoint D'tan. Which would you prefer to be: my temporary hireling, or D'tan's new toy?"

Faced with such a choice, you ask Tormaq what kind of "simple service" he has in mind. There are some things worse than being a troll's new toy!

Tormaq immediately gets down to business. He wants you to steal the famous Staff of Fazzlewood from the cavern dwelling of his arch rival, the great wizard Felspel. Tormaq knows that Felspel will be away from his home for 30 minutes tomorrow. Tormaq will teleport you to the entrance of Felspel's home just after Felspel leaves. You are to break into the wizard's dwelling, find the Staff of Fazzlewood, and return it to Tormaq. The staff is 3 feet long and made of cherrywood. Its ivory handle is carved in the shape of a skull. The staff itself will be somewhere in plain view, but may be magically disguised to look like some other object. Once you have the staff, you are to use the magic *talisman of homing* given you by Tormaq. This device will automatically teleport you back to wherever Tormaq happens to be at the time.

Your reward for success will be the sparing of your life, a small payment, and all the loot you can take from Felspel's home. Failure will bring death from whoever catches you first, Felspel or Tormaq!

You reluctantly agree to perform this service, for Felspel is a famous wizard; he is best known for being even more bad-tempered and irritable than Tormaq.

The following morning you are standing in Tormaq's laboratory, your equipment returned to you, the *talisman of homing* dangling from a leather

thong around your neck. Tormaq has recharged your *ring of spell storing* and returned you to full strength. The wizard repeats his instructions and a warning about failure. He then begins to gesture in the air, uttering strange words. The laboratory fades from view, and you find yourself near the entrance to a cavern . . .

Encounters

1. CAVERN ENTRANCE

Place out Player's Map 12. Have the player place his character figure on the space marked "START." Remember to place the figures for the appropriate monsters on the map at the start of each encounter.

You are crouching behind a boulder on the far right-hand side of a 40-foot wide cavern opening. Peering inside, you see the cavern has a depth of about 30 feet, and that a 5-foot wide passageway leads out of the rear cavern wall. An ogre armed with a club sits atop a boulder in the center of the room. He is rather absently watching the cavern entrance. Standing beside the ogre is a large gong. You can hear muffled ogre voices coming from the narrow passageway to the rear of the cavern. These voices don't seem to be getting any closer.

Ogre: AC 5; HD 4+1; hp 15; MV 90' (30'); #AT 1 club; D 1-10; Save F4; ML 10; AL C

This ogre is the outer guard of Felspel's cavern dwelling. It moves to investigate any sound. If it sees Eric or if Eric tries to talk to it, the ogre strikes the gong and then attacks. If Eric attacks first, the ogre strikes the gong as soon as possible. Striking the gong brings three more ogres (hp 27, 19, 15) from the ogre den in Encounter 2. These additional ogres attack Eric on sight.

Eric can use his *ventriloquism* spell, a thrown rock, or other ruse to distract the first ogre; he may then try to move silently through the cavern. Remember that the ogre has infravision and is able to see Eric's body heat even if Eric is successfully hiding in shadows.

2. THE OGRE DEN

Place out Player's Map 13. Show the player how Map 13 connects to Map 12.



As you work your way down the narrow passage, you see that it runs only 20 feet, making an S-shaped curve before leading into a large 35-foot by 40-foot chamber. This chamber is well-lit by a roaring fire to your left.

If Eric made it through Encounter 1 without alerting the ogres, continue with the following description:

The fire is tended by an ogre, who is roasting a large piece of meat on a spit. Three other ogres are sitting against the right-hand wall of the cavern, drinking from cups made from humanoid skulls. Occasionally, one of the ogres gets up, goes to the large keg of ale near the fire, and refills its cup. A passageway stands in the cavern wall directly across the room from where you are standing.

If the ogres have already been alerted, three of them will have fought Eric in the cavern entrance (Encounter 1). The fourth ogre (hp 24) will then be hiding against the wall by the cavern entrance, waiting to ambush Eric.

Ogres (4): AC 5, HD 4+1, hp 27, 24, 19, 15; MV 90' (30'); #AT 1 club; D 1-10; Save F4; ML 10; AL C

Eric's *phantasmal force* or *ventriloquism* spells can be used to create a distraction in the ogre den. Eric then has his normal chances to move silently through the room.

The ogres' infravision does not work properly in this room because the ogres have been looking into the fire. Eric may pour his sleeping potion into the keg of ale to guarantee that the ogres do not chase him as he works his way further into Felspel's home.

The ogres attack Eric immediately if he is spotted. If Eric flees, the ogres pursue him no more than 100 feet outside the caverns. They won't go any further into the wizard's home than the area in Encounter 4.

3. ANTECHAMBER

Place out Player's Map 14.

The door from the ogre den opens into a 25-foot square room. The floor and walls are randomly splotched with many layers of dry paint. The 10-foot high ceiling is dotted with hundreds of small holes, each marked with tiny splotches of dry paint. A set of double doors stands directly across the room. A skull is carved into each door. Four other skulls are attached to the walls of the room, each one glowing brightly. To the right of the double doors are rows of pegs and various items hanging on them.

This antechamber is a trap to detect invisible or gaseous intruders. Whenever an invisible or gaseous intruder enters, paint is sprayed from the ceiling to cover the creature.

A *magic mouth* spell has been cast on the skull carved into the right-hand double door. The spell is triggered whenever Eric moves to within 5 feet of the doors. The skull says

If you seek audience with the mighty Felspel, leave your weapons here and let the arrow lead your right

The four skulls on the walls are normal human skulls upon which Felspel has cast *continual light* spells.

The items hanging from the pegs include

a quiver and ten arrows, nine having white feathers and one having black feathers,

a short sword,

a spear,

abow,

a large sack of bones, human skulls, and rocks

None of these are magic items

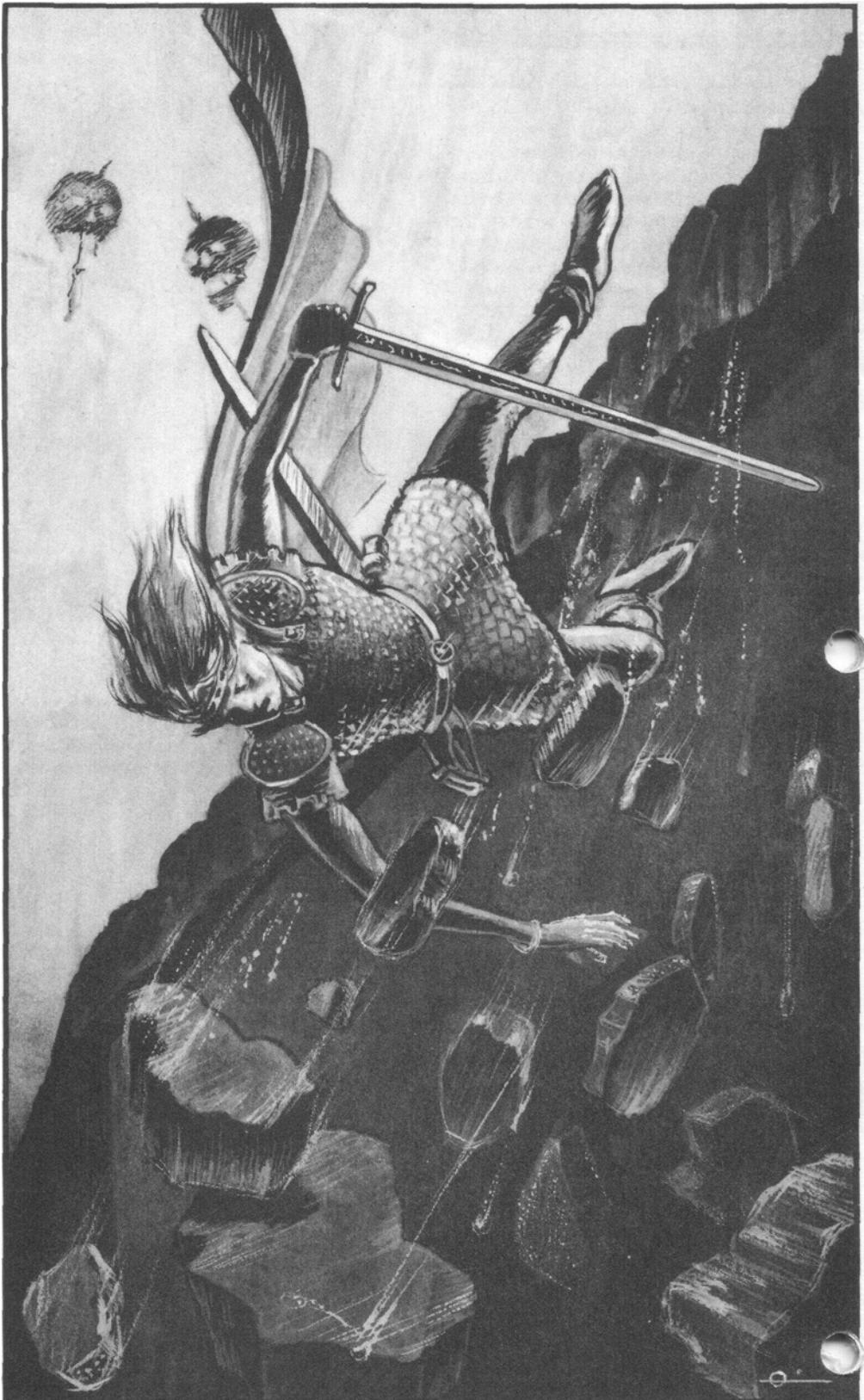
4. HALLWAY

Place out Player's Map 15

The double doors open onto a long hall way, 15 feet wide and 15 feet high. The hallway is illuminated by glowing skulls similar to those in the antechamber. The walls, ceiling and floor are all made of white marble except for a 5 foot wide strip of black obsidian running down the center of the hall. The strip is inlaid with silver symbols every 15 feet. The first symbol appears to be an arrow pointing straight ahead. The other two symbols appear to be strange hieroglyphs or runes of some type. At the far end of the corridor is a set of double doors adorned with carved skeletons.

The entire section of wall to the right is a special permanent illusion. It radiates magic if Eric casts a *detect magic* spell, but he cannot dispel the illusion in any way, including touching and disbelief. Anything touching the wall simply passes through it to the area described in Encounter 5.

The only meaningful symbol on the floor is the arrow. The clue given in Encounter 3 ("let the arrow lead you right")



THE STAFF OF FAZZLEWOOD

means that Eric should turn right at the arrow. If he does so, he walks into and through the illusionary wall.

The last 15-foot wide section of this hallway is a pit trap. The trap is triggered when Eric steps to within 5 feet of the double doors. The entire 5-foot by 15-foot section of flooring collapses, and Eric falls into a 30-foot deep pit, taking 3-18 (3d6) points of damage. Once this trap is sprung, the pit remains open.

The walls of this pit are damp and smooth. If Eric tries to climb the walls of the pit, his chance of doing so is reduced by 20%. Subtract another 1% for every point of damage Eric has taken so far in the adventure. If Eric falls while climbing out of the pit, roll 1d6 to determine how far he falls. A roll of 1-2 indicates a fall of 10 feet, 3-4 indicates a fall of 20 feet, and 5-6 indicates a fall of 30 feet. Eric suffers an additional 1-6 points of damage for each 10 feet he falls.

The double doors at the end of the hall are false doors, nailed to the bare rock behind them. If Eric can figure out a way to open them, they can be ripped off the wall on a roll of 1 on 1d6 (if Eric is using one hand), or 1-2 on 1d6 (if Eric is somehow using both hands). Of course, when the doors fall off the wall, Eric will most likely fall into the pit again.

Eric's chances to climb any of the walls in this hallway are the same as his chances to climb the walls of the pit.

5. THE BLACK DOOR

Place out Player's Map 16.

The illusory wall opens into a 5-foot wide corridor illuminated by two more of the familiar glowing skulls. The corridor ends behind you. A black door stands ahead of you. No hinges or handles are visible on the door, but occasional ripples flow across its glistening surface.

When Eric moves to within 10 feet of the door, continue the description:

As you approach the door, a mouth and an ear form on its surface. The mouth speaks, saying, "State your name so that I may announce your entrance to all within the Outer Sanctum of Felspel. I will let no one enter without announcing his name."

The door is actually a thief who has been captured by Felspel and *polymorphed* into a black pudding. The poor thief has also been *geased* into acting as a guardian door.

Black Pudding: AC 6; HD 10; hp 28; MV 60' (20'); #AT 1; D 3-24; Save F5; ML 12; AL N; SA dissolves wood and corrodes metal in one turn; SD killed only by fire, other attacks only break the pudding into smaller (HD 2) puddings that do 1d8 points of damage.

The door accepts any name given by Eric, whether it's true or false. As soon as a name is given, the door swings open and shouts loudly, "(Name given) now enters the Outer Sanctum!" If Eric should happen to reply that his name is "no one," the door opens silently, and shuts silently behind him after he passes through.

6. OUTER SANCTUM

Place out Player's Map 17. Use the "Young Man" character figure for the magic-user in this encounter.

You are in a large room, 40 feet long by 25 feet wide. A door stands in the center of the walls to your left and right. Curtains hang along the walls to your immediate left and right, standing out from the walls at a distance of about 2 feet. Directly across the room stands a man dressed in a long black robe adorned with a gray crescent moon. He stands on a stone platform with his back to you, totally preoccupied with the runes he is painting on the back wall of the room. As you watch him, he finishes painting one row of runes, and begins painting another row directly below them.

Both the magic-user and the wall he is painting on are illusions that disappear if touched. When the illusions disappear, Eric sees a door in the back wall of the room. This door leads to Felspel's Inner Sanctum (Encounter 9).

An invisible wall partially protects the illusory magic-user. The wall runs the length of the stone platform, and extends to the top of the room. Eric can easily walk around this invisible wall. The wall will block a *magic missile*.

The magic-user paints one row of runes per round. When the seventh row of runes is completed, the entire set forms a magic design, which strikes blind any person who looks at it. You must assume that Eric is looking at the runes unless Eric specifically states otherwise!

If Eric is blinded, remove the maps and character figures from the table. The player must now play with the same handicap as his character. Describe to Eric only what he can touch, taste, hear, or smell. The blindness will last for 1-4 turns.



THE STAFF OF FAZZLEWOOD

The magic runes disappear one round after they are completed. The magic-user then begins painting the wall again.

The area behind the curtains is entirely dark and filled with webs, which were placed there by a pet of Felspel's. These affect Eric as normal *web* spells.

The door in the left-hand is a false door. The door in the right-hand wall leads to the area in Encounter 7.

7. CORRIDOR

There is no separate map for this encounter.

You are in a 5-foot wide by 20-foot long corridor, which is illuminated by the familiar glowing skulls. A plain door stands at the far end of the corridor.

If Eric listens at the door successfully, he hears the occasional sound of pages being turned. He also hears a young male voice muttering unfamiliar words. The door opens into the area in Encounter 8. The door is locked.

8. FELSPEL'S APPRENTICE

Place out Player's Map 18.

The door opens into a 15-foot wide by 20-foot long room. At the far end of the room, a young man sits facing you. He is reading from a large tome and doesn't appear to notice you. The only other items in the room are a bed of straw, a small cabinet, a bookcase, and an astrological chart hanging on the wall behind the young man.

If Eric has successfully picked the lock and is successful at moving silently, he automatically gains one round of surprise on the young man. As soon as the young man detects Eric, he tries to attack with spells.

The young man is Cigam, Felspel's apprentice.

Cigam: AC9; MU 5; hp 15; MV 120'; #AT 1 or spell; D 1-6 or by spell; ML 12; ALC

Spells: First Level: *charm person*
Second Level: *mirror image*, *web*
Third Level: *lightning bolt*

Cigam is armed with a dagger.

If Cigam is charmed by Eric, he becomes friendly and talks freely. He advises Eric to leave at once for his own safety. He doesn't know where the Staff of Fazzlewood is located, but guesses that it is in Felspel's quarters. He explains to Eric how to get to Felspel's quarters. He cannot cast any spells and cannot attack either Eric or Felspel while charmed. He will not leave this room.

9. FELSPEL'S INNER SANCTUM

Place out Player's Map 19.

The door opens into a room, 25 feet wide by 30 feet long. The items in this room, clockwise from your left, are: a wooden workbench, a carpet mounted on the wall, a cabinet, a mirror, a broom, a bookcase holding numerous volumes, a desk and chair, a bed with pillows, a sword and shield, a chest, a tapestry, a painting, and an elephant's foot made into a receptacle for several wooden staves.

This room is Felspel's personal quarters and laboratory. The Staff of Fazzlewood is disguised to appear as the sword hanging over the bed. When touched, the staff is no longer disguised.



The workbench contains flasks, vials, and instructions for brewing poisons. The carpet appears to have magic runes of some kind hidden in the weave, but is in fact a plain carpet. The cabinet contains a variety of items used in magic research.

The broom and mirror are magic. The broom will fly under the control of its user when tapped three times with a feather. The mirror answers one question per day upon command. The command must begin, "Mirror, mirror on the wall, tell me..."

The books in the bookcase are all magic tomes. An invisible stalker guards the books.

Invisible Stalker: AC 3; HD 8; hp 30; MV 120' (40'); #AT 1; D 4-16; Save F8; ML 12; AL N; gains surprise on 1-5

The stalker has been instructed by Felspel to attack anyone touching the books. However, the stalker has been held by the wizard for a very long time, and it distorts his commands whenever possible. The stalker only hits Eric once if Eric picks up one of the books. The tomes are written in a magical tongue and are unintelligible to the thief.

The desk holds an inkpot for writing magic scrolls, and some partially finished notes concerning poisons.

The shield is a *magic shield* +3. The shield is not usable by a thief.

Both the tapestry and the painting are normal. The staves in the elephant's foot will radiate magic, but are only mildly enchanted and of no use to Eric.

If Eric locates the Staff of Fazzlewood before his 30 minutes are up, he may get out of Felspel's dwelling by using the *talisman of homing*. The adventure is over at this point. If Eric has not escaped Felspel's home after 30 minutes of play, the wizard returns.

Felspel makes himself invisible and then *teleports* into a corner of his inner sanctum. If an intruder is in the room, he immediately casts *dimension door* and moves to just outside the room. The wizard then casts *wizard lock* on the door to the room. After one round, the wizard reenters the room and begins casting spells. From this point, you may decide the actions of Eric and Felspel. Remember that Eric has failed in his task if Felspel returns, so Eric's chances of surviving a fight with Felspel should be minimal. Eric cannot use the *talisman of homing* unless he already has the staff in his possession.

Felspel: AC 5; MU 14; hp 32; MV 120'; #AT 1 or spell; D 1-6 or by spell; ML 12; ALC

Spells: First Level: *charm person*, *magic missile*, *shield*, *sleep*

Second Level: *wizard lock* (used), *invisibility* (used), *levitate*, *web*

Third Level: *dispel magic*, *fire ball*, *hold person*, *infravision*

Fourth Level: *confusion*, *dimension door* (used), *polymorph others*, *wall of ice*

Fifth Level: *cloudkill*, *telekinesis*, *teleport* (used)

Sixth Level: *death spell*, *geas*, *flesh to stone*

Felspel is armed with a dagger.

ADVENTURE ONE SUMMARIES

This sheet gives you a ready reference during play. If you have studied the module before play, you should have to refer to the text only rarely during actual play: most of the essential encounter information is summarized here.

PLAYER EVALUATION LIST

	No points
Outside Tormaq's Tower:	
picking the young man's pocket	2
noticing the bubbles in the moat	1
moving silently across the drawbridge	2
Storeroom:	
moving through the room undetected	3
if detected, moving through by trickery	1
Bridge Room:	
climbing around walls to reach invisible door	2
Main Hall:	
detecting the invisible stalker	1
understanding the clues	2
reading the papers	1
Art Gallery:	
Troll's Quarters:	
not waking the troll	3
stealing the medallion	2
Parlor:	
stealing the diamond	2
discovering the secret exit	1
Conservatory:	
moving through without being cursed	1
Tormaq's Laboratory:	
detecting Tormaq	1
looking for traps on the niche	
	2 (+1 if trap found)
obtaining gem without waking Tormaq	3
defeating Tormaq	2
TOTAL POSSIBLE POINTS:	33

TORMAQ'S TOWER ENCOUNTER SUMMARY

Map#	Room/Area	Encounter Summary	Stats
1	Outside Tormaq's Tower	Young man has magic disk that lets bearer move silently on wood	AC 9; hp 4; MV 120'; #AT 1; D 1-4; Save Fl; ML 8; AL N
		Lake hydra attacks if it hears Eric crossing the bridge	AC 5; HD 6; hp 31; MV 120' (40'); #AT 6 (each head); D 1-10 per head; Save F6; ML 9; AL N
2	Entryway	Eric can hear the giant inside, singing.	
3	Storeroom	Stone giant will demand a password and attack unless avoided or distracted.	AC 4; HD 9; hp 40; MV 120' (40'); #AT 1; D 3-18; Save F9; ML 9; AL N; SA hurl rocks 300 feet for 3-18
4	Curved Stairway		
5	Bridge Room	Bridge begins sliding into wall behind Eric as soon as he enters. Invisible door stands on other side of bridge.	
6	Main Hall	A letter on the table gives clue; invisible stalker gives clues in defective speech.	AC 3; HD 8; hp 38; MV 120' (40'); #AT 1; D 4-16; Save F8; ML 12; AL N; gains surprise on a 1-5
7	Art Gallery	Trap and time-waster; Eric must go through all four rooms to get back to main hall.	
8	Troll's Quarters	Troll D'tan is in room wearing medallion, which allows wearer to see invisible objects and creatures.	AC 4; HD 6+3; hp 31; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-10; Save F6; ML 10 (8 if attacked by acid or fire); AL C; regenerates 3 hp/round starting 3rd round after damage is taken.
9	Parlor	Contains a 1,000 gp diamond, <i>rug of tripping</i> , and hidden way to next room behind wall cabinet.	
10	Conservatory	12 sprites curse Eric if he doesn't leave immediately. First curse makes nose grow; second curse makes bells grow on feet. Plants (some poisonous) grow in room.	AC 5; HD 1/2; hp 3x4, 3x3,3x2,3x1; MV 60' (180' flying); #AT 1 curse spell D special; Save E1; ML 7; AL N
11	Tormaq's Laboratory	Tormaq, 14th level wizard, attacks and tries to capture Eric. The amber gem is in the niche over the workbench.	AC 8; MU 14; hp 42; MV 120'; #AT 1; D 1-6; ML 12; AL C

ADVENTURE TWO SUMMARIES

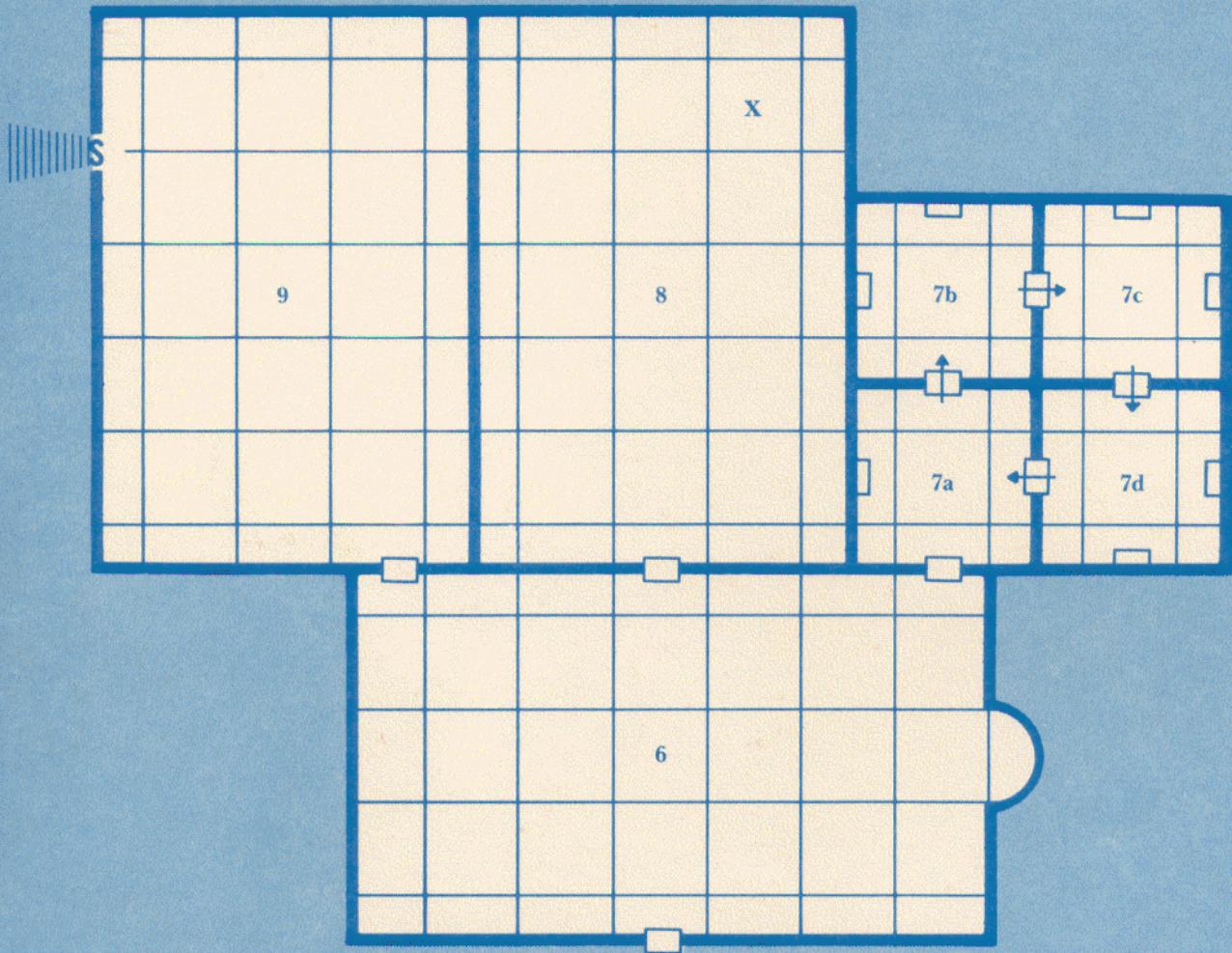
THE STAFF OF FAZZLEWOOD ENCOUNTER SUMMARY				This sheet gives you a ready reference during play. If you have studied the module before play, you should have to refer to the text only rarely during actual play: most of the essential encounter information is summarized here.
Map#	Room/Area	Encounter Summary	Stats	
12	Cavern Entrance	Ogre sentry can be distracted; if not, it will ring gong to summon 3 more ogres (hp 27, 19, 15)	AC 5; HD 4+1; hp 15; MV 90' (30'); #AT 1 club; D 1-10; Save F4; ML 10; ALC	
13	Ogre Den	Four ogres (hp 27, 24, 19 15) can be distracted, but will attack Eric on sight.	See Cavern Entrance summary.	
14	Antechamber	This room has a paint trap. A <i>magic mouth</i> in skull tells Eric to leave weapons here, and "let the arrow lead you right."		
15	Hallway	The hallway has false double doors, a pit trap, and a wall which is a permanent illusion. The correct path is through the illusory wall to the right.		
16	Black Door	This is a corridor to a guardian door, which is really black pudding. The door demands Eric's name, opens and announces him; it will open silently if Eric says his name is "no one."	AC 6; HD 10; hp 28; MV 60' (20'); #AT 1; D 3-24; Save F5; ML 12; AL N; SA dissolves wood and corrodes metal in 1 turn; SD killed only by fire, other attacks only break it in (HD 2) puddings that do 1-8 points of damage.	
17	Outer Sanctum	This room has an illusory mage painting runes, which create a blinding symbol; webs are behind curtains.		
No Map	Corridor	This is a corridor to Cigam's room. Muttering and sounds of pages being turned can be heard outside the door. The door is locked.		
18	Felspel's Apprentice	Cigam is surprised if Eric picks the lock and moves silently. He attacks with spells. If charmed, he will also tell Eric the way to Felspel's inner sanctum.	AC 9; MU 5; hp 15; MV 120'; #AT 1 or spell; D 1-6 or by spells; ML 12; ALC	
19	Felspel's Inner Sanctum	The Staff of Fazzlewood has been made to appear as a sword, which hangs over the bed. Invisible stalker protects magic tomes. Eric fights Felspel if he doesn't leave before 30 minutes is up.	Stalker: AC 3; HD 8; hp 30; MV 120' (40'); #AT 1; D 4-16; Save F8; ML 12; AL N Felspel: AC 5; MU 14; hp 32; MV 120'; #AT 1 or spell; D 1-6 or by spell; ML 12; ALC	

PLAYER EVALUATION LIST

Cavern Entrance:	
distracting sentry	2
eliminating sentry by attacking silently from behind	1
Ogre Den:	
distracting ogres	2
getting past ogres undetected	1
Antechamber:	
moving directly through without leaving own weapons behind	1
Hallway:	
following clue to find hidden corridor behind illusory wall on first attempt	3
avoiding pit trap	1
Black Door:	
giving "no one" as name	2
giving a false name	1
Outer Sanctum:	
immediately determining that magic-user is an illusion and making the illusion vanish	3
exiting by door to inner sanctum	2
Corridor to Cigam's Room:	
not entering Cigam's room	1
Cigam's Room:	No points
Inner Sanctum:	
finding staff immediately	10
finding staff eventually	5
leaving dungeon with the staff by means of <i>talisman of homing</i> before Felspel returns	10
TOTAL POSSIBLE POINTS:	38

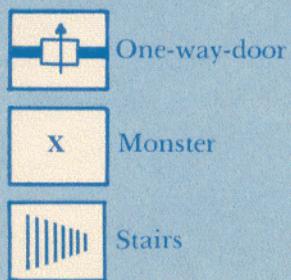
DM's Master Map

Tormaq's Tower



This map shows the only level of Tormaq's tower that has more than one room. Use the Player's Maps for the rest of Tormaq's tower.

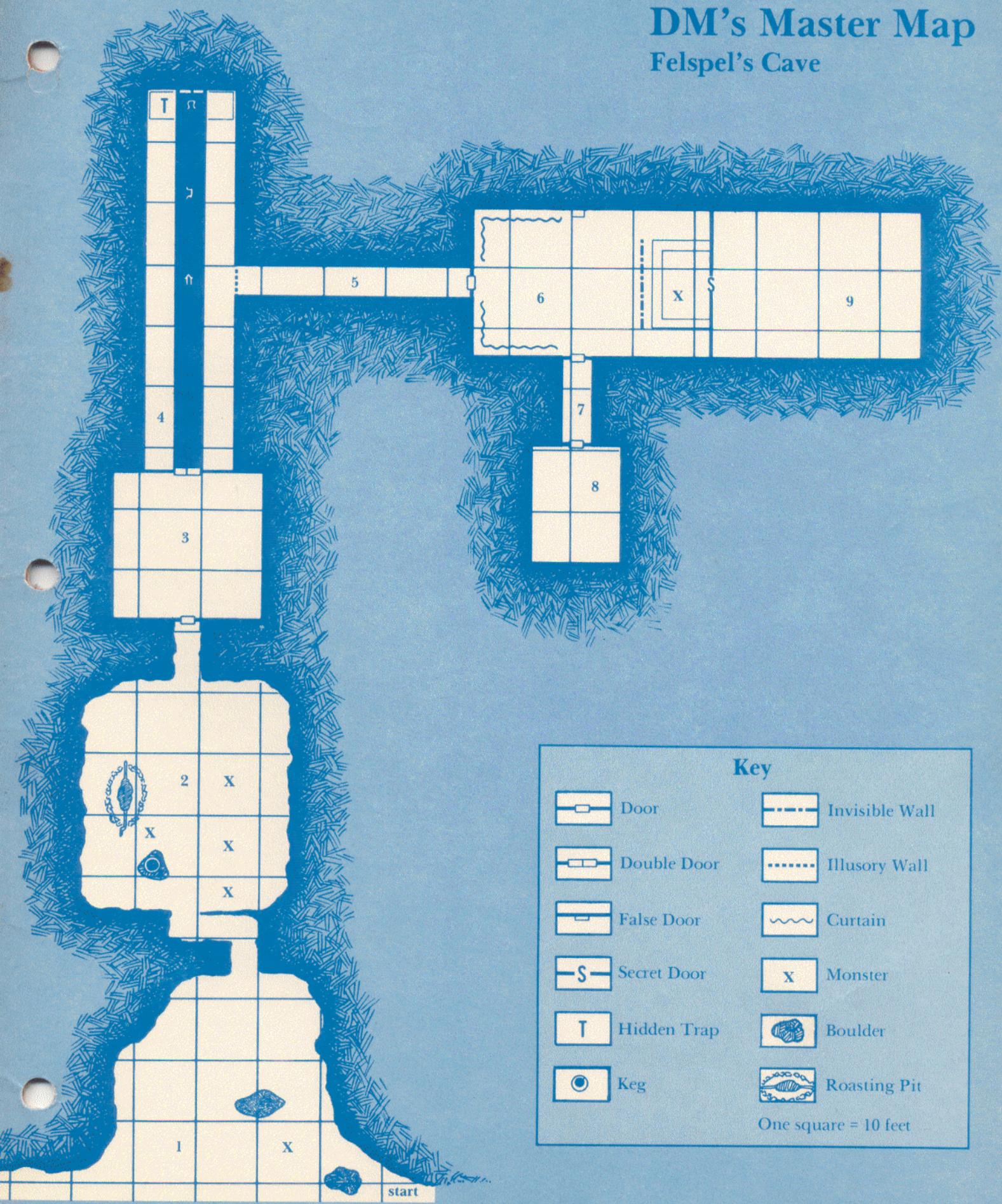
Key



One square = 5 feet

DM's Master Map

Fel spel's Cave



Key

Door	Invisible Wall
Double Door	Illusory Wall
False Door	Curtain
Secret Door	X
Hidden Trap	Monster
Keg	Boulder
	Roasting Pit

One square = 10 feet



MAP BOOK

One-on-One Adventure Module O1

The Gem and the Staff

by John and Laurie Van De Graaf



A One-on-One Competition Module for Thieves Level 8

Maps: Dave "Diesel" LaForce

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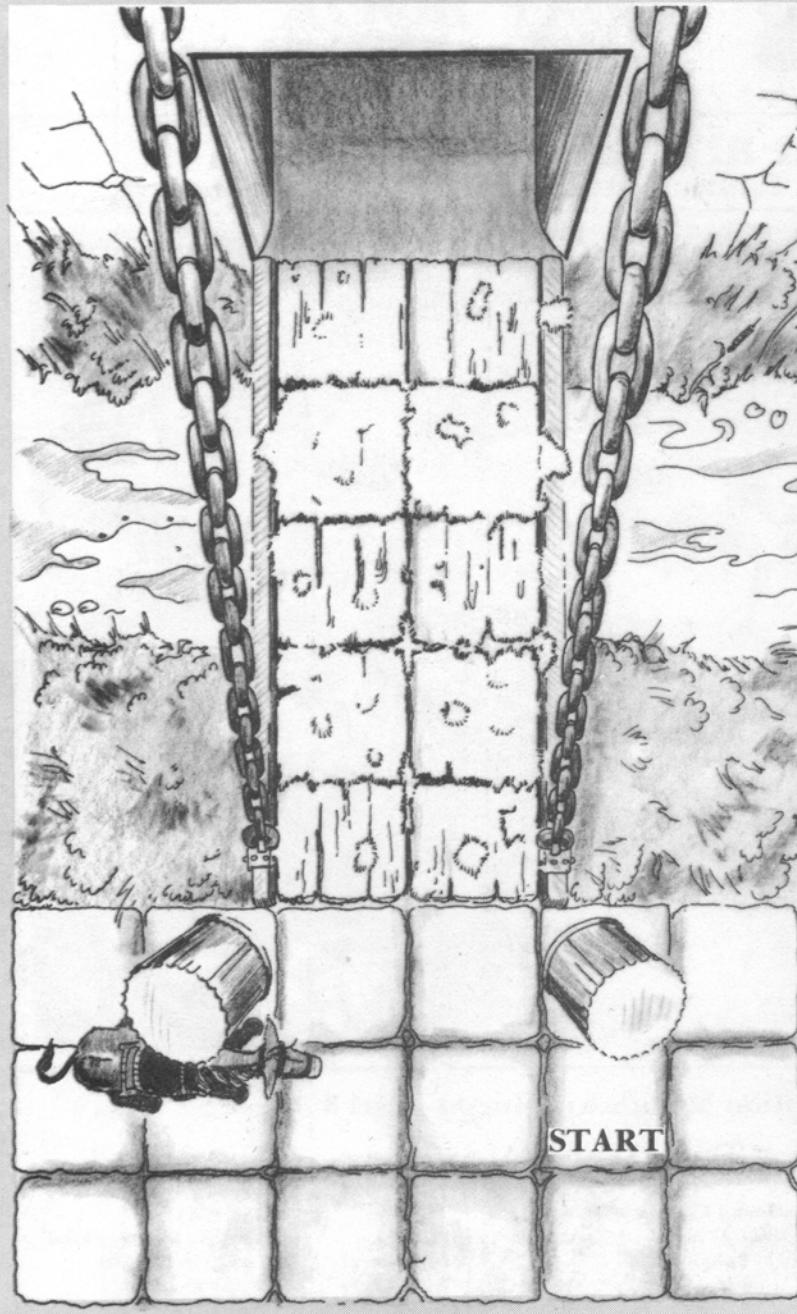
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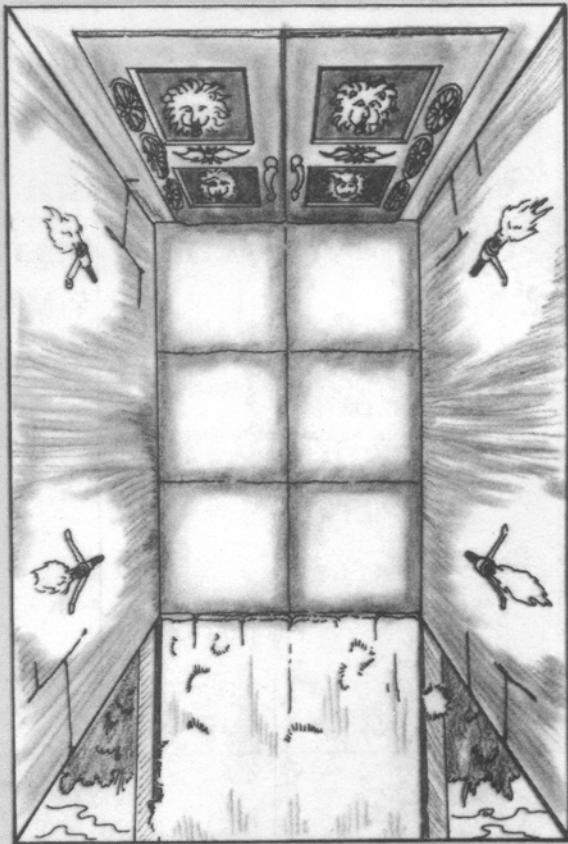
Player's Map 1

Cover up Map 2 when showing player Map 1.



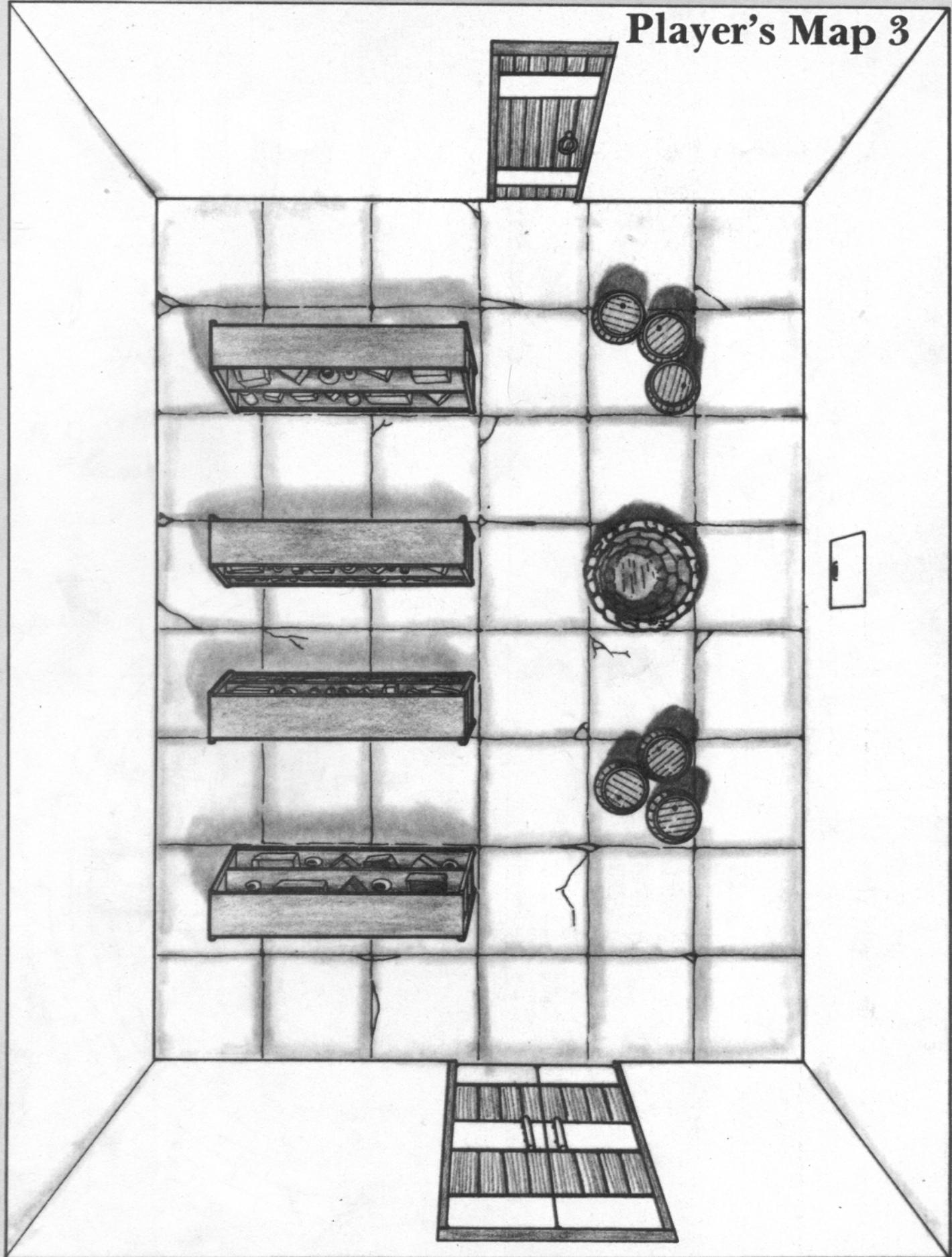
One square = 5 feet

Player's Map 2



One square = 5 feet

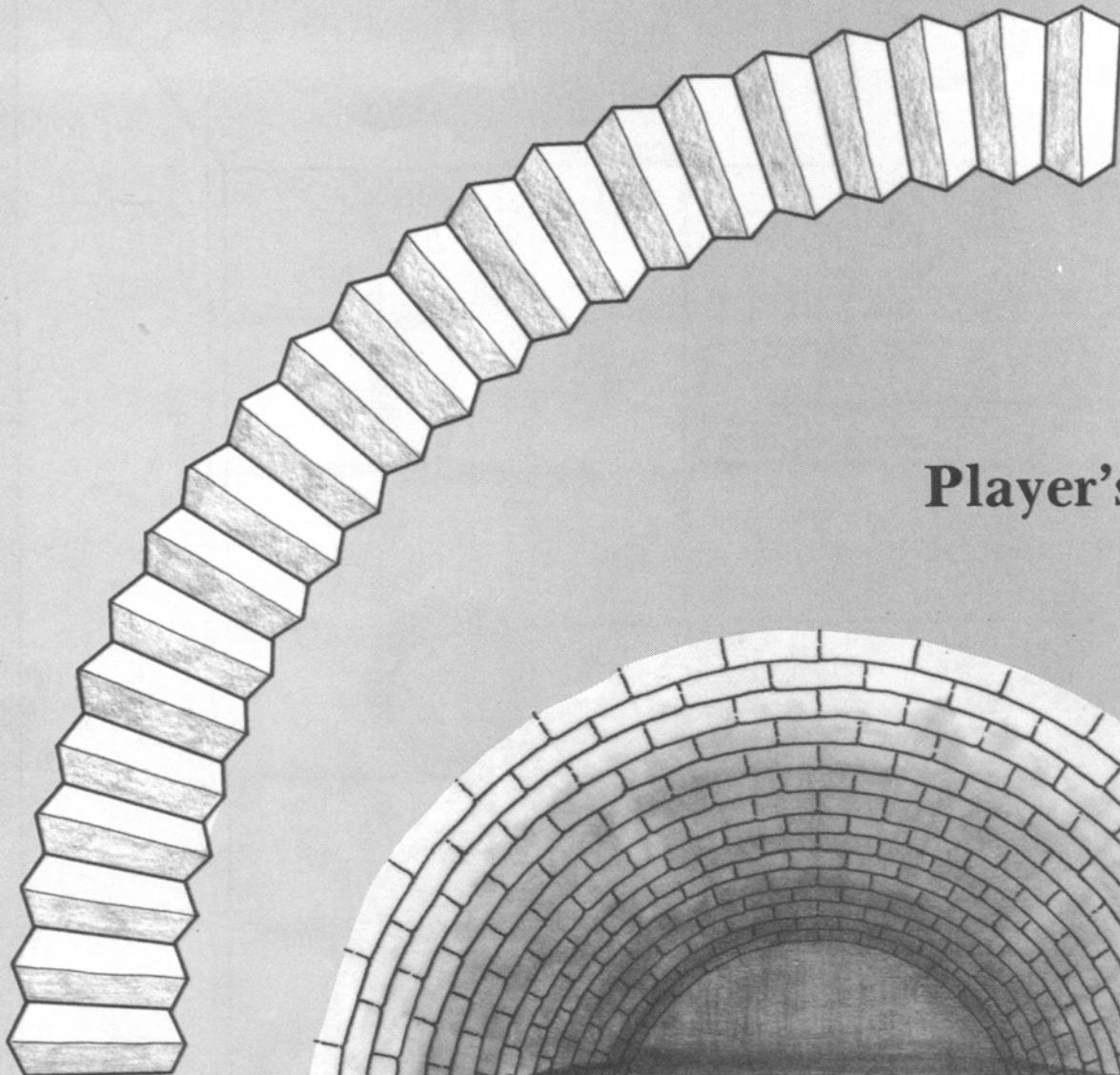
Player's Map 3



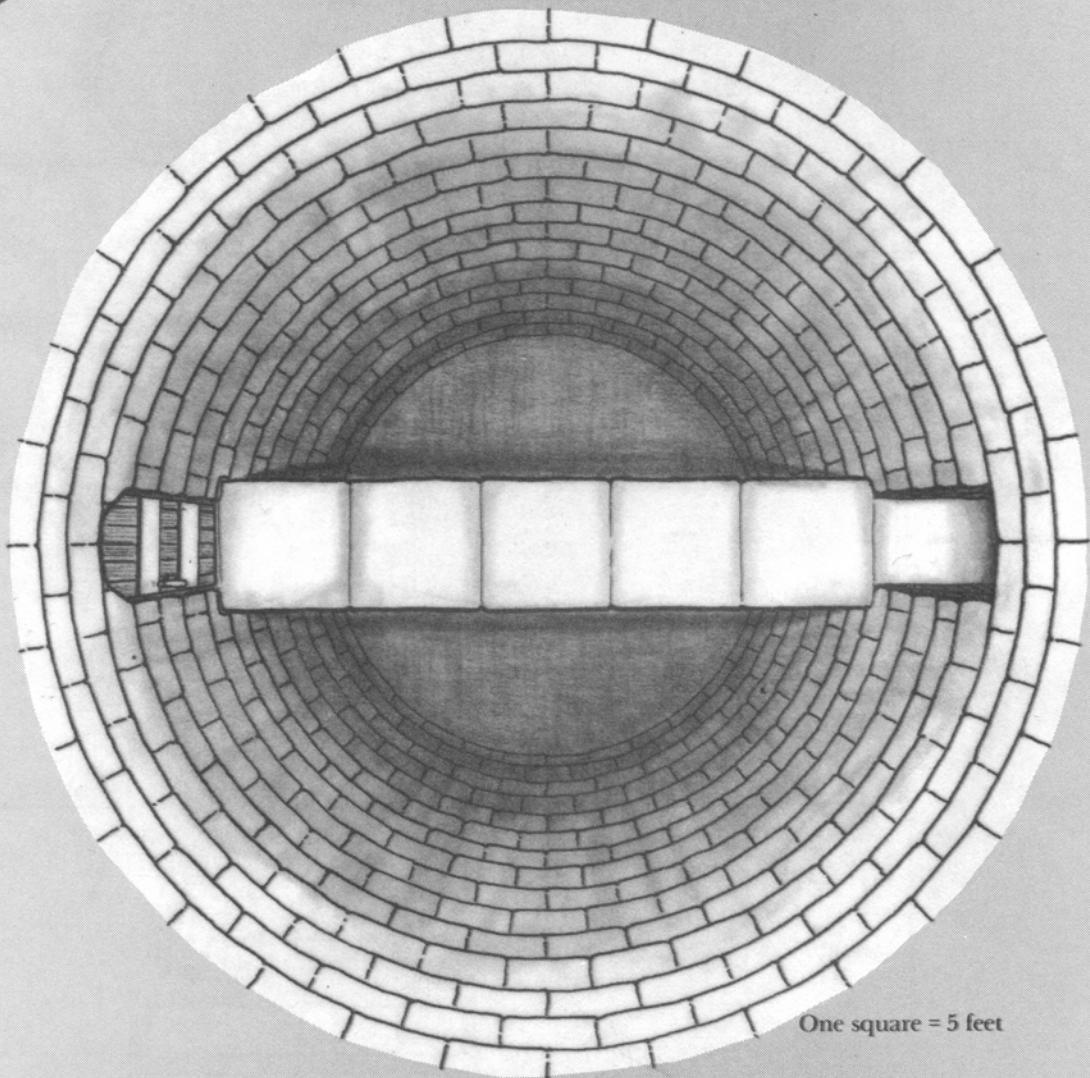
One square = 5 feet

Player's Map 4

Cover up Map 5 when showing player Map 4.

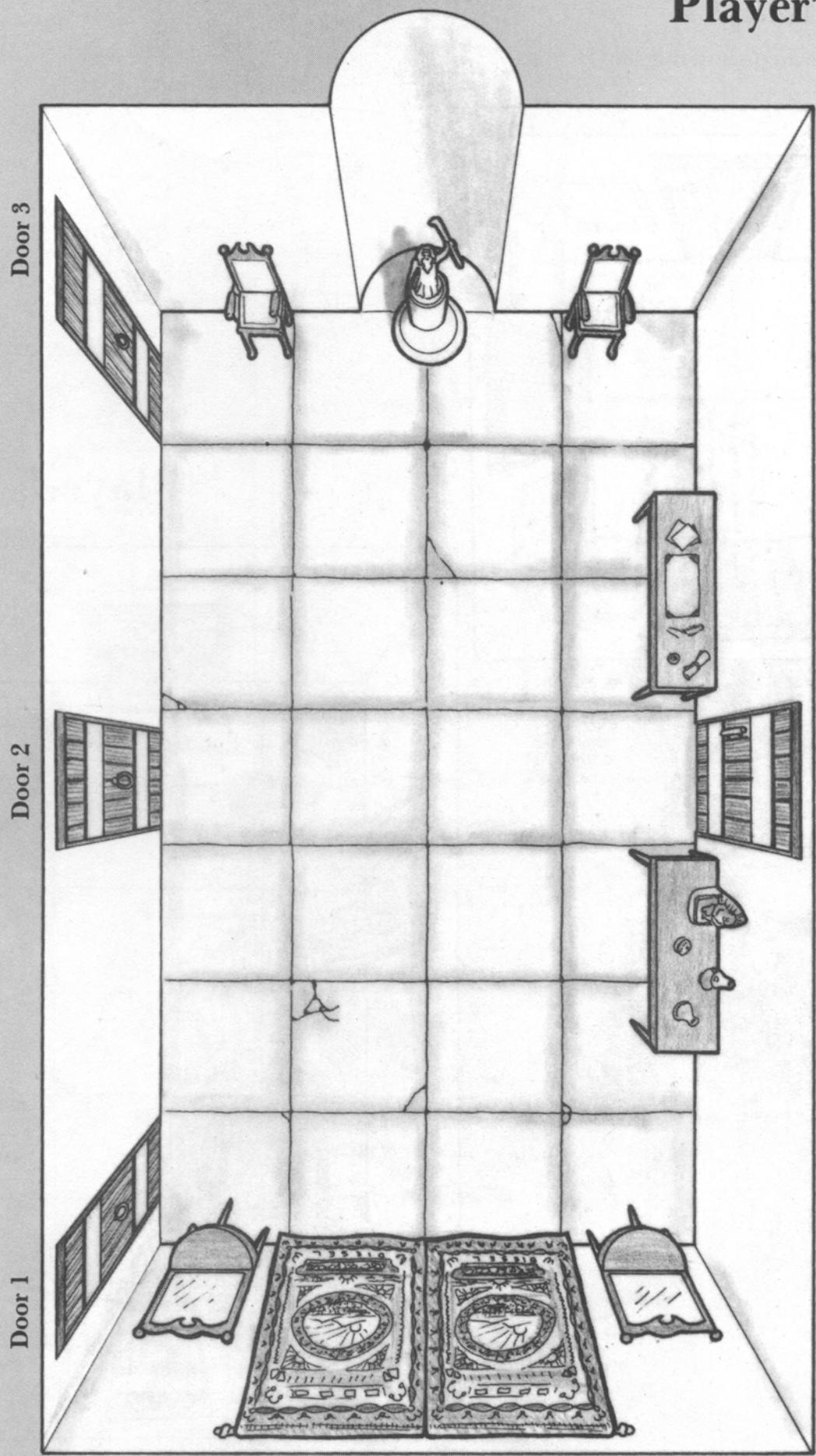


Player's Map 5



One square = 5 feet

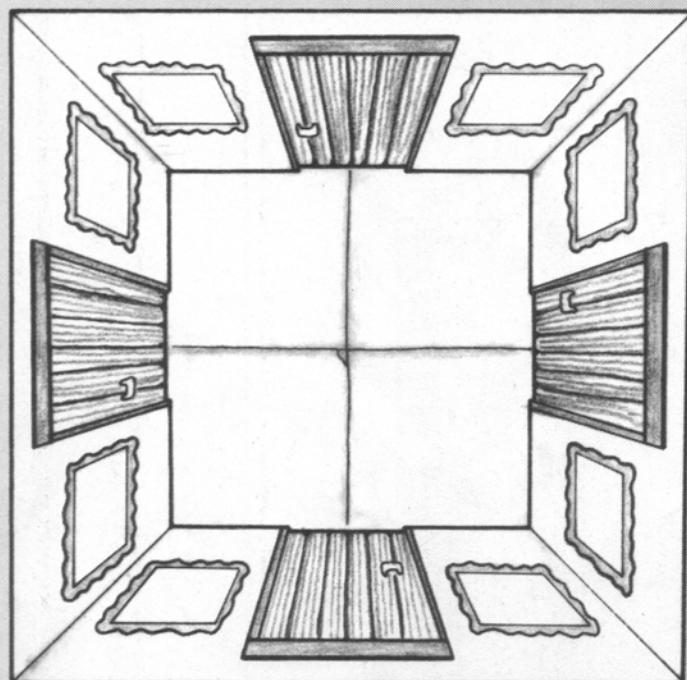
Player's Map 6



One square = 5 feet

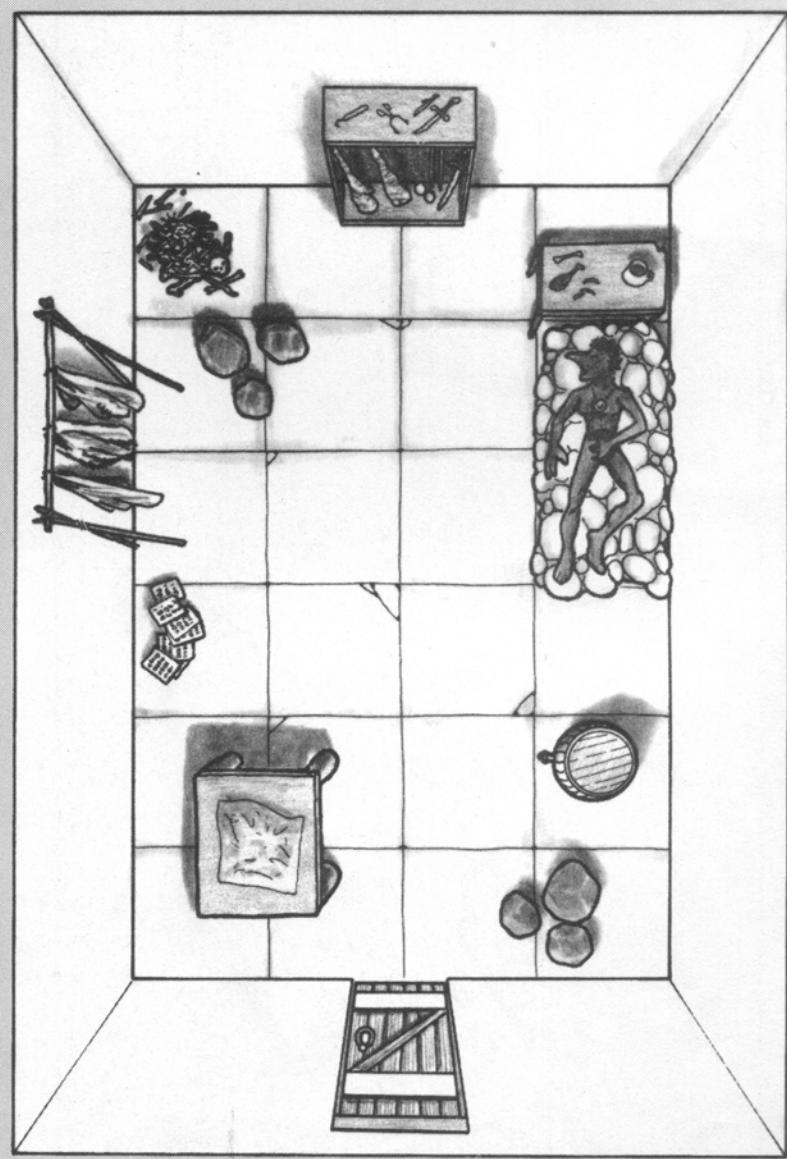
Player's Map 7

Cover up Map 8 when showing player Map 7.



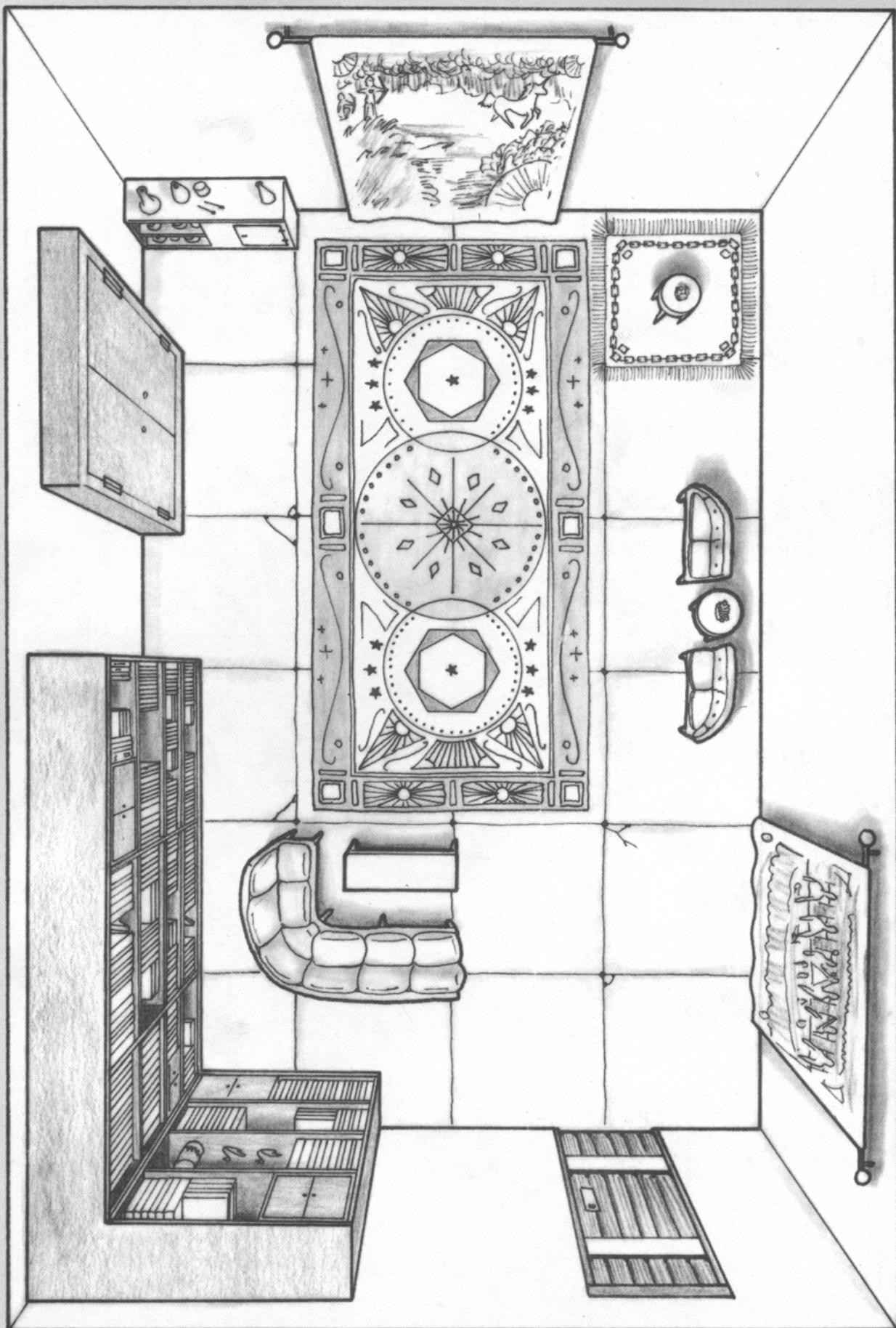
One square = 5 feet

Player's Map 8



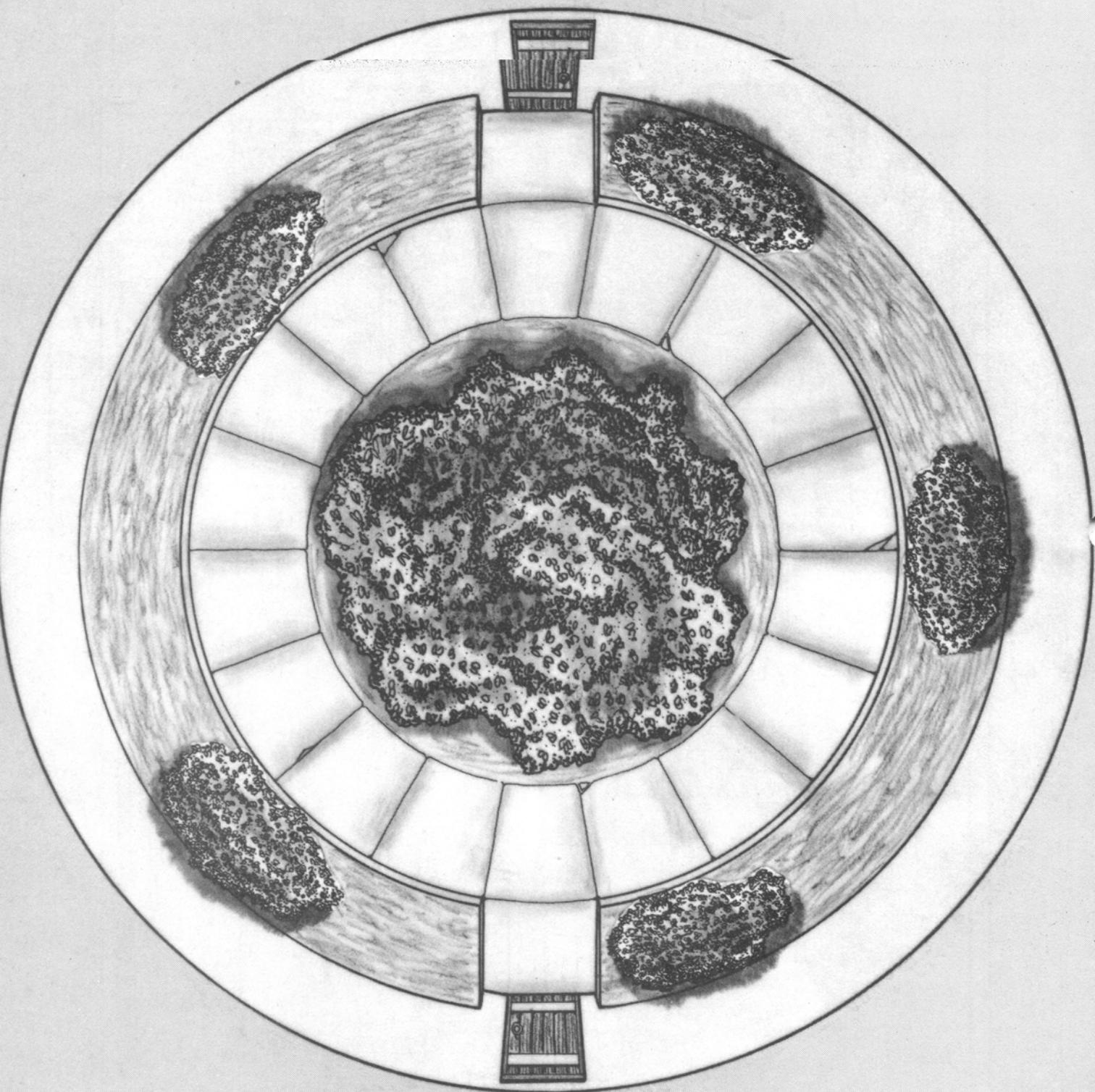
One square = 5 feet

Player's Map 9

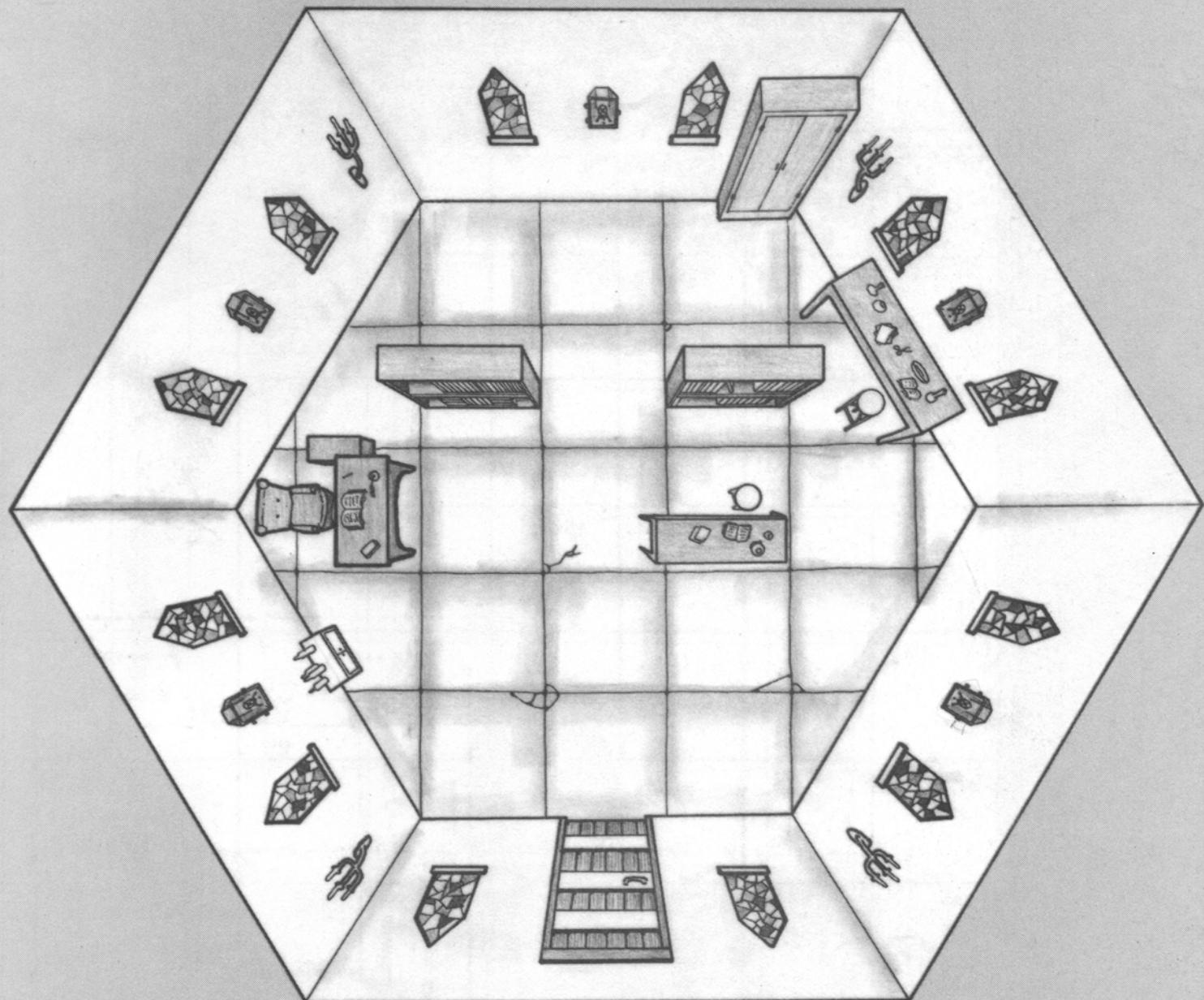


One square = 5 feet

Player's Map 10

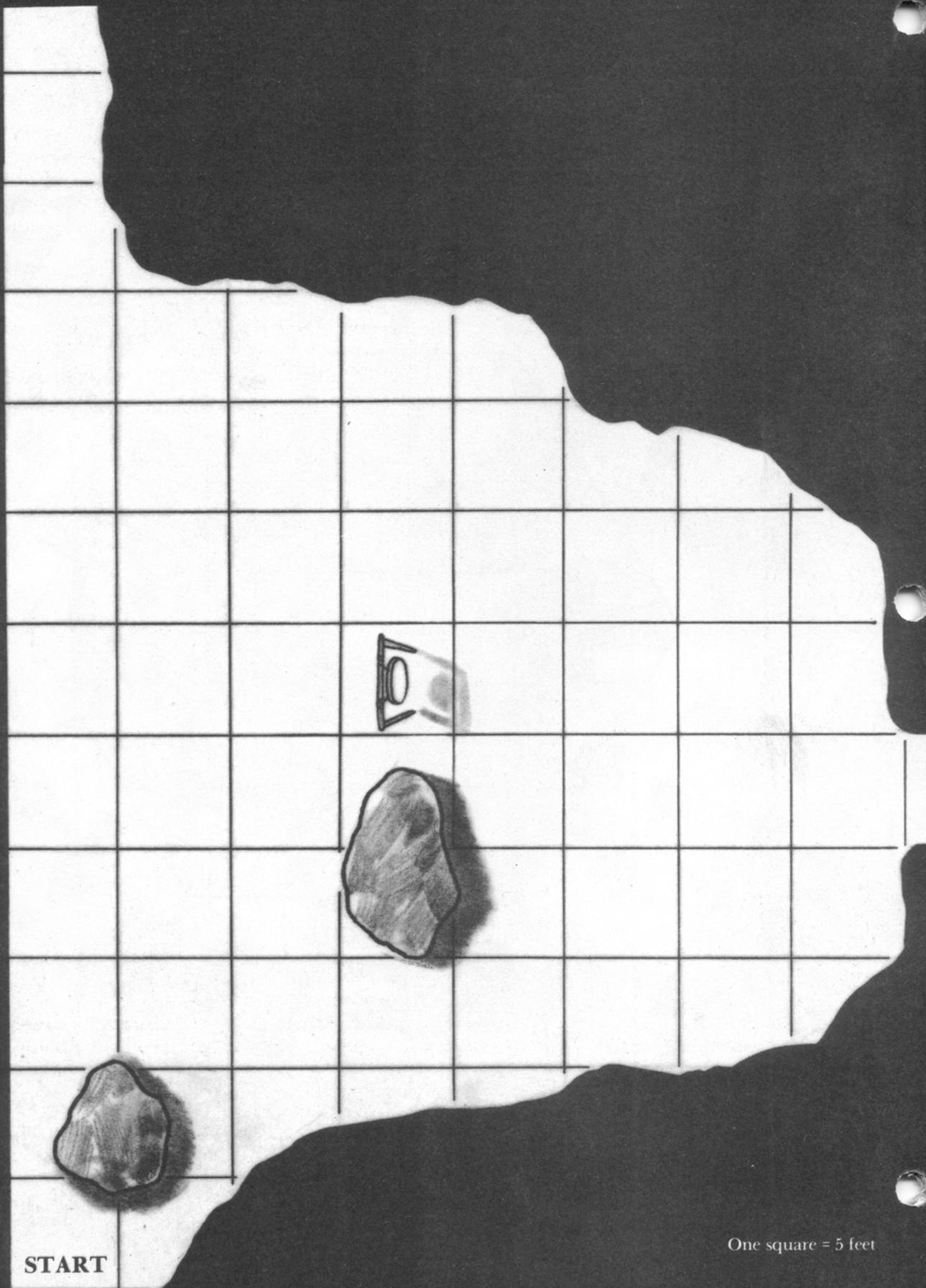


Player's Map 11



One square = 5 feet

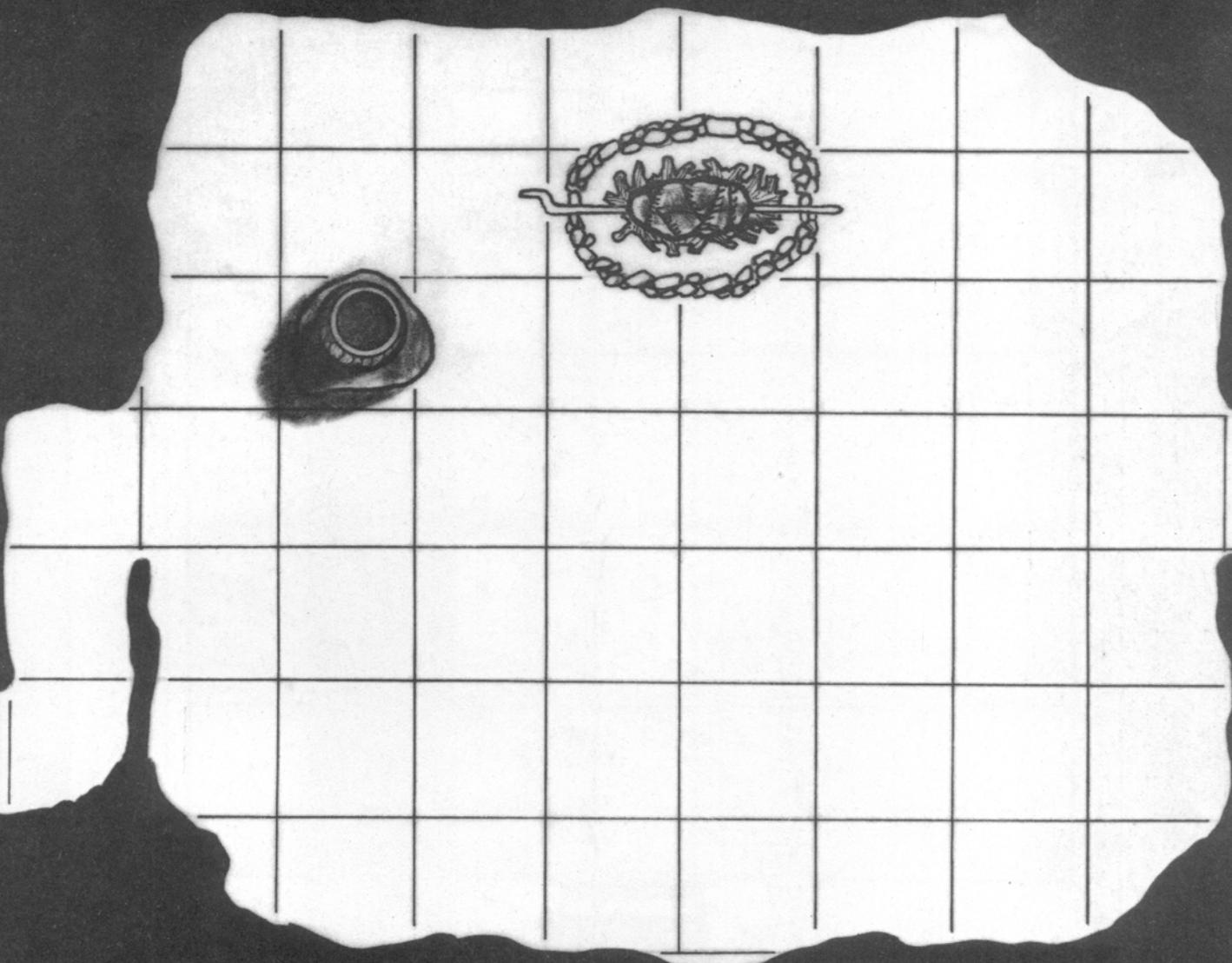
Player's Map 12



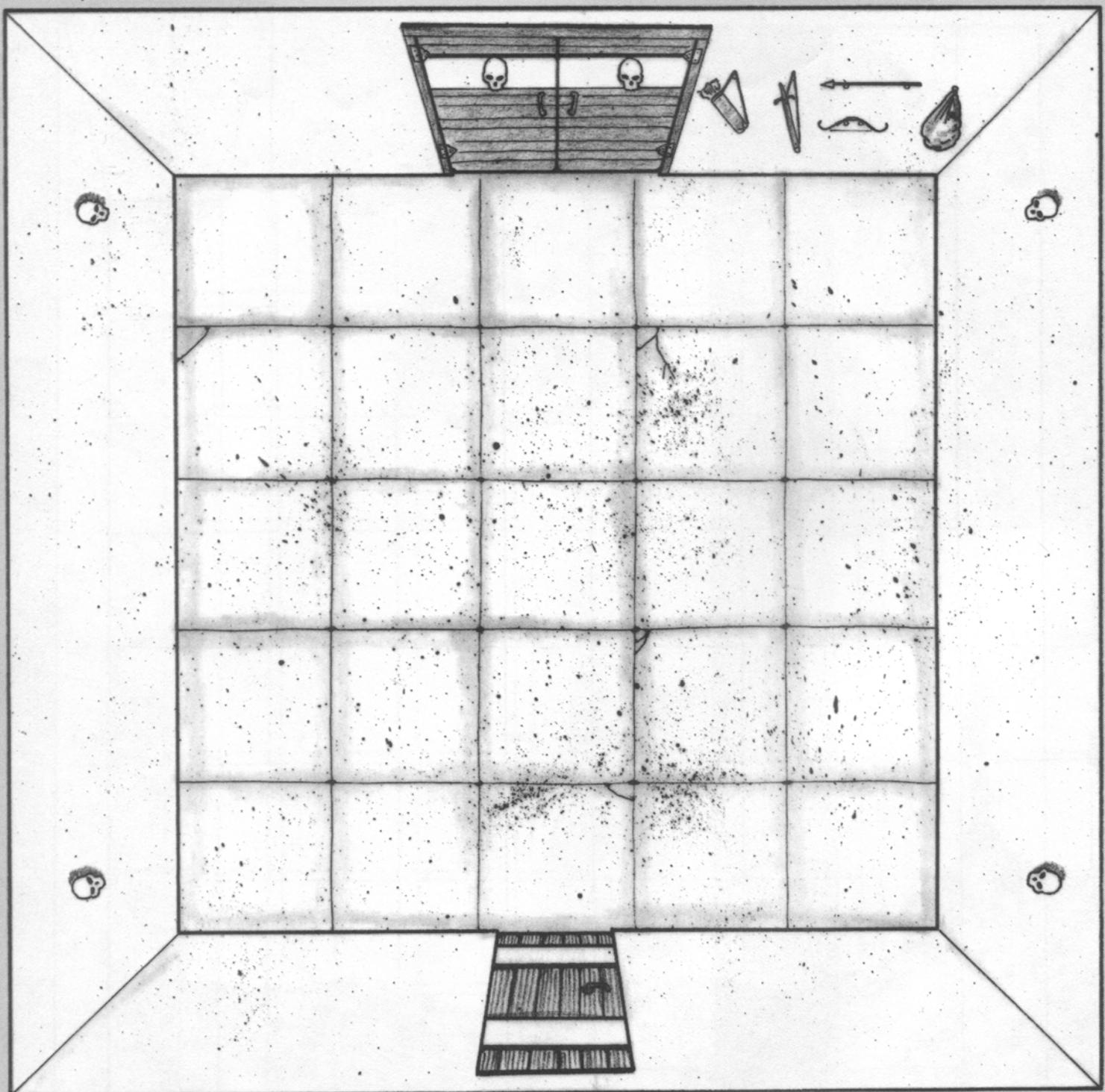
One square = 5 feet

START

Player's Map 13



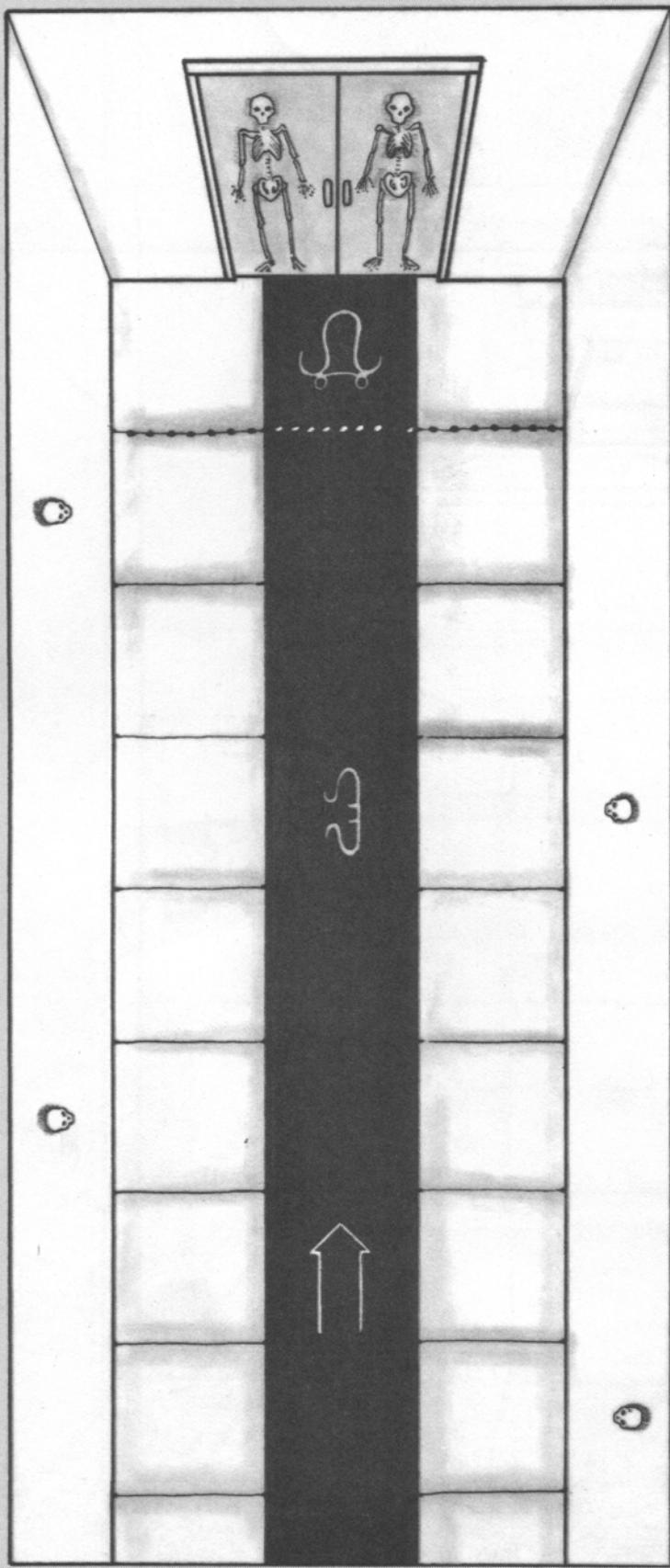
Player's Map 14



One square = 5 feet

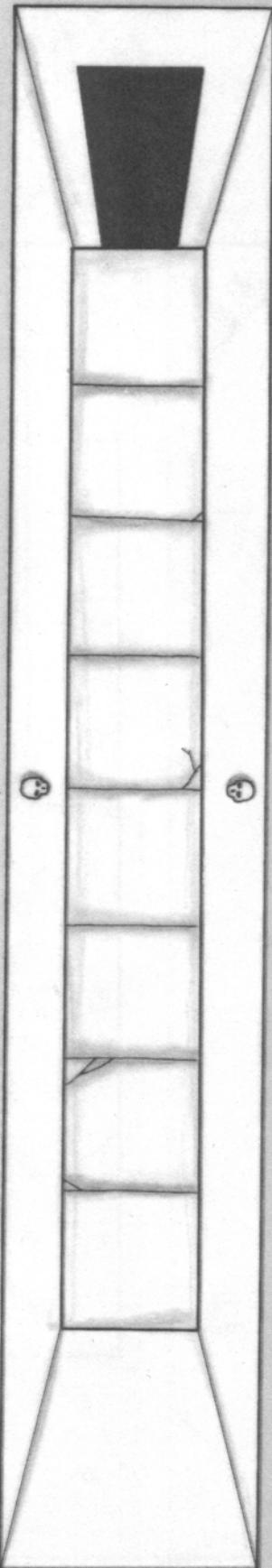
Player's Map 15

Cover up Map 16 when showing player Map 15.



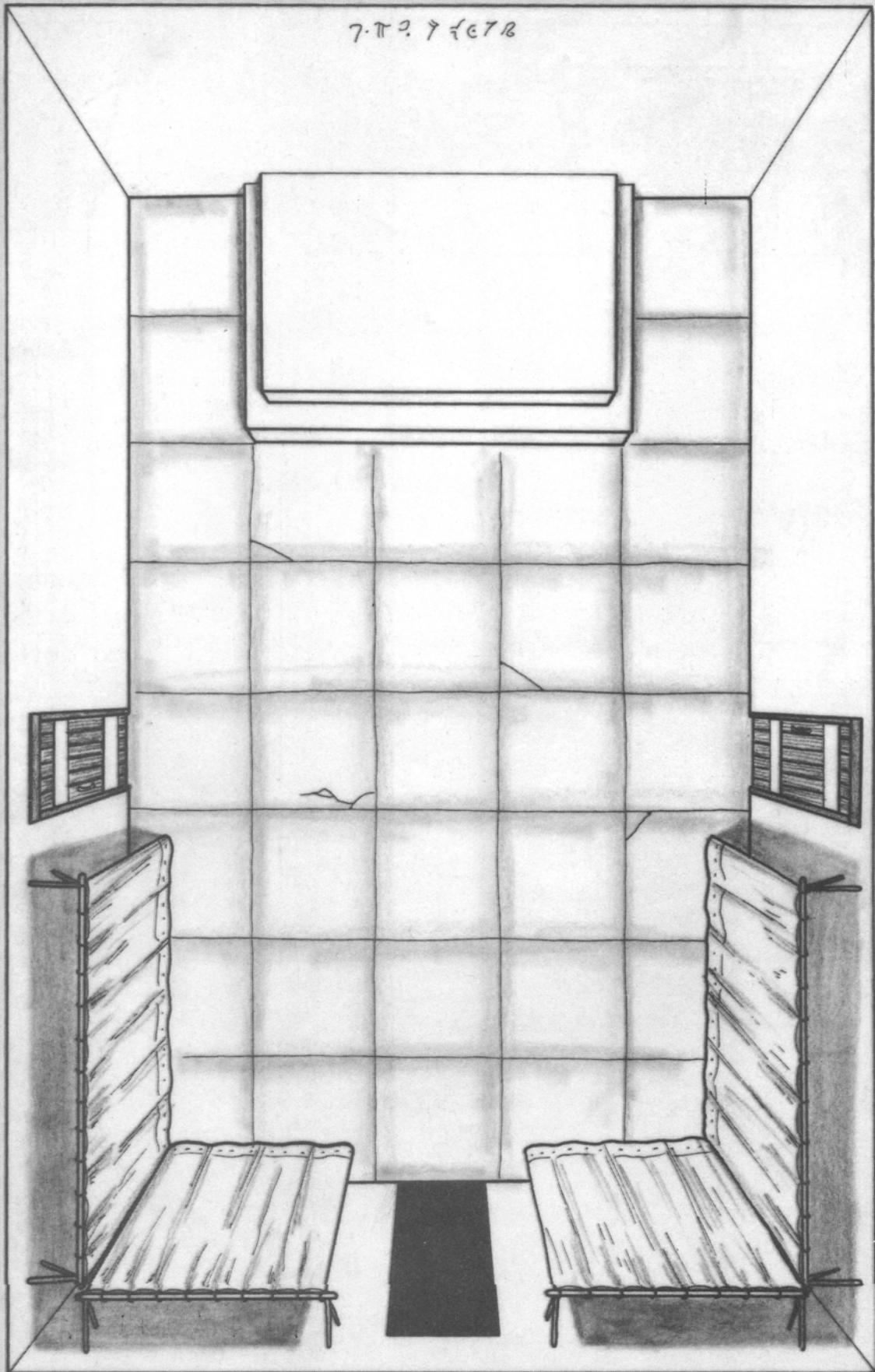
One square = 5 feet

Player's Map 16



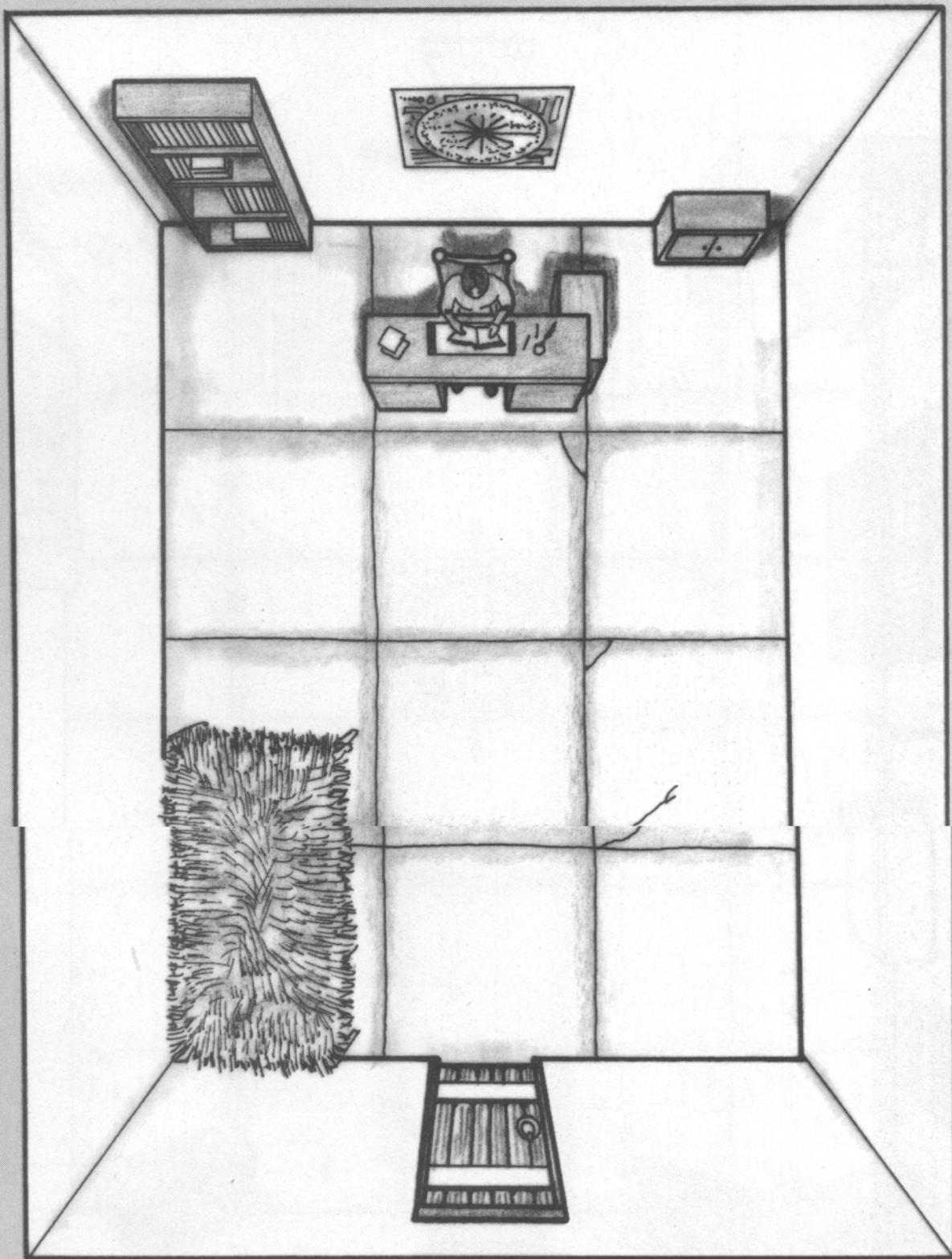
One square = 5 feet

Player's Map 17



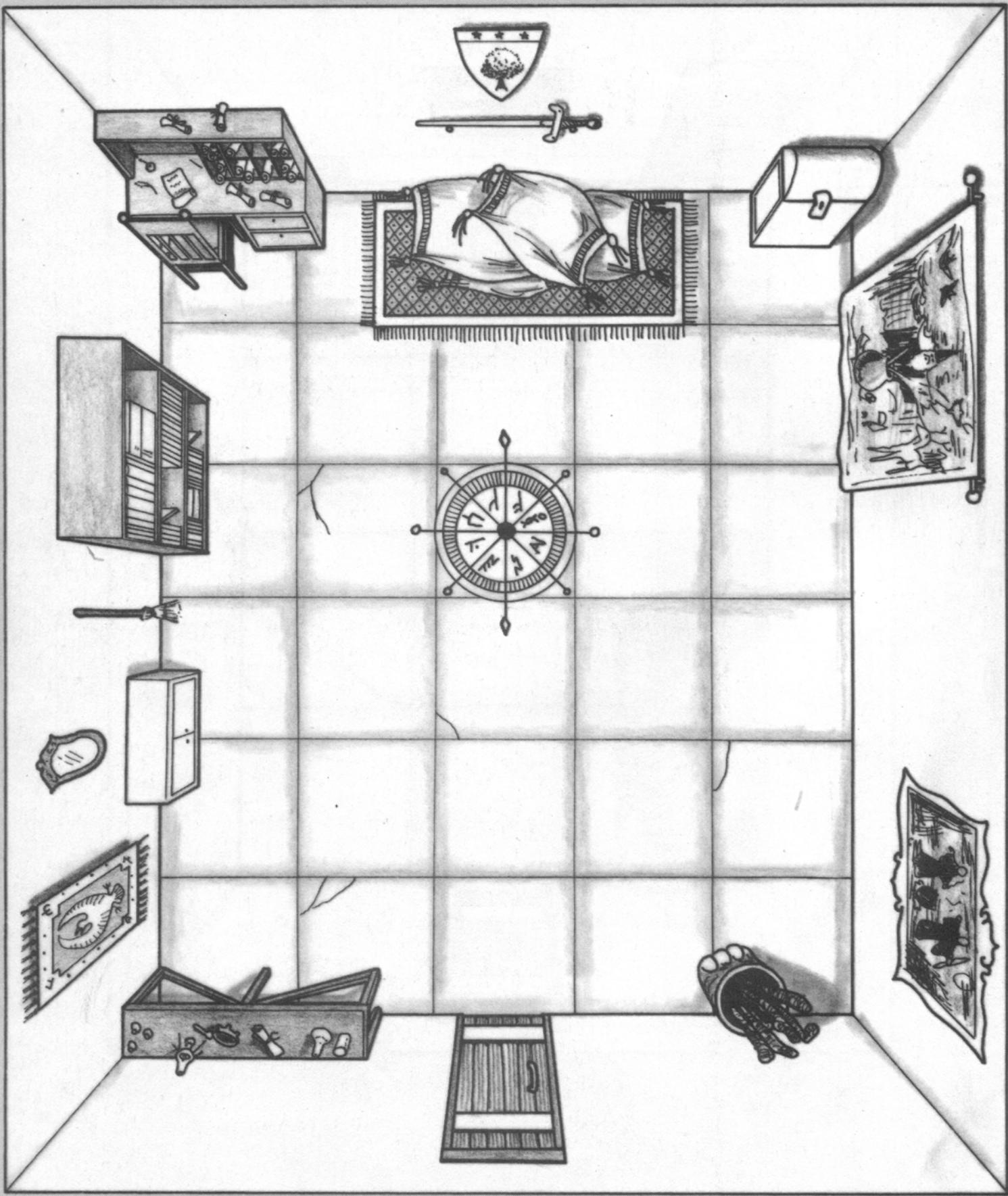
One square = 5 feet

Player's Map 18



One square = 5 feet

Player's Map 19



DUNGEONS & DRAGONS®

Expert Set Adventure Module

The Gem and the Staff

by John and Laurie Van De Graaf

A One-on-One Competition Module
for Thieves Level 8

Your peaceful evening has been interrupted by an unusual request. As a thief, your skills are unmatched, but can you rise to the challenge of thieving for a powerful and frightening wizard? Do you have a choice?

The Gem and the Staff is a special One-on-One competition module designed for one player and one Dungeon Master. The module contains two separate scenarios, so you can switch roles with the other player after the first adventure.

Scoring sheets and encounter summaries are provided for each adventure to make running competitions quick and simple. Character figures and a map book are also provided to help visualize the adventures. The player's maps are designed so you can see the rooms as they would appear. Complete DM's maps are also included.

This module is for use with the DUNGEONS & DRAGONS® Expert Set, which continues and expands the D&D® Basic Rules. This module cannot be played without the D&D® Basic and Expert rules produced by TSR, Inc.

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TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
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