

M1

A SOLO ADVENTURE FOR THIEVES LEVEL 1-3

9067



DUNGEONS & DRAGONS®

Module for Basic Set

Blizzard Pass
by David Cook



You soon realize the shadowy figures are not friendly. Can you escape the ghastly horde and survive the peril of Blizzard Pass?



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Blizzard Pass

Invisible Ink Module M1

by David Cook

A SOLO ADVENTURE FOR THIEVES LEVEL 1-3

or

Group Play Level 1-3



A brilliant light flashes from the evil priest's hands and blinds you, lancing your eyes with sharp pains. Though you cannot see, you hear the men chuckling as they walk toward you.

Suddenly, someone runs into the room and you hear the sound of metal clashing on metal, accompanied by screams of anger and pain. Something heavy crashes to the floor, and your companion Salamdros cries out in agony. Finally, he falls quiet and another loud crash echoes through the small room. A short, silent pause follows, and a heavily breathing man walks toward you.

Is he friend or foe?

Editor: Troy Denning

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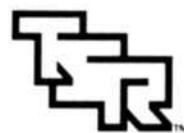
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DUNGEONS & DRAGONS® Basic Set

Invisible Ink Module M1

BLIZZARD PASS

Blizzard Pass has been designed for use with the DUNGEONS & DRAGONS® Basic Set rules. You cannot use it without those rules. Inside, you will find the module folder, a 32 page booklet, and an invisible ink marking pen. You need all three items to play the module.

IMPORTANT! READ PART 1: INTRODUCTION first. Do not read the rest of the module except as instructed in part 1. If you read any entries before instructed to, you may ruin the fun and surprise of the solo adventure.

PART 1: INTRODUCTION

This module is different than most designed for use with the DUNGEONS & DRAGONS Basic Set. There are two adventures, one for solo play and one for group play. The first part of the module, the solo adventure, is designed to be used by one person playing without a Dungeon Master. The second part explains how to use the solo adventure for group play. There are many differences in the two

adventures, so players who read the group adventure will not learn anything useful about the solo adventure.

The rest of the module contains maps, a list of new monsters, and a pre-rolled character. You do not have to use the pre-rolled character to play the solo adventure, but any character you use must be a thief.

How To Play the Solo Adventure

To play the solo adventure, you need these items: the DUNGEONS & DRAGONS Basic Set Rules, the invisible ink marker included with the module, the module itself, a twenty-sided die, a six-sided die, paper, and a pencil.

Blizzard Pass consists of 309 numbered **entries**. An entry describes a situation involving you, the player character. As you read the entries, you will find you must choose the best course of action from a list of options. There are no “correct” choices, but you must carefully consider the consequences of the options you pick. After choosing your course of action, you may turn to the next entry. These entries will usually be indicated by a number in parentheses, such as “Will you strike the creature (5), or run away (6)?” If you choose to strike the creature, you turn to entry 5; if you choose to run away from the creature, you turn to entry 6.

Players should note that the entries will make no sense if read in strict numerical order. It is important that you read only the entries you are directed to read. If you read other entries, you may become confused, and you will certainly spoil the excitement of the adventure.

Some entries appear to be blank boxes with a number in the upper left-hand corner. These are invisible entries. When you are directed to read one of these entries, run the special marking pen over the blank box in smooth, even strokes. Try the pen on the following box and see what happens.

1. Despite the fact that you have a lot of work to complete before morning, you have been reading the introduction to Blizzard Pass. It is now very late, and well past your normal bedtime. Will you continue to read (2), go to sleep (3), or do your work (4)?

2.

3.

4.

Notice there are only three choices in the example above. You must choose one of those options. You could not, for example, choose to get something to eat. Eating is not one of the choices allowed.

You will find a set of maps on the inside cover of the module. Each map has been labeled with two letters. As you move through the dungeon, you will be instructed to use certain maps. These maps will help you visualize what you see as you move through the dungeon, but they will not reveal any information that would spoil the fun or excitement of the adventure (such as the locations of monsters or the shortest way out of the dungeon).

A good Dungeon Master knows that too much explanation may destroy the mystery and excitement of a fantasy role-playing game, so he takes care to describe situations, but not to explain them. Like a good DM, the module describes a situation, but does not explain it. For example, when you encounter a monster, the entry will describe its appearance, but will not reveal the name of the creature. You must then use your own quick wits and intelligence to identify the nature of the monster, and choose your course of action.

The pen should be capped whenever not in use to prevent it from drying out. Remember, if your pen dries out, you will have no way to read invisible messages like the one above!

Use the special marking pen to complete the example of play below.

The Character

The solo adventure is designed for a single character—in this case, a 1st, 2nd, or 3rd level thief. In the back of the module, you will find a pre-rolled character. This character is designed for use in the Blizzard Pass module. All of the information you need to run this character—such as statistics, abilities, chances to hit, saving throws, and equipment—is listed on the character sheet. The character sheet also explains the strengths and weaknesses of the character, to help the beginning player understand some of the things the pre-rolled character should or shouldn't attempt.

The character has no name, so you may wish to give him one, especially if you intend to use this character in different adventures

after completing Blizzard Pass. (Dungeon Masters may use this character as a non-player character in their normal games.) Several people who normally play in the same game should not use this character in their games.

If you want to use or create your own character, it should be a thief between the first and third levels of experience, with no magic items or missile weapons. He should carry only equipment listed in the Basic Rulebook. If the thief is first or second level, he should have a high constitution and more than the average number of hit points. The solo adventure is dangerous and weak characters may find it difficult to survive.

Guidelines and Tips for Playing the Solo Adventure

1. This adventure is a dangerous one, so do not take any decision lightly. You will never know when your next decision means the difference between life and death.
2. Resist the temptation to alter die rolls, for any role-playing game will lose all its excitement and challenge if the players use only the best die rolls.
3. You should also resist the urge to read the rulebook when confronting unfamiliar situations. Much of the fun and excitement of a role-playing game comes from the sense of mystery it generates. If you destroy this sense of mystery by finding the answers to certain puzzles in the rulebook, you will destroy much of the fun of the module. For instance, when you meet a strange monster, use only your memory and wit to identify it. Do not try to discover the best method of fighting it by looking it up in the rulebook.
4. If your character dies in the course of the adventure, you may begin the adventure again, but you must roll up a new character. The character you were using in the solo adventure has died, and cannot

be brought back to life. (No one will rescue the body and have it resurrected.)

5. If you are using a character from a regular game, be ready to accept that character's fate. It must be removed from the regular game if it is slain in this adventure!
6. No character may explore this dungeon more than once in an attempt to gain experience or treasure. Once a character has completed the module, it may not be used for further play in this adventure. (You may, however, use a different character to explore the areas of the dungeon you missed the first time.)
7. You should have fun. Try silly or unusual entries occasionally; they just might work! Of course, they might prove disastrous, too.
8. You will find it useful to make a note of each entry you read, in case you go to an entry that directs you back to the last entry read and you can't remember the number. This will also prove useful if you want to stop the adventure and return to it later.

PART 2: THE SOLO ADVENTURE

1. You slip and slide around the icy corner, your lungs aching from the cold air. A low wall blocks your path, and you fall attempting to avoid the unexpected barrier. A dull pain flares in your shoulder as you strike the frozen ground.

"There's the cur!" a man snarls. The peasants have found you again. The crowd presses closer, their dark faces twisted with anger.

"Murderer!" cries an old lady.

"I was framed!" you gasp. The peasants will not listen, even though what you say is true.

"Kill the swine," says a flat, even voice. The words are backed by the authority of the sheriff.

A man in front throws a fist-sized rock at you. Even though you try to dodge, the rock strikes your cheek. Your face is so cold you barely feel it strike, but a long trickle of blood soon runs down your face.

A man carrying a wooden club pushes through the crowd. You jump to your feet and kick the man in the stomach. Before he reacts, you turn around and scramble over the wall.

You find yourself in an alley leading to the town gate. The gate itself stands open several yards ahead.

You hear the peasants trying to climb over the wall. "Stop! Stop, murderer!" they cry.

You run toward the open gate. As you approach, a guard steps into the road. His hand rests on his sword.

"There's a murderer loose!" you shout. His mouth opens, but before he can say anything, you strike his jaw with your fist. His teeth snap together and his head flops back. He crashes to the icy ground.

As you run through the gate, a bowstring twangs and an arrow zips past your shoulder. Ahead, you see a stand of evergreen trees. You run full speed toward the trees, slipping and sliding along the icy road. The peasants howl and scream, following close behind.

You plunge into the stand of trees, snapping and tearing at the branches as you struggle through the deep snow. Soon, you hear the peasants yelling and screaming as they follow you into the forest.

After several minutes of struggle, you emerge from the trees. Much to your surprise, a merchant sledge travels along the edge of the

forest. Without hesitating, you catch the back and pull yourself inside. You quickly burrow under its cargo of furs and cloth, hoping to hide until it carries you a safe distance from the village.

After several minutes of slow movement, the sledge stops. You hear many muffled, angry voices, but you cannot understand all of the conversation.

"Did...murderer escaped...attacked town guard!"

"No...simple merchants...caravan over the pass."

"Maybe...search sledges."

You lie as still as possible, scarcely daring to breathe. Soon, the back of the sledge rattles and you hear someone pull the cover back.

You feel a man digging through the furs on top of the load, but he stops before reaching you. "Only furs and carpets in here!" he says gruffly. He throws the furs back and the voices fade away. You allow a sigh to escape your lungs.

At last, the sledge jerks and moves again. Soon, you are very drowsy, and allow the movement of the sledge to rock you to sleep.

When you awake, the caravan is still moving. You have no idea of how long you have slept. You are hungry, thirsty, and your muscles are cramped. By now, it must be late afternoon. Will you stay hidden until dusk (2), or jump out of the sledge now (3)?

2. As the sun sets, you crawl from your hiding place and climb off the sledge. When your feet touch the ground, you feel a sharp pain in your back.

"No, master!" says a rough voice. "Where do you think you're going?"

You turn and see two men mounted on ponies. They wear heavy fur and leather armor. One holds a spear level with your chest. The other, a warrior with a face covered by a black beard, says, "You'd better come along with us. Go to entry 4."

3. You climb out of your hiding place and see several men riding several yards behind the sledge. One of them points his spear in your direction and cries, "There he is! Let's get him!" Several of the huddled men gallop up, holding their lances ready. As you try to run, the riders draw their swords. As they circle, you recognize them as the same men who attacked you. Finally, the lead rider pulls out a long blade and stabs you in the head.

You awake in a small, well-guarded cell. Though you are too weak to escape, you do not find a way out. You are led deep into the village to a scaffold and hung up. Your character is now -10. You may take a new character and start again.

4. The two guards march you alongside a caravan of sledges. You often sink into snow up to your knees, and bitter cold numbs your hands and face. All along the trail, sledge drivers whip their ponies and struggle to free stuck sledges.

Finally, you reach the front of the caravan. The drivers have already drawn several sledges into a small stand of evergreens to make camp. Several men stand huddled around a large campfire. As you approach, the black bearded rider says, "Master Visond, what new cargo do you now carry?" He prods you into the center of the camp with his lance. A thin, fur-clothed man turns around and eyes you warily.

"What's this?" he asks.

The black bearded one swings off his mount and shoves you toward Visond. "We caught this cur in your load." He claps his hands together over the fire and rubs them.

"Well, then," says Visond, "so you would take passage over Blizzard Pass in my caravan?"

"Shall we send him out to freeze, Master Visond?" asks the black bearded one anxiously.

"I would say it is he the villagers sought," says the other rider. This man's voice is gentle, yet strong. You study him closely for several seconds. The man is an elf!

"Aye," says the first rider. "Be careful, murderer, or I'll do the villagers' job for them."

"No," Visond says, "we will not harm the stranger. I am short of workers. He will earn his passage as a sledge worker." Visond turns to you, "I trust you do not mind?"

That night, you help the others prepare camp, tend the animals, and cook dinner. After you finish eating, you curl up on a bed of old furs Visond gives you and pass a cold, restless night.

The caravan starts over the pass early the next morning. You struggle through the deep snow alongside the sledges, often stopping to heave and push the heavy vehicles through long, deep drifts of snow.

By afternoon, you are near the top of the pass, but the sky has grown dim with clouds. Visond halts the caravan and talks with Daras, the guide. Finally, he calls back, "We go on. Daras says the snow will not come before nightfall."

Within an hour, the sky turns stormy gray, and howling winds whip the powdery snow so fiercely you cannot see two feet. You grab the sledge and hold on, praying it does not leave you behind in this terrible blizzard.

The sledge soon stops, and a few other workers huddle near you. You crouch next to the sledge, listening to the winds wail and staring blankly into the curtain of falling snow. Eventually, you see the shadowy form of a man stumbling toward you through the driving snows. It's Visond!

"We're lost!" he cries to you. "Tie a rope to yourself and search ahead!" Will you agree (5), or refuse (6)?

5. You tie the rope around your waist and step forward through the blizzard. The snow is so thick and heavy, you cannot even see the sledge. You continue to walk through the snow, looking for a few shadowy shapes ahead. You hear a faint sound in the blizzard, hoping the sledge workers are nearby. Suddenly, you see a pair of white hands moving toward you. A small, thin, skeletal figure steps out of the blizzard, holding a spear in one hand and a sword in the other. He is Visond. Roll 1d8. If you roll 1 or 2, continue to 5-B; otherwise, continue to 6.

6. Visond looks back at you and curses you as a coward. He pulls his dagger and slices the rope around your waist, your lifeblood spurting from his throat and his pale eyes wide. A small, thin stick juts out of his back. As you hold him, a white mist suddenly charges out of the blizzard. In one hand, Visond carries a bow, and in the other it carries a long, sharp stick. Go to entry 9.

7.

8. Will you fight the creature (10), or run away (7)?

9. As the little monster attacks you, the sledge ponies screech in panic. They begin to pull the sledge away. Will you grab onto the sledge (11) or stay? If you stay, roll 1d6. On a roll of 1-5, go to entry 7. On a roll of 6, go to entry 8.

10. You swing at the creature with your fists (AC 6). If you hit, go to entry 12. If you miss, go to entry 13.

11.

12. You hit the creature with your fist and it falls. At the same time, something strikes you in the back. You turn and see another of the ugly little creatures. The creature hits you in the shin with its stick, and your leg slips out from beneath you. As you fall, it clubs you in the head. Go to entry 14.

13.

14. Your head throbs painfully as you awaken. Despite the heavy fog in your groggy mind, you hear several people talking.

"We're as good as dead no matter what we do. Why bother?"

"Hold your tongue, Teromil, for our companion wakes. We should not make his return to the living unpleasant."

You slowly open your eyes. Even the dim gray light of the room hurts at first, but your eyes soon adjust to the lighting. As you look about the room (use map AA), you see you are locked in an underground cell with three others from the caravan. The floor of the cell is littered with the grime of several years.

A portly, balding man walks over to you. "I am called Roderick, stranger. This is Teromil, and the elf is named Salamdros," he says, waving his hand toward the others. You recognize Salamdros as one of the guards who captured you earlier. All of you have been stripped of your possessions, even your cloaks and boots.

Roderick kneels beside you and skillfully prods your skull. "Hold still. Tilt your head." He pokes a swollen lump on your temple and you flinch. "Nasty lumps you have here, but you will live." He bows his head and whispers to himself for a moment, then looks up and says, "I have some powers of healing. If you find yourself in need, tell me. But I warn you, I can heal you only once." Go to entry 56 when you decide to accept Roderick's offer (you may find it useful to note this on a piece of scratch paper). Roderick will not heal you while your party is engaged in combat, for he will be too busy fighting to cast a spell.

You crawl to the bars of the cell. They appear to be wood, but seem unusually strong. You test them and find they are quite solid. The door is locked by a rusty padlock and chain.

"Forget it, murderer," the elf says. "One cannot escape that way. We are doomed to die in this cell."

The room beyond the cell is lit by a sputtering lamp on a scarred table. The crumbling walls of the chamber glisten with moisture. You hear faint echoes of dripping water behind two worn furs hanging on the chamber walls.

Teromil sits beside you. "We're in a nasty fix, we are. Those little men've got us good, and I can't say it'll be an easy death when they do us in." Teromil pauses, then renewes his conversation, "How'd they nab you? Took five of them to pull me down. Popped off two or three more, I did. I suppose they'll remember me for that, I do." When you do not answer, he continues thoughtfully, "Sure was funny, the way that storm popped up, don't you think?"

You nod agreement and study the rest of your companions. The elf sits in the corner with his knees drawn up to his chin. Roderick continues to whisper, oblivious to the exterior world.

You hear a gruff voice humming some dark and gloomy tune as it approaches the chamber. The curtain parts and a small, scaly, dog-faced creature steps into the room. It comes to the cage and prods Teromil with a long stick. "Not much f-f-fat on you," it stutters in Common. "B-b-b-big f-fat man there!" It points at Roderick. "M-make good d-d-dinner! Eat soon!"

It chuckles, then jabs Teromil with the stick. "You m-m-make good dessert, nice and j-j-juicy!"

Teromil lets out a terrific sigh and collapses to the ground.

The creature chuckles, then leaves the room. You must escape soon! Will you examine the padlock (15), or search the cell (16)?



15. As you examine the padlock and chain, the elf says, "Why waste your time, murderer? Our situation is hopeless."

You ignore the elf and continue your inspection. Both the padlock and chain are rusty and battered. You reach through the bars near the door and twist the lock around. Despite its ragged appearance, the lock will require a metal tool to open. The chain, however, has many thin links that are nearly rusted through. Several strong people might break it. Will you try to break the chain (17) or search the room (16)?

16.

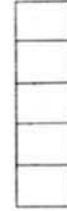
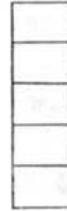
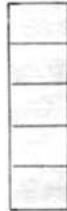
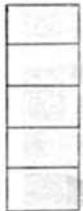
"We have no proof!" Roderick snaps. "You would hang a man because another called him a dog. We need a leader, and I have not seen either of you do anything worthy of the honor."

While the others argue, you hear a faint, off-key humming behind the curtain. Will you tell the others to stop arguing and return to the cell (22), or grab a stool and attack whatever comes through the door (23)?

20. Your attempt has failed. Go to entry 21.

21.**17.**

18. If you are a 1st level thief, use the invisible ink marking pen to fill in any three boxes. If you are 2nd level, fill in any four boxes, and if you are 3rd level, fill in any five boxes.



If any number is equal to or below your open locks percentage, go to entry 19. If all numbers are greater, go to entry 20.

19. The chain and padlock fall away. The four of you quickly leave the cell. Teromil says, "We'd better find some weapons!" He begins searching the room.

Salamdros goes to the furs covering one of the exits and peeks behind it. "All clear this way!"

After looking behind the other fur, Roderick turns to you and says, "You have freed us. Where you lead, I shall follow." He turns to the others, "This one will be our leader."

Teromil stops his search. "Wait a minute," he says, "what's this? Who says we need a leader?"

Salamdros stands back and eyes you coldly.

"If we wish to escape alive, we need a leader," says Roderick forcefully.

"Not me," snaps Teromil. "I've had it with getting pushed around."

"I will not follow the orders of a murderer," says Salamdros. "You are a fool to do so."

"Murderer!" squeaks Teromil.

22. "Stop arguing, fools!" you say. "Get back in the cell. I hear something coming."

The others stare at you blankly. Finally, Teromil snaps, "Who do you think you are, ordering us around like we're manservants or something?"

"Wait!" Salamdros hisses, raising his hand. "I hear it, too." He runs back into the cell, and the others quickly follow. Once everyone is inside, you close the door and drape the chain through the bars as if the padlock were still fastened. An ugly little dog-like creature enters the room, carrying a wineskin and a sword.

You shout, "I'm thirsty, you runt! You don't want dry meat, do you?"

The beast turns toward you and says, "M-m-make fun of m-m-me?" It snatches a stick and approaches the cell. "P-p-poke you hard so meat is t-t-tender when I eat you!" it says, jabbing you with the stick. Will you try to grab the creature through the bars (27), or charge out the door to capture it (26)?

23. You snatch a stool and face the fur curtain. The others do not notice what you are doing. Suddenly, the curtain moves, and an ugly little dog-faced beast enters, carrying a wineskin and a sword. Its jaw drops in surprise, exposing sharp little teeth. You may swing at it (AC 7). If you hit, go to entry 28. If you miss go to entry 29.

24.

25.

26. You push the door open. The chain falls away and you all rush out of the cell. The beast's eyes open wide in surprise, and it stutters in an unknown language. You may try to grab it (roll to hit AC 7). If you are successful, go to entry 24. If you miss, go to entry 25.

27.

28.

29. Roll 1d6. On a roll of 3 or less, go to entry 30. On a roll of 4 or more, you may swing again (AC 7). If you hit, go to entry 28. If you miss, go to entry 30.

30. The creature darts to the side and swings at you with its sword. The blade gashes your side (1 point damage). The creature starts to flee, yelling loudly. Go to entry 25.

31.

32. You may claim the beast's sword. Teromil will use the stool as a club. Roderick overturns a table, then breaks one of the legs off to use as a club. Salamdros also breaks a leg off the table. Though you search the room thoroughly, you find nothing else of use except the lamp. You may leave by the exit near the cell (33), or by the exit on the far wall (79).

33. You push the curtain aside, and see a narrow passage beyond. You hear a few faint noises, but the air is dead still otherwise. The passage travels a few yards and then turns out of sight. Will you lead the group down the passage (34), send someone ahead to scout the way (35), or retrace your steps and try the other exit (79)?

34. You move ahead cautiously, with Salamdros close behind. Roderick follows Salamdros, and Teromil is last. When you reach the corner, you shield the lamp so Salamdros may use his elven vision to peer into the gloom ahead. "It travels a short way and

ends," he says. "Then there is another curtain." As he speaks, you hear a noise behind the curtain. You cannot tell what makes the noise. Will you try to move ahead silently (36), or leave this passage and return to the room with the cell in it (59)?

35. You turn to the others. "We need one person to scout ahead. Who will go?"

Roderick says, "My beliefs will not allow me to skulk around a dungeon, nor am I good at it. I will not do it."

Salamdros looks down and shakes his head. You turn to Teromil. After a pause, he speaks, "I'll go, but I want the sword before I go, and I keep it when I get back." You may give the sword to Teromil and let him go (37), or you may lead the group down the passage (34).

36. You slip down the smoky passage, gingerly treading across the floor. You sneak to the curtain and peer into the chamber (use map CC). The gloomy chamber is lit by a smoldering fire and a few rays of sunlight from the smokehole above. Four small, ugly creatures struggle to lift a large cauldron onto the fire. Will you try to slip into the chamber unnoticed (40), lead a charge (41), or turn around and go back to the room with the cell (59)?

37. Teromil steps around the corner, sword in hand, and disappears. After several tense minutes, he returns. He is confident and cheerful. "There's four of them little dog things in there. Looks like they're getting ready to cook something." Will you lead a charge into the room (41), advance with caution (36), or return to the room with the cell (59)?

38.

39.

40. Use the invisible ink marking pen to fill in any one box for each level of your character.



If any number is less than or equal to your move silently percentage, go to entry 38. If they are all greater, go to entry 45.

41. You whisper your plans to the others, then rush into the room. The others follow close behind. As you move toward the surprised creatures, they drop the cauldron and it smashes against the floor. The jabbering creatures are too stunned to do anything this round. You may strike at one of the creatures (AC 7) this round. If you hit, go to entry 46. If you miss, go to entry 47.

42. You slip over to the table unobserved. Several large knives and two iron-shod mallets lie upon it. You select several knives and grab a mallet, then start to leave. One of the little dog-things rears back, crouching toward you. You step back quickly to avoid it, nearly losing your own footing. Luckily, however, it screams a warning and leaps back into the battle. You run to the exit and slip through the curtain, almost knocking Teromil off his feet.

"What happened in there?" he whispers. "You made enough noise to wake the dead, you did."

You explain the situation to your companions while distributing the weapons. Salamdros, Teromil and yourself select knives, while Roderick takes the mallet. Will you lead the group back to the room with the cell (59), into the room with the battle (49), or ask the others which way they want to go (50)?

43. You slip out of the room and rejoin your companions. Will you lead them back to the room with the battle (49), return to the room with the cell (59), or ask the others which way they want to go (50)?

44. The dog-things are so busy with the rats they do not notice you. As you edge closer to the far exit, however, five rats sniff the air, then crawl toward you. One of them lunges forward unexpectedly and sinks its teeth into your ankle (take 1 point damage). The fighting is too close to slip past. Will you snatch some weapons off the table (42), or return to your companions (43)?

45. One of the little creatures squeaks and points at you! The others turn, letting the cauldron crash to the floor, and advance on you slowly. Will you turn and leave (51), use Common to order them back to work (52), or call for help (53)?

46. You swing with all your might, striking the dog-thing solidly. It drops to the floor and does not move. You look about the room. Salamdros and Roderick have dispatched their opponents, but Teromil's foe has him trapped against the wall.

The little dog-thing jumps on Teromil, slashing his side with a knife. Teromil screams as he falls. You and Roderick dive on the beast, attacking it with your weapons. In an instant, the ugly creature is dead, but you can see Teromil is seriously wounded.

Roderick kneels beside Teromil, tearing the wounded man's shirt into bandages. "I cannot say how badly injured he is. I believe he will live, but he will suffer great pain."

Will you search the room (48), go to the exit on the other side (60), or return to the room with the cell (59)?

47. The creature ducks your swing and springs at you, trying to stab you. As it hits your chest, you fall backward and it lands atop you. The creature slashes your chest with the knife (take 2 points damage). You roll to the side, trying to throw it off.

A club flashes past your head and strikes the beast. It collapses immediately. You push the dead body away and check your wounds.

Roderick kneels beside you and says, "The other beasts are dead, too." Will you search the chamber (48), go to the far exit (60), or return to the room with the cell (59)?

48. Almost immediately, Salamdros points to some knives and mallets on the table. "Do you think we will find these useful?" If you have not already armed your companions with weapons from this room, you may do so now. Roderick will use a mallet, all others will

use knives if they do not have swords. There is nothing else in the room except rotting food. Will you return to the room with the cell (59), or go to the far exit (60)?

49. You move cautiously down the quiet passage and peer behind the curtain. The dead bodies of rats and dog-things lie sprawled over the entire floor. As you enter the room, you notice several live rats feasting on the remains of the food. They look up briefly, then return to their meal. If you have already taken the knives off the table, go to entry 54. If you have not, go to entry 48.

50. Salamdros says, "I think it wisest to retrace our steps."

"I agree," adds Teromil, "I've about had my fill of fighting, I'd say."

"I say we move onward," says Roderick. "We can't be certain the route back is any safer than the route ahead."

Will you do as the majority wishes and go back to the room with the cell (59), or will you try to persuade the others to go forward (57)?

51. You duck behind the curtain and run back to your companions. Will you attack (55), or return to the room with the cell (59)?

52. "Get back to work, runts!" you shout. They jabber to each other briefly, then turn to their shoulders and go back to work. Will you return to your companions and attack the battle (49), or return to the room with the cell (59)?

53. Even as you yell, the little creatures stop. Knives poised to strike. You may attack the creatures (AC 71; if you hit, go to entry 47; if you miss, go to entry 47).

54. You search the rest of the chamber, finding only rotting food. Will you go to the far exit (60), or return to the room with the cell (59)?

55. You search the chamber again and again. The little creatures stand guard. You search again. Will you continue to search (entry 47), or return to the room with the cell (59)?

56. If this entry was visited previously, Roderick has already cast his net and caught it another time. If this entry is new, you turned to it. Roderick pulls him to his wounds. The cuts slowly begin to close. Hit points: If this brings your total more than you started the module with, the same number of hit points will be gained with. A cure spell will restore the same number of hit points. If you have lost in combat, turn to the far exit and continue play.

57. Salamdros and Teromil refuse to continue. They turn to leave, and Roderick says, "It is wise not to divide ourselves now. We shall go with them." Go to entry 59.

58. Salamdros, Roderick, and Teromil rush past as you finish your swing. Go to entry 46.

59. You lead the group back down the passage and push the curtain aside. You are in the chamber with the cell. You may go to the other exit (79).

60. You walk to the doorway. Go to entry 61.

61. The area beyond is dark. Who will investigate this room, Teromil (62), Salamdros (63), Roderick (64), or yourself (65)?

62.

63. Salamdros peeks around the corner. "There are many boxes and shelves in a small room beyond. The floor is very dirty, and there are dozens of rats in there. I see no other doors." Will you go back to the room with the cell (59), or lead the group into the next room (66)?

64. Roderick takes the lamp and boldly steps around the corner. He returns after a short time. "There is a chamber next to this one. I could not see much, but there were no doors. I also heard something move as I entered the room." Will you return to the room with the cell (59), or lead the group into the chamber (66)?

65. Holding the lamp in your left hand and your weapon in the right, you sneak around the corner. You hear many squeaks and scratches. Dark shapes scurry across the floor and fade into the corners. After your eyes adjust to the dark, you see several sets of eyes reflecting the light of your lamp. As you study the eyes, you notice a larger pair glaring directly at you. You cannot see any doors in the dark room. Will you enter the gloomy chamber (66), or return to the room with the cell (59)?

**66.**

68. You enter the chamber (use map NN), and see dozens of rats crowded together in the corners. Their beady eyes watch your every movement, but they take care to avoid you. There are no visible exits from the chamber. Will you search for secret doors (72), or leave the room (70)?

69.

70. You manage to leave the room safely. The others refuse to enter the room. Go to entry 59.

71.

72. Roll 1d6. If you roll 1-2, go to entry 73. If you roll 3-6, go to entry 69.

73. You do not find any secret doors. You must go back to the room with the cell. Turn to entry 59.

74. You may strike twice at the unknown creature (AC 6). If you hit it at least once, go to entry 75. If you miss with both blows, go to entry 76.

75. Something moans on the other side of the curtain as you hit it. Go to entry 76.

76. Salamdros wheels about, surprised by your actions. As he moves, a sword slashes through the curtain, fortunately missing both of you. You swing again, but strike only thin air. Salamdros attacks and draws a wail of pain. The sword slashes sideways, toward Salamdros, and cuts his arm. You swing at the mysterious attacker again, and, as you do so, Roderick joins the battle. Both you and Roderick feel your weapons strike something, and then the sword drops to the floor. Something gasps, and a man falls into the room from behind the curtain. Go to entry 77.

77. Salamdros turns to you and says, "You have saved my life. I apologize for my misjudgment of your character." He bows low.

You accept his apology and turn to examine the body.

The man wore no armor, but he did carry a sword. If you need a sword, you may claim it. If not, Salamdros will take it. Will you go into the next room (68), or return to the room with the cell (59)?

67.

78. Salamdros directs you to lead the party back into the room with the cell. The elf pushes you toward the other doorway. "You lead, swine, but do not leave our sight. Betray us and you die." Go to entry 79.

79. You carefully open the curtain and peer down the passage. It travels only a few feet before it turns to the left. A faint light glows around the corner. Will you go move ahead silently (80), or advance at a normal pace (82)?

80. There is only the slightest whisper of leather on stone as you move down the corridor. Use your invisible ink marking pen to fill in any one box for every level of your character.



If any number is less than or equal to your move silently percentage, go to entry 81. If all the numbers are greater, go to entry 82.

81.

82.

83. You slip back to the rest of the party and whisper, "Someone's coming!" You and Roderick hide on one side of the doorway, Salamdros and Teromil hide on the other. The man soon steps into the room, unaware of your ambush. You may strike him once with your weapon (AC 5). If you hit, go to entry 90. If you miss, go to entry 91.

84. Use the invisible ink marking pen to fill in any one box for each level of our character.



If any number is equal to or less than your hide in shadows percentage, go to entry 88. If all the numbers are greater, go to entry 85.

85.

88.

89. You cautiously lead the group along the passage and peer around the corner. The corridor appears empty, except for a well-lit opening on the right. You sneak along the wall to the doorway and peer into it (use map FF). The room beyond contains a table and several chairs. There is an opening in the far wall. Will you lead the group into the room (95), or return to the room with the cell (100)?

90. The man barely walks through the curtain before you and Roderick attack. Your blows strike him soundly, and he staggers back a step, then reaches for his weapon. You may strike him again (AC 5). If you hit, go to entry 96. If you miss, go to entry 91.

91.

92.

93.

94. You lash out with your weapon and strike his sword arm, knocking the weapon from his hand. As he scrambles to pick his sword up, you may strike (AC 5). If you hit, go to entry 92. If you miss, go to entry 93.

95.

96. The man falls to the floor and does not move. If you need a sword, you may take his. If you do not, Salamdros will claim it if he does not have a sword. Teromil immediately removes the chainmail and struggles into it. Will you lead the party down the passage (97), or remain here for a short while (100)?

97. The party moves carefully down the passage and around the bend. Light still shines from the doorway ahead. Signalling the others to wait, you sneak up to the opening and peer into the room (use map FF). Two men sit at a table drinking. Both wear chainmail and have weapons hanging at their sides. Several torches flicker on the walls, and a lantern hangs above the table. You see another opening on the other side of the chamber. You cannot identify the rest of the items in the room, for there are many shadows. Will you move silently to the far exit (103), suggest attacking the men (104), or create a diversion so the others can sneak through (105)?

98. He lashes out and knocks you aside, then turns to run. Before you can stop him, he turns the corner and disappears. Will you advance cautiously (89), or return to the room with the cell (100)?

86. The man has not seen you yet. The only sensible thing to do is to go back and warn the others (83).

87. Your swing glances off the man's shoulder. Startled, he turns and shoves you, temporarily knocking you off balance. Before you can swing again, he draws his sword and thrusts at you (take 3 points damage). You may now strike (AC 5). If you hit, go to entry 94. If you miss, go to entry 93.



99. Roderick and Teromil hit the man, but do not prevent him from lunging at you. His sword strikes your shoulder, (take 3 points damage). After he strikes you, he falls to the floor and does not move. Teromil takes the man's armor. You may give the sword to anyone except Roderick. Will you continue down the passage (97), or remain here for a short while (100)?

100. You are in the room with the cell. Roderick, who stands near the cell, says, "Someone comes!" Soon, you hear many feet scraping along the corridor on the other side of the curtain.

"Follow me!" says Salamdros, stepping through the doorway on the far wall. "We must leave this place."

You walk briskly down the corridor to the other room's doorway. Go to entry 95.

101.

102.

103. If you are a 1st level thief, use the invisible ink marking pen to fill in any two of the boxes below. If you are 2nd or 3rd level, fill in any three of the boxes below.

--

If any number is equal to or less than your move silently percentage, go to entry 109. If all numbers are greater, go to entry 105.

104. Teromil will lead the attack, since he is now wearing armor. You and Salamdros follow, with Roderick bringing up the rear. On Teromil's signal, you all rush into the room. As soon as the men see you charge into the room, they jump to their feet and tip the table over, creating a small barrier in your path. One man draws a sword, while the other steps back and gestures with his hands.

"Stop him!" Roderick shouts. "Stop the priest!"

Before any of you can attack the priest, he shouts several words in a strange language. A sudden flash of light engulfs Teromil's head. He screams, and begins to stumble about the room, swinging blindly at anything that makes a noise. Finally, he stumbles into the table and falls to the ground. Almost immediately, the priest's companion brings his weapon down on the helpless Teromil.



Salamdros yells a battle cry and attacks Teromil's killer, swinging his weapon with the rage of grief. You kick the fallen table aside and charge the cleric, who is frantically trying to grab his mace. You raise your sword to strike, but Roderick screams, "Take him alive!" Roderick's command is followed by a chant.

You hesitate, waiting for Roderick's spell to disable your opponent. The evil cleric takes advantage of your hesitation to reach for his mace. Raising your sword to strike, you yell, "I can't wait!"

Suddenly, bright light engulfs the cleric's head and he drops his mace. You throw yourself at his legs and tackle him. Within seconds, you have knocked him unconscious. As you look about the room, you see Salamdros has defeated his opponent, but Teromil lies motionless on the floor. Roderick kneels next to him, praying. Finally, he looks up and says, "We can do nothing, our friend has passed into the land beyond."

Will you search the room (108), leave by the far exit (106), or question your prisoner (110)?

105.

106. You pull the curtain aside carefully and see a heavy portcullis. Will you attempt to lift the gate (111), or search it for traps (112)?

107. A hand grabs your shoulder. You swing your weapon in front of your body.

"Relax, my friend," Roderick says, "your blindness is temporary. We shall rest here until the spell loses its power." Roderick guides you to a resting place, then continues, "We have defeated the evil cleric and his assistant, but the cost was dear. Teromil fell in the battle, and I could do nothing to save him. May he find much peace in the next world."

You rest for several minutes, your eyes squeezed shut to close out the painful light. While you rest, Roderick and Salamdros search the room. From their conversation, you know they have found your clothes and equipment.

Finally, you open your eyes and see most of your equipment lying on the table. Roderick motions to your weapons, armor, and thief's tools, "I believe these are yours. Take them, and let us leave this place before we are discovered."

Roderick carries his heavy mace, and a decorated sword hangs from the belt of Salamdros. Both wear chainmail. As soon as you are ready, Salamdros says, "We must go." Go to entry 106.

108. You search both the room and the men. In the far corner of the room, you find your armor, weapons, and thief's tools. Roderick and Salamdros find their equipment, too. Both of your companions quickly don their chainmail. Salamdros slips his sword into its scabbard without comment, but as Roderick picks up his mace, he says, "It feels good to hold a proper weapon again!"

After slipping into your leather armor, you search the men and find 100 gp. They have nothing else of value. Will you question the prisoner (110), or go to the far exit (106)?

109. You move across the room carefully, hiding in the shadowy corners whenever you can. The men do not notice you. When you reach the exit, you peer behind the curtain and see a portcullis with iron bars. It appears too heavy for you to lift without attracting attention. You sneak back across the room to your friends and tell them what you saw. Will you attack (104) or go back the way you came (100)?

110. You hold your blade to the evil cleric's throat and remove his gag. Before you say anything, Roderick barks, "What do you know of this place? Speak, you believer in evil gods!"

The cleric eyes the group spitefully, then spits on Roderick. Roderick raises his mace to strike, but quickly restrains himself.

"My lord Stodos, Master of the Icy Wastes, will punish you for your crimes," the evil cleric hisses. "You will not escape these caverns alive!" His voice grows loud as he rants. He is stalling for time, hoping to attract help. You quickly knock him unconscious with the hilt of your weapon.

"Why did you do that?" asks Salamdros angrily. You explain your reasons, and he grudgingly acknowledges that you are right. You quickly replace the evil cleric's gag. You may inspect the far exit (106) or search the room, if you have not done so yet (108).

111.

112. If you are a 1st level thief, use the invisible ink marking pen to fill in two of the boxes below. If you are a 2nd level thief, fill in any three boxes, and if you are 3rd level, fill in four boxes.

If any number is equal to or less than your find traps percentage, go to entry 113. If all numbers are greater, go to entry 114.

113.

114.

115. As the party sneaks along the passage, you notice you no longer walk through a man-made corridor. The slick limestone walls are irregular, and stalagmites occasionally rise off the floor. You walk around a bend into a dark cavern (use map II).

Small, furry bats hang from the dozens of stalactites in the huge room, and hundreds of toads crowd together around the stalagmites rising from the floor. As you advance into the room, you see a magnificent white statue of a toad-like creature resting in the center of the room. The body of the stone beast lies close to the ground, as if ready to spring. Your lantern light glitters off its enormous multi-faceted eyes, making the statue seem almost alive.



Rusted weapons hang on both sides of the room. An open trunk rests between two stalagmites on the left-hand wall. Salamdros walks to the trunk and reaches inside. He pulls out several red and black robes, as well as four medallions. Each medallion has an engraving similar to the statue.

Roderick circles the statue slowly, studying it from all sides. Finally, he says, "If I remember my studies properly, this is a statue of the vile god Stodos, called Master of the Icy Wastes by his worshippers. This evil god lives in a frozen world where no other life survives, and is an abomination to all things natural. His worshippers desire to spread his icy realm throughout the land. Some even believe he bestows power over the elements upon his most devoted followers."

"The unnatural storm that brought us here!" gasps Salamdros. "Could his vermin have caused such a thing?"

Roderick thinks for a moment. "Yes," he finally answers, "and if so, the lands below face great danger. Fate has brought us here to battle this loathsome evil. We must demolish this foul temple and destroy the leader of this evil band! Help me deface this accursed statue!"

Will you help deface the statue (117), search the room (116), search the statue for traps (118), or leave by the exit you have not explored (125)?

116.

117.

118. You inspect the front of the statue carefully. If you are a 1st level thief, use the invisible ink marking pen to fill in any one box below. If you are a 2nd or 3rd level thief, fill in any two boxes below.

--

If any number is equal to or less than your find traps percentage, go to entry 121. If all the numbers are greater, go to entry 123.

119.

120.

121.

122. Go to entry 120 when you decide to drink the liquid in the flask. (Be sure to note the number on a piece of paper.) You may leave the room (125) or search the statue for traps, if you have not done so yet (118).

123.

124. You and Roderick beat the statue with your weapons for several minutes. Soon, many sections lie broken on the floor and long scratches mar its sides. You may leave (125) or search the room, if you have not done so yet (116).

125. You walk into a rough, natural passage that appears empty (use map EE). After a short distance, the passage branches. The section on the left is blocked by a locked gate, but you feel a cold breeze blowing from the other side. Will you try to unlock the gate (126), or walk down the passage to the right (181)?



126. Use the invisible ink marking pen to fill in any one box for each level of your character.

If any number is equal to or less than your open locks percentage, go to entry 128. If all numbers are greater, go to entry 127.

127. You cannot open the lock. Walk down the other corridor and turn to entry 181.

128. The lock pops open. The passage continues beyond the gate for a short distance and turns to the right. As you step through the gate, Salamdros says, "This seems a strange place to put a gate. I wonder what dark secrets the builders are protecting?"

Will you let Salamdros lead the party down the corridor (130), move silently and lead it yourself (129), or close the gate and go to the other corridor (181)?

129. Use the invisible ink marking pen to fill in any one box for each level of your character.

If any number is equal to or less than your character's move silently percentage, go to entry 131. If all numbers are greater, go to entry 132.

130. Salamdros disappears into the gloom ahead, using his elven vision to advance without a light. You wait for several minutes, and he does not return. Roderick whispers, "Some evil event must have befallen him." Will you investigate the delay (133), or wait a few more minutes (134)?

131. You creep forward quietly. The passage turns to the right ahead (use map GG), and you see a faint glow of light as you step around the corner. You can barely see two toad-like creatures sitting on the floor. The glow comes from their eyes. You slip back to the others and tell them what you saw. Will you attempt to move silently and ambush the creatures (135), rush in and kill the two beasts (136), or go to the other passage (181)?

132. As you step around the corner, you kick a loose stone and it clatters across the rocky floor. Two bright lights appear ahead, and you gaze at them, fascinated. You cannot stop staring at the lights, even though they seem to move closer. Go to entry 137.

133.

134.

135. Use the invisible ink marking pen to fill in any one box below for each of your character's levels.

If any number is equal to or less than your character's move silently percentage, go to entry 140. If all numbers are greater, go to entry 132.

136. Salamdros leads the rush around the corner. As the party enters the room (use map GG), the creatures turn to face you. Their eyes glow brightly.

Salamdros suddenly stops, his arms hanging limply at his sides. Will you continue to fight normally (141), try to fight without looking into the eyes of the creatures (142), hold your breath and fight (143), or retrace your steps as quickly as possible (144)?

137.

138. Your weapon strikes the creature solidly. It lunges at you, catching your pant leg in its jaws. You glance down at the creature and feel a strange calm. Quickly, you force yourself to look away from its dangerous eyes. You may attempt to strike the creature (AC 2) without looking at it (-2 on your chance to hit). If you hit, go to entry 145. If you miss, go to entry 139.

139. You miss the beast and it lunges at you, biting your upper leg (take 3 points damage). You glance into its eyes and are fascinated by glowing colors for a moment, but you quickly force yourself to look away. It bites at you again, but misses. You may swing at the creature (AC 2) with -2 on your chance to hit. If you hit, go to entry 138 (if this is the second time you have hit the creature, go to entry 145). If you miss, the creature will lunge at you and miss; go to entry 142.



140.

The floor begins to tremble and groan. Heavy stones begin to fall from above. If you make the save, go to entry 141. If the save fails, go to entry 142.

141. You must make a saving throw on **Roderick's** abilities. If you make the save, go to entry 142. If you fail the save, go to entry 143.

142. You swing at the creature (AC 2), and it does not budge its eyes. You are -2 on your chance to hit. You may roll a new character and begin the module again. If you miss, go to entry 143.

143. You already help the work of the others. You find a large rock and throw it at the creature. It is too heavy, though, and it falls back onto the floor. You are -2 on your chance to hit. You may roll a new character and begin the module again. If you miss, go to entry 144.

144. You turn to run. Roderick and Salamdros follow you. You may roll a new character and begin the module again. If you miss, go to entry 145.

145. The beast falls at your feet. Roderick strikes the other dead. Salamdros stands motionless for several minutes, so you and Roderick bind your wounds. Finally, Salamdros is able to move, and you quickly lead the party to the far exit. Go to entry 147.

146. You are -2 on your chance to hit. You may roll a new character and begin the module again. If you miss, go to entry 147.

147. The passage is natural, but the stone is rotten. A loose rock clatters to the floor, and you stop moving. The ceiling groans and creaks, then rocks start to fall. Roderick suddenly shoves you to the floor, and a thundering crash echoes throughout the corridor.

Something heavy lands on your back, and you are pinned to the

floor. You gasp and cough as clouds of dust fill your mouth and nostrils.

Finally, the rockfall stops and you are able to crawl from beneath the pile of rubble (use map MM). Roderick and Salamdros are already standing. Go to entry 148.

148. The way behind you is blocked by many large slabs of rock. A green, scaly hand juts out of the pile of rubble. You are certain that the creature, whatever it was, has been crushed to death. You look down the corridor the opposite way and see it, too, is blocked. The only exit appears to be a small hole in the ceiling above. You point it out to the others. Will you climb up and look through the opening (149), or will you wait to see if anything else happens (150)?

149. You may roll a new character and begin the module again. If you miss, go to entry 150.

150. You may roll a new character and begin the module again. If you miss, go to entry 151.

151. Two large reptile-men stand beside the hole. Their skins glisten in the lantern light, and fleshy frills hang beneath their arms. Their fangs and claws flash a dull yellow. The reptile-men slowly turn to face you. Will you duck back down the hole (157), or scramble out and attack (156)?

152. When you breathe the air in this chamber, a foul, sickening odor fills your nose and mouth. You choke and cough violently each time you try to breathe. Suddenly, you feel a surge of pain as something claws your back (take 2 points damage). You wheel about and see a man-like reptilian creature lunging at you. It digs its foul claws into your shoulders (take 4 points damage). (If you have taken more damage than you can withstand, your character is dead. You may roll a new character and begin the module again.) You are -2 on your chance to hit the creatures (AC 5). You may try to escape (155) or fight. If you hit one of the creatures, go to entry 158. If you miss, go to entry 159.

153. The creature drops into the chamber. Its body resembles a man, except its head and back have a frill. A long tail hangs from its backside. Frills dangle from its arms and head. The creature emits a nauseating odor. You may strike twice at the creature (AC 5). If you hit once, go to entry 160; if you hit twice, go to entry 161. If you miss twice, go to entry 162.

154. You gasp and choke, sickened by the foul odor. The creature, a man-like reptile, drops into the room. You may strike at it once (AC 5). You are -2 on your chance to hit. If you hit, go to entry 160. If you miss, go to entry 162.

155. You may roll a new character and begin the module again. If you miss, go to entry 156.

156.



161.

162. The foul creature leaps at Salamdros. As you move to help him another of the beasts drops into the room. It lands between Salamdros and Roderick, then turns to attack you immediately. You may swing at the creature once (AC 5). If you hit, go to entry 169. If you miss, go to entry 170.

163. The creature slashes your shoulder as you climb out of the hole (take 3 points damage). Another beast steps out of the darkness as you enter the chamber. Suddenly, Salamdros pops through the hole, his hands raised and pointed at the second creature. He utters several mysterious words and a light flashes from his hand, striking the foul creature. It howls in pain and leaps at him. You may swing at your opponent again (AC 5). If you hit, go to entry 171. If you miss, go to entry 172.

164. You strike the beast solidly. It staggers back and falls dead. Salamdros pokes his body through the small hole and utters some mysterious words. A light flashes from his hands, striking the remaining beast. The ugly creature jumps on Salamdros immediately, clawing and biting. You may swing at the creature (AC 5). If you hit, go to entry 173. If you miss, go to entry 174.

165.

166. Another beast steps into view from the darkness. Someone is pushing you from below. Will you stay and fight (175), or drop back down the hole (157)?

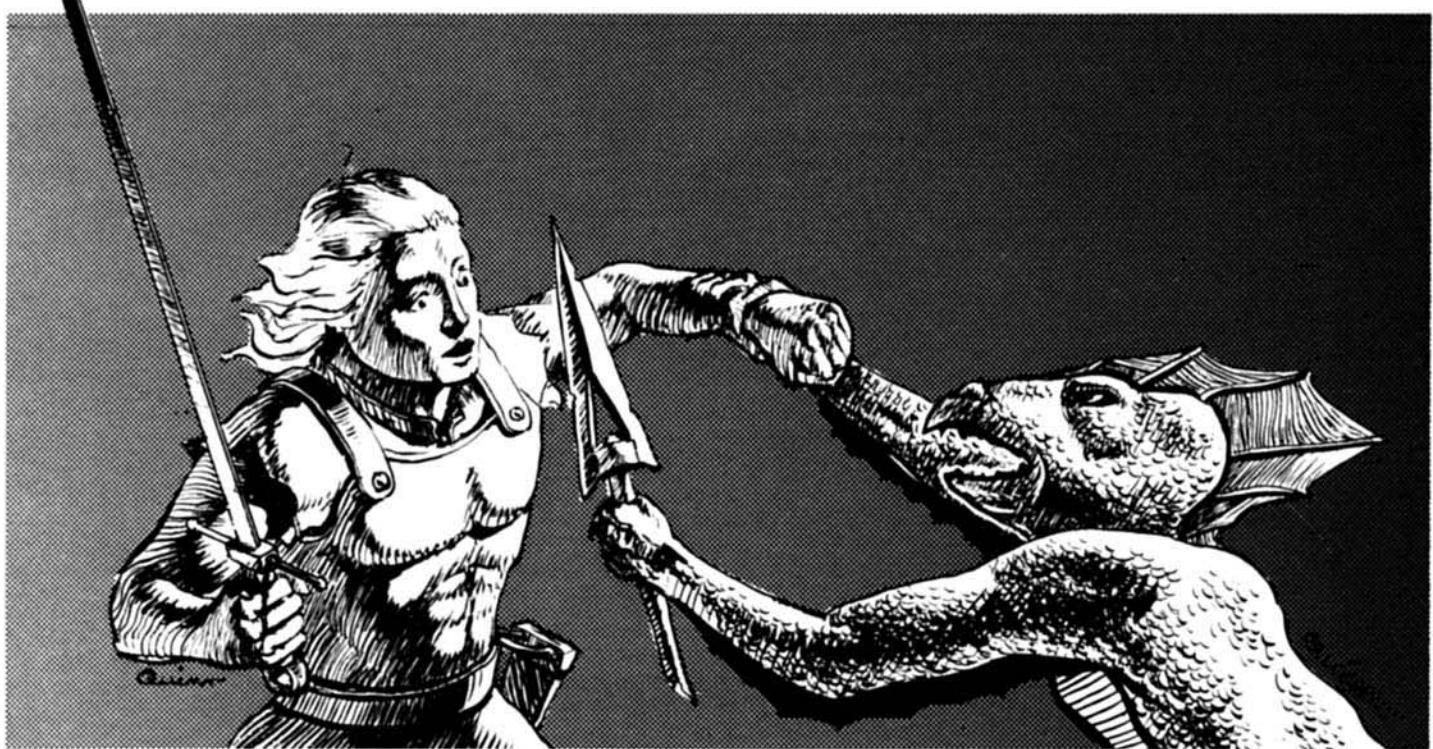
158.

159.

167.

168.

160. You and Salamdros strike the creature, and it staggers. Before you swing again, it leaps at Salamdros, clawing and biting him. You may swing at the creature (AC 5). If you hit, go to entry 161. If you miss, go to entry 162.



169. Your sword bites into the creature and it howls in pain. It lifts a massive arm and claws your neck, then drags you to its mouth and bites your shoulder (take 5 points damage). You may swing at it (AC 5). If you hit, go to entry 176. If you miss, go to entry 177.

170. The beast lunges at you, ignoring Roderick for the moment. Though it swings both its arms and attempts to bite you, it only slashes you once (take 2 points damage). You may swing at the creature (AC 5). If you hit, go to entry 176. If you miss, go to entry 177.

171. The creature falls dead. You turn in time to see the second beast claw Salamdros twice. The elf slides down the hole, and the foul creature looks down after him. A bright light suddenly engulfs its head. The reptile-man screams in great pain and stumbles back blindly. You slay it with no difficulty. When you have finished, Roderick climbs through the hole in the floor.

"Salamdros has departed for the land beyond," he says sadly. "I did all I could to save him." He raises his hand. You see that he holds a scrap of paper in it. "But I did avenge him, even if it cost me a scroll of light."

After gathering your belongings, you may leave by the only exit in this chamber. Go to entry 180.

172. The monster slashes you twice with its filthy claws (take 5 points damage), then pulls you close and tries to bite. It suddenly jerks and staggers back a step. Salamdros stands behind it with a bloodied weapon. The monster turns to attack Salamdros. You may attack the creature now (AC 5). If you hit, go to entry 173. If you miss, go to entry 174.

173.

174.

175.

176. The creature drops to its knees, then falls face-first onto the ground. Roderick quickly turns to Salamdros, who lies dying on the floor. Though Roderick attempts to stop the bleeding, his efforts cannot save the elf. Salamdros lies dead upon the floor.

Roderick begins to pile stones on the body. Though you may think this is a waste of time, you know by Roderick's grim face that he will not leave until Salamdros is buried. You help him cover your companion, then bow your head respectfully as he says a few words over the grave. When he is finished, you climb into the small chamber above (use map HH). You may leave by its only exit. Go to entry 180.

177.

178. The creature falls to the ground, dead. Roderick climbs into the chamber and helps you bury Salamdros. After saying a few words over the grave, Roderick says, "We must leave this place. Let us go."

You explore the chamber (use map HH) and discover there is only one exit besides the hole. Go to entry 180.

179. You swing wide, and the reptile-man grabs you with its slimy hands, then bites your neck (take 4 points damage). A mace suddenly slams the creature's head. The beast drags you to the ground as it falls. You quickly free yourself from the dead creature's grasp and stand.

Roderick stands nearby. "Salamdros is dead," he says. "We must leave this place before we join him." You search the room quickly (use map HH) and find nothing but a short corridor leading out of the room. Go to entry 180.

180.

(195), lead a charge (197), or ask Salamdros what you should do (196)?

182. You continue to slide for several seconds, your head and arms banging against the sides of the chute. Finally, it opens into a large room. You fall eight feet straight down, strike a man-sized body, and, finally, land head first on the rock floor.

Some minutes later, you shake your aching head and open your eyes. Your vision is blurred and tinted red, but you see three blobby shapes standing nearby. They seem to be talking, but your groggy mind cannot understand their words.

In a few seconds, your head clears and you identify the shapes. They are three heavily armored men, and, apparently, they are very angry.

"I'll lop his ears off and feed him to the dogs," says the closest. He turns toward you and sees you are awake. "So, you've finished your nap, have you?" He steps closer and jabs you in the ribs. "You fell on one of my friends, you did, and now he's as dead as a fish out of water, he is." He raps your aching head with his knuckles. Instinctively, you try to raise your arms to protect yourself, but your hands are tied behind your back. "Don't squirm!" he says, kicking you in the ribs.

"Hugh! Don't kill him, or I'll cut your thumb off!" barks the largest man. Hugh turns toward the speaker, his hand on his sword hilt. The large man draws his sword quickly, then says, "The Master wants to talk to this one."

Hugh releases his sword hilt, saying, "Okay, Morgan. But when the Master finishes, we've a little game to play, him and me." The others chuckle nastily.

"Sure, Hugh," says Morgan, "just leave enough meat for the runts."

Morgan opens the door behind you and says, "This way, scoundrel." The men drag you through the door and cut your bonds. Your fingers ache as the blood flows back into your numb hands. The largest of your captors grabs your shoulder and turns you around. A black robed figure sits behind a heavy table on the other side of the dark room. On either side of the hooded figure, a candle set in a wolf-skull holder sputters noisily. The hooded figure studies you briefly, then waves all but Morgan out of the room.

"Well, now," hisses the Master, "you are a resourceful youth. I fear I have underestimated your capabilities, but I will not make the same mistake twice." He stands, almost silently, and says "But I am not a vengeful man. I will give you an opportunity to free yourself from the debt of lives and trouble you have incurred in my abode." He reaches into the darkness behind his seat, and pulls aside a black curtain. Several large, slimy frogs sit in a cage behind the curtain. You can see the tips of long fangs sticking out from their mouths. "I will take payment in two forms — your service, or your life. The choice is yours." He smiles and you see that his face is almost bone-white. Will you agree to serve the Master (184), or refuse (183)?

183.

181. The passage curves to the left a short distance ahead. You move ahead of the others and peer around the corner. A curtain blocks the path. You smell smoke and the odor of many unwashed bodies. Salamdros nudges you in the back, and you sneak up to the curtain. Pulling one corner aside, you peer into the room (use map JJ) and see a small cavern lit by two torches and a small brazier. Three little, greenish-gray men huddle around the brazier, leaning on their spears. A man wearing leather armor crouches with the little creatures, sketching on the dirt floor with the tip of his sword. A ladder protrudes from a pit on the far side of the room. As you watch, one of the little creatures turns to the man and hisses, "Hungry! No dinner, we hungry!" It waves its hands at the others, and they nod in agreement.

Carefully, you crawl back to your companions and tell them what you have seen. Will you sneak through the room and create a diversion

184. The Master smiles, pleased. "Of course, I cannot give you your weapons at this time. The others do not trust you. After you gain their friendship, we will not have this little problem."

With that, Morgan leads you into the outer chamber, where the others who captured you wait. He turns to you and whispers, "Be careful, newcomer. Hugh will attack you if given any excuse." He then turns to the others and says loudly, "Meet our newest member, signed on by the Master himself!" He looks directly at Hugh as he says the last part of the sentence. The others greet you sullenly and turn away.

As you start to settle down, a little scaly creature runs into the room and squeaks, "Attackers! Attackers! Help us!" It runs back the way it came.

Morgan thrusts a sword hilt into your hands and drags you after the creature. You round a bend and enter a room, where the Master and two of the little creatures are battling Roderick and Salamdros.

"Kill them!" orders the Master. Morgan shoves you toward the fight. Will you attack Roderick and Salamdros (186), or will you try to kill the Master (185)?

185.

186. You leap at your former companions, and swing your weapon at them (AC 8). If you hit, go to entry 187. If you miss, go to entry 188.

187.

188.

189.

190. You slowly regain your senses. You are in the same chamber, but everyone else is gone! All of your weapons and equipment lie beside you in a neat pile. You see no sign of the Master, Roderick, Salamdros, Hugh, or anyone else!

Standing unsteadily, you stumble about the chamber. The floor is thick with dust, and the only tracks in it are your own. The chamber looks to have been long deserted. You gather your weapons and slip into your equipment.

A hollow voice suddenly echoes throughout the chamber. "You have done well," it says, "and the gods of Law are pleased. If you demonstrate such faith and trueness of heart every day, you will do well in the world. Remember our words!" The dust swirls in front of you. Roll one die.

- | | | |
|-----|---|-----------|
| 1 | — | Entry 191 |
| 2-3 | — | Entry 192 |
| 4-6 | — | Entry 193 |

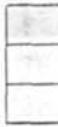
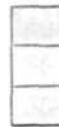
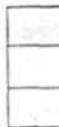
191.

192.

193.

194.

195. You cautiously peer behind the curtain, then slip into the room. With luck, you can stay in the shadows and avoid detection. Use the invisible ink marking pen to fill in any one box for each level of your character.



If any number is equal to or less than your move silently percentage, go to entry 198. If all numbers are greater, go to entry 199.

196.

197. You pull the curtain aside and leap into the room. The man stands quickly and screams, "Get them!" Two of the little man-things charge. You may swing at one of the creatures (AC 6). If you hit, go to entry 200. If you miss, go to entry 201.

198.

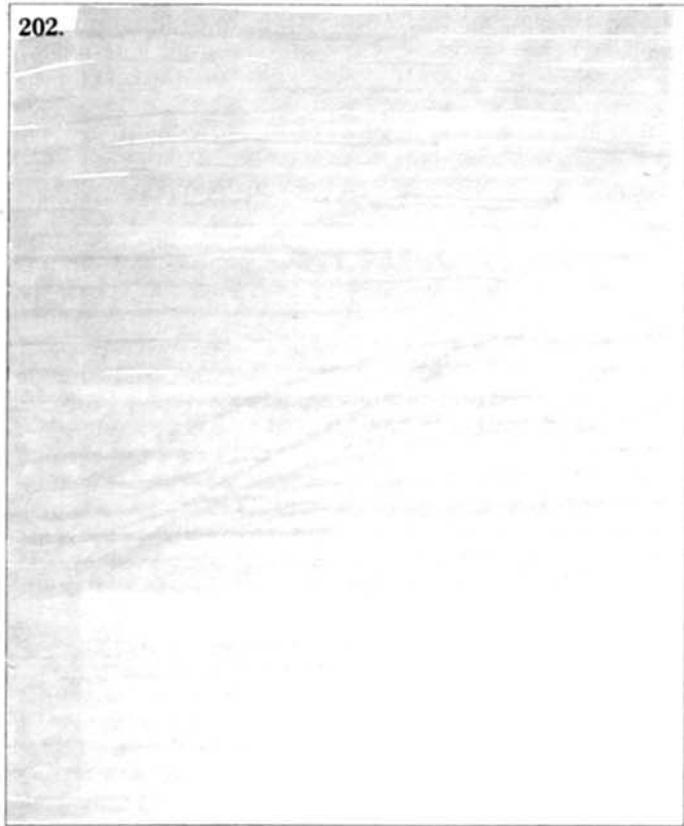
199. As you reach the halfway point in the room, one of the creatures sniffs the air. You stand very still, fearing it has discovered you. The ugly little fellow stands and runs in your general direction. Will you attack it (205), or remain motionless (206)?

200.

201. You swing wide! Both creatures swing their clubs. You duck the first blow, but the second smashes into your ribs (take 3 points damage). You may strike again (AC 6). If you hit, go to entry 200. If you miss, go to entry 209.



202.



203. Note that you should go to entry 204 when you decide to put the ring on your finger.

Looking about the room, you notice several small bats hanging from the ceiling. You hurl a large rock into their midst. They drop from the ceiling and flutter about the room.

While the man and the little creatures beat the bats away from their heads, Salamdros and Roderick dash into the room toward the ladder. You start down. Roll 1d6. If you roll a 1-2, go to entry 210. If you roll anything else, go to entry 211.

204.

205. You have surprised the ugly creature. You may strike at it twice (AC 6). If you hit once or twice, go to entry 212. If you miss both times, go to entry 213.

206.

207. You hit the creature before it can swing. It falls to the floor, dead. Salamdros fights one of the ugly creatures, and yet another lies dead at his feet. Roderick, who is battling the man, appears to be losing. With a heroic shout, you leap across your fallen foes to aid Roderick. Roll to hit the man (AC 3). If you hit, go to entry 214. If you miss, go to entry 215.

208. The creature hits (take 2 points damage)! You may strike again (AC 6). If you hit, go to entry 207. If you miss, go to entry 216.



209. Before they can strike again, a sword flashes behind them and one creature falls. Roll to hit the remaining attacker (AC 6). If you hit, go to entry 217. If you miss, go to entry 218.

210.

211. Your diversion works! Everyone climbs down the ladder without being noticed. Go to entry 227.

212.

213. The ugly monster recovers from its surprise and hits you with its club (take 2 points damage). The man shouts at the other creatures and they prepare to attack. Suddenly, you hear Roderick shouting, "We will help you!" He and Salamdros charge into the room. Roll to hit your attacker (AC 6). If you hit, go to entry 207. If you miss, go to entry 208.

214.

215. Your swing goes wide. Ignoring you for the moment, he hits Roderick, who staggers under the blow. You may swing again (AC 3). If you hit, go to entry 214. If you miss, go to entry 223.

216. The creature swings again and misses. You may swing at it (AC 6). If you hit, go to entry 207. If you miss, go back to entry 208.

217. The creature falls, dead. Salamdros stands beside you, cleaning his sword. Roderick is searching the body of the human. The three of you search the room and find 50 gp hidden near the brazier. You check the ladder and climb down. Go to entry 227.

218. The creature dodges and your sword clangs against the floor. The monster quickly smashes your foot with its club (take 1 point damage). Salamdros slices into the little man-thing's side, and it staggers. Go to entry 217.

219.

220. You climb back up the ladder. Roderick battles the human, while Salamdros stands surrounded by the little man-things. As you emerge from the pit, two of the creatures turn and charge. You barely climb out of the pit before the creatures reach you. You may swing at one of the creatures (AC 6). If you hit, go to entry 200. If you miss, go to entry 201.

221.

222.

223. The man turns and swings, missing. Roderick strikes the fighter across the back of the neck with his mace, and the man drops to the floor, unconscious. The three of you breathe a sigh of relief and search the room. You find nothing of value except 50 gp. The three of you climb down the ladder. Go to entry 227.

224.

225.

226.

227. You are standing in a passage at the bottom of the ladder (use map DD). Smoldering torches dimly light the sandy passage, which curves out of sight ahead.

As you walk down the passage, you hear faint noises. Salamdros signals the party to stop, and you listen intently for several seconds. Though you hear several voices, you cannot make out their words. Signalling the others to wait, you creep forward and peer around the corner. A large room lies ahead. The voices now grow more distinct, and you manage to catch a few words and phrases.

Three men are talking about some event that will take place soon. You do not know what they are discussing, but you know it is evil. They mention the "Master" twice, and you think one of them says "Stodos" once. Then, you hear a large creature growling, and a set of footsteps starts echoing toward you. Hurriedly, you slip back to the rest of your party. Will you attempt to rush through the room (228), go back and listen some more (229), or sneak into the room (230)?

228. You explain your plan to the others. The three of you will sneak as close as possible to the room, then rush through without stopping to fight. You will scream and make as much noise as possible to confuse those who occupy the room. The others nod in understanding and the three of you advance.

When you reach the corner, you give the signal to charge. Roderick screams horrendously as the three of you burst into the room (use map LL). Three men sit at a table, looking extremely surprised. A large wolf occupies a cage along one wall. There are two curtained doorways on the opposite side of the room. Will you go through the door on the right (231), or the door on the left (232)?

229. You creep back to the corner and listen to the men talk for fifteen minutes.

Someone they refer to only as the "Master" has planned an attack on the town in the valley. He has been gathering evil forces for several weeks, but still fears he does not have enough troops to ensure success. Therefore, he has asked the evil god Stodos for help. Tomorrow, under cover of a violent snowstorm caused by Stodos, all of the Master's troops will attack. The townspeople, unprepared and blizzard-bound, are sure to lose! You quickly go back and tell the others.

Roderick grows grim and whispers, "We must destroy the Master and this pagan outpost now, for only we can prevent this terrible attack!" Salamdros argues that your duty is to escape and warn the town of the attack. Will you side with Roderick (233), or Salamdros (234)?

230. You creep to the room's entrance and peer around the corner (use map LL). Inside, three men sit at a table eating. A wolf occupies a cage along one wall, and, on the far side of the room, you see two curtained doorways. As you study the room, the wolf sniffs the chill air and begins to whine. Suddenly, it turns toward you and lunges against its cage, snarling and snapping. The largest man stands, alarmed. "Shut up, you mangy beast!" he shouts. The wolf does not stop, so the man throws a bone into the cage. The wolf ignores the morsel and continues to snap at you. The man is now curious and walks toward you. You hastily duck out of sight and sneak back down the corridor. You cannot sneak through the room while the wolf is in it. Will you lead a charge into the room and fight the men (233), or lead a rush through the room, not stopping to fight (228)?

231.

232.

233. Roderick quickly sketches out a simple plan. The three of you will charge into the room, hoping to surprise those inside. Salamdros will cast a spell while you and Roderick attack the men. After Salamdros casts his spell, he will join the fight.

Roderick leads the charge into the room. You follow him, and Salamdros brings up the rear (use map LL). As you rush in, the wolf throws itself at its cage door. The men turn, surprised, and scramble for their weapons. The largest overturns the table in his haste. Roderick quickly strikes the closest man, who staggers under the blow. A streak of light flashes past you and strikes the largest man. The last man runs toward the cage, apparently hoping to free the wolf. Will you sneak behind Roderick's opponent and try to backstab (241), or attack the man running toward the wolf cage (242)?

234. Salamdros quickly says, "Once we enter the room, it will be every man for himself. One of us must escape! If any of us falls, the others must leave him behind. Do not stop to fight unless you must!"

The three of you sneak to the corner and Salamdros charges into the room with a thunderous yell. You follow, with Roderick right behind you (use map LL). Three surprised men sit at a table, and a large wolf occupies a cage along one wall. There are two curtained openings in the far wall. Suddenly, one of the men gathers his wits and thrusts his foot out in front of Salamdros. The elf sprawls to the floor! "Keep going!" he screams. Will you run through the doorway on the right (231), or the doorway on the left (232)?

235.

236. As you run toward the exit, the snowbank next to the opening stirs. Will you continue to run (235), or hide in the shadows (247)?

237. You dive over the table, and the robed man tries to dodge past you. Roll to hit (AC 10). If you hit, go to entry 248. If you miss, go to entry 249.

238. You cautiously advance, watching the floor for trap doors and trip wires. Go to entry 250.

239.

240.

241. You are behind your target. Roll to hit (AC 5, add 4 to your die roll.) If you hit, go to entry 252. If you miss, go to entry 253.

242. The man turns to defend himself. You may swing at him (AC 6). If you hit, go to entry 254. If you miss, go to entry 255.

243.

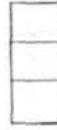
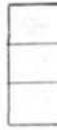
244.

245.

246. It does not look very bright, so a trick might work. Choose what you want to say from the list below, then go to the entry indicated:

1. "The Master has ordered me to prepare the forces for battle. Stand aside, clod!" (entry 257).
2. "Quick! They are attacking the Master! You must save him!" (entry 259).
3. "Hey! Your shoes are untied!" (entry 260).
4. "I'll give you 50 gp to let me pass," (entry 261).

247. You duck into a convenient corner and try to hide in the shadows. If you are a 1st level thief, use the invisible ink marking pen to fill in any one box below. If you are 2nd level, fill in any two boxes, and if you are 3rd level, fill in any three boxes.



If the number is equal to or greater than your saving throw vs. Spells, go to entry 288. If it is less than your saving throw vs. Spells, go to entry 289.

248. You tackle him before he pulls the lever, but he recovers quickly and starts a spell. You may swing at him (AC 10). If you hit, go to entry 264. If you miss, go to entry 265.

249. He easily slips out of your reach. Go to entry 250.

250.

251. The creature lunges, swinging its club and biting at you. You may swing at the beast (AC 7). If you hit, go to entry 267. If you miss, go to entry 268.

252.

253. The man ducks to the side at the last moment, and your blow misses. As he ducks, Roderick thumps him solidly. The man backs up to the wall. You may swing again (AC 6). If you hit, go to entry 272. If you miss, go to entry 273.

254. He staggers from your blow, then leaps on you. Both of you tumble to the floor. You may strike again (AC 6), but you are -2 on your chance to hit. If you hit, go to entry 274. If you miss, go to entry 275.

255. You swing and miss. He quickly rolls aside and snatches his sword. You may swing again before he attacks (AC 6). If you hit, go to entry 276. If you miss, go to entry 277.

256. The huge monster steps closer and you swing at it (AC 5). If you hit, go to entry 278. If you miss, go to entry 279.

257.

258.

259. The creature studies you for a long moment. It has never seen you before, and it is smart enough to question your authority. Roll 1d6. If you roll 1-2, go to entry 279. If you roll 3-6, go to entry 280.

260.

261. The creature considers your offer. Roll 1d6. If you roll 1-2, go to entry 282. If you roll 3-6, go to entry 284.

262. A huge, warty man-like creature rises out of the snowbank, carrying a large club. It walks past without seeing you. Will you strike it from behind (285), or escape after it leaves (258)?

263. A huge, warty man-like creature rises out of the snowbank, carrying a club. It steps toward you. Will you fight it (256), try to trick it (246), or run past it (244)?

264. Your blow knocks his arm aside. A bright light flashes and foul smell fills the air. The robed man curses you and reaches for the levers again. You may swing at him (AC 10). If you hit, go to entry 286. If you miss, go to entry 287.

265. He casts a spell on you! Use the invisible ink marking pen to fill in any one box below.

If the number is equal to or greater than your saving throw vs. Spells, go to entry 288. If it is less than your saving throw vs. Spells, go to entry 289.

266. You pull the lever, the creature bites you (take 2 points damage). The trap door opens, and you jump into the pit. You fall 10 feet, but take no damage. You land on your feet, but you're prepared. The floor beneath you is solid rock. It's pitch black. Will you stand and search the area by touch (290), or...

267. You strike the beast soundly. It howls and springs away from you, staying just out of reach. Will you leave the room (239), or try to drive the beast back into its cage (291)?

268. You miss, and the beast bites you (take 2 points damage). You may swing at the creature (AC 7). If you hit, go to entry 267. If you miss, go to entry 251.

269. The wolf springs toward you, its jaws ready to snap closed on you. You may swing at the beast (AC 6). If you hit, go to entry 292. If you miss, go to entry 293.

270. Salamdros shouts, "Stop the wolf!" Go to entry 269.

271. You rush the man and the wolf bounds past you, attacking Roderick. You may swing at the man (AC 6). If you hit, go to entry 254. If you miss, go to entry 255.

272. Both you and Roderick strike the man. He falls to the ground. The wolf now escapes his cage and springs into the room. Will you fight the wolf (269), the man who freed it (271), or help Salamdros (270)?

273. Your swing goes wide. The man strikes at Roderick and misses. The wolf now escapes its cage and attacks you! It snaps its jaws shut on your arm (take 2 points damage), then backs up to attack again. Go to entry 269.

274. You manage to hit him. He strikes back, but misses. You may swing again (AC 6), -2 on your die roll. If you hit, go to entry 276. If you miss, go to entry 275.

275. You do not hit the man, but Salamdros chuckles and says, "Good for you and, in a few moments, the man will be dead on the floor." Go to entry 308.

276. Your sword bites into his side, and he falls. Go to entry 308.

277. The man swings and hits you! Take 3 points damage. Salamdros steps between you and the man. You know this too, already lies dead on the floor. Roderick grabs your sword and pulls you away from the man. You need healing! He shouts: If you have not been hit by Roderick so far, you'll cast a spell or...

278. You nick the huge creature. It swings at you and hits (take 5 points damage). Maybe, you think to yourself, this monster is too tough for you. Will you continue to fight (279), or run past it (244)?

279. It is dark in here, but you can see the lighting it. You pull the lever and...

280. The floor cracks. The giant stag leaps over the Master. Will you cast your magic weapon or escape while you can? Go to entry 281.

281. He looks at his feet and groans. "I'm not dumb. I'm not dumb! We're not dumb!" The giant stag leaps over the Master. Go to entry 282.

282. If you have 5G up, give chase to the stag and leap entry 283. If you do not have those 5G, tell him to leave the giant stag thing and go to entry 279.

283. The monster steps aside so that you pass. Go to entry 258. If you do not have 5G, go to entry 279.

284. The beast says, "We swear! We just know you! Get gold. Make Master happy!" Go to entry 279.

285. The creature is so large and surprised you cannot hit. You pull the lever, it is still open, and then runs away. You may swing again (-2) before it reaches you. If you hit, you're entry 276. If you miss, go to entry 279.

286. You hit him as he pulls the first lever. A trap door opens in the floor. Before you recover from your swing, the man leaps into the pit and the doors swing shut. Will you pull the same lever (298), pull the other lever (299), or go back to help your friends (239)?



287. Suddenly, the floor opens beneath your feet! You fall a short distance and land hard (take 1 point damage). A trap door closes above your head, plunging you into darkness. Will you sit and wait (307), or search the area by touch (290)?

288. A feeling of paralysis grips you for a second, but you shake it off. You may strike the man (AC 10) again. If you hit, go to entry 286. If you miss, go to entry 287.

289. You cannot move! The man chuckles and pulls a lever. A trap door opens beneath your feet and you fall into the pit (take 1 point damage). The trap door slams shut. Go to entry 307.

290.**294.**

295. Roderick drags you away from the fight, saying, "Watch for others!" He leaps into the battle with a howl, and quickly helps Salamdros make short work of the last man. Go to entry 308.

296. The giant staggers back, but still stands on its feet. It swings at you and misses. You may strike again (AC 5). If you hit, go to entry 302. If you miss, go to entry 297.

297. It blocks your attack with its club, then quickly returns your blow. You skip backward and barely escape. Before you recover, the beast swings again and smashes the club into your side (take 4 points damage). You may attack again (AC 5). If you hit, go to entry 296. If you miss, go to entry 303.

298.**299.**

300. The wolf falls dead. Go to entry 308.

301. The wolf bites your arm (take 2 points damage). Salamdros strikes and the creature falls dead. Go to entry 308.

302.**303.**

304. You jump into the pit, and the doors slam shut above. You are plunged into darkness. Will you sit and wait (307), or will you search the area by touch (290)?

305. It swings and hits again (take 9 points damage). You now believe fighting was a bad idea. Will you try to run past the creature (244), or continue to fight? If you fight, roll to hit (AC 5). If you hit, go to entry 302. If you miss, go to entry 306.

306.**307.**

291. You force the baboon-like creature back into the cage, though it is not an easy task. You hastily slam and fasten the door. As you finish, you hear steps behind you. Sword raised to strike, you wheel about and see Salamdros. "The job is done," he says, "but Roderick is dead. What have you here?"

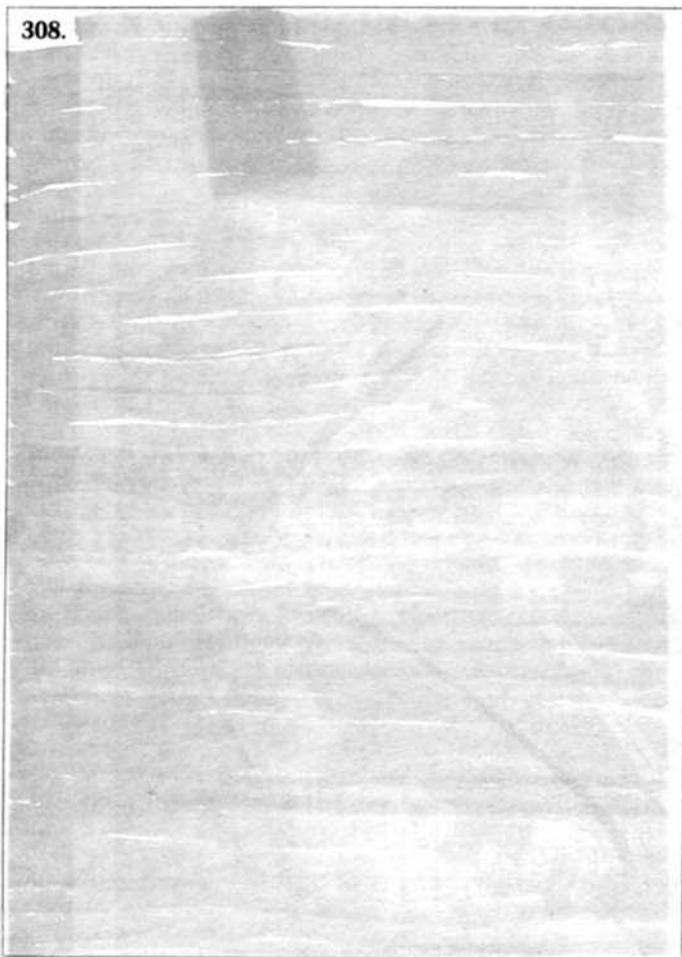
You tell him of your adventures in this room. "No doubt you met the Master," he says. The two of you search the room, even the pit. There is no sign of the evil man, though you find the last of the equipment the Master's creatures stole from you. You also find a small chest, which you open with care. The Master's plans for the attack on the valley rest inside, along with five gems (200 gp each). There is nothing else in the room.

You return to the other room, and find another 500 gp, then leave by the last exit. Go to entry 309.

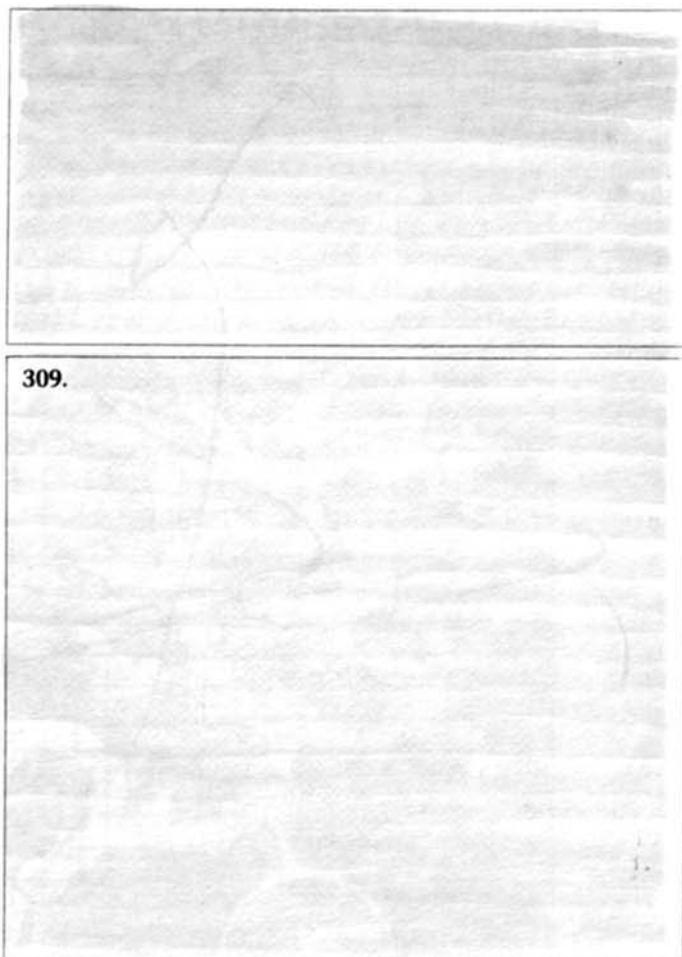
292. The wolf howls, and tries to bite you. It misses, but comes so close it tears your shirt. Suddenly, Salamdros strikes the creature's back. You may swing at the creature again (AC 6). If you hit, go to entry 300. If you miss, go to entry 301.

293. The wolf bites you (take 3 points damage). You may swing at it again (AC 6). If you hit, go to entry 292. If you miss, go to entry 301.

308.



309.



PART 3: BLIZZARD PASS FOR GROUP PLAY

To the DM:

Although Blizzard Pass is a solo-module, you may also use it for group play. In this section, you will find a set of encounters designed for a party of four or five players. The party should include 2nd and 3rd level characters of all major classes.

In group play, the monsters will often react differently than they did in solo play. This is because the monsters are now faced with a better equipped, more unified party, and will react accordingly. This also prevents players from reading the group section to gain information for solo adventuring.

Background

You recently took passage aboard a caravan travelling to Darokin across Blizzard Pass, the treacherous path that winds over the Cruith Mountains between the Five Shires and Darokin. Since the pass is famous for foul weather and evil inhabitants, you thought it wise to travel with a large group.

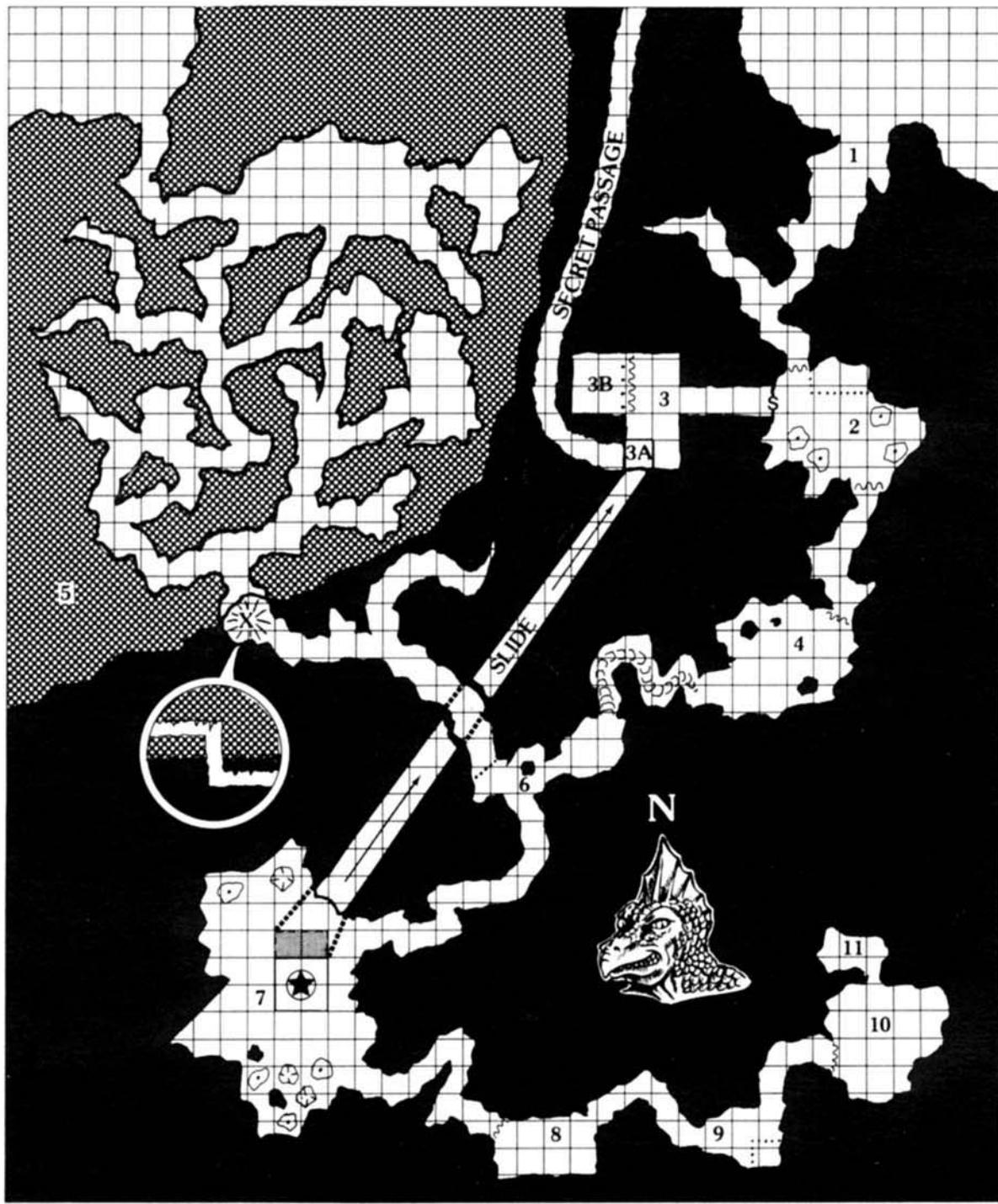
The caravan had advanced well into the narrow pass when a howling blizzard swooped down off the peaks, driving a wall of snow before its ferocious gales. The snow fell so fast you could not distinguish the mountainsides from the sky. Within seconds, you lost sight of the caravan, though an occasional shout or whinny pierced the howling winds. You stumbled through the blizzard for hours, searching for shelter from the bitter cold.

At last the storm broke, the sky clearing as suddenly as it had grown stormy. You wasted no time before beginning the search

for the caravan. Soon, you found the body of a driver half-buried in the snow. From the wounds on his body, you knew that someone or something had murdered him. Not long after, you found the rest of the caravan. Every driver and passenger lay dead in the snow, their bodies twisted and contorted into odd positions. You quickly discovered that they had all been murdered, too, for their bodies showed signs of violence. The fight was not one-sided, however, for the bodies of several dozen attackers—large wolves and short green-gray men—lay not far away. Finally, you found a beaten trail leading up the mountain through the snow.

You knew that something had to be done about this situation, and, since you were the only civilized men within miles, you would have to be the ones to do it. As the adventure begins, your party is hiding in a snowbank near the entrance to a cave. The trail leads into this cave.

BLIZZARD PASS: GROUP ADVENTURE MAP



KEY

	STATUE		CURTAIN		STALAGMITE		TRAP AREA		NATURAL STAIRWAY
	ROCK COLUMN		STALACTITE		NATURAL CHIMNEY		BARS OR GATE		HIGHER AREA

PART 4: THE CAVERNS

1. Ogre Guard Post

One ogre (AC 5; HD 4+1; hp 25; #AT 1; D 1-10; MV 30'; Save F4; ML 10; AL C) armed with a large club and five iceballs lives in this cave. It may throw these iceballs 60', doing 1-12 points damage. The ogre, who hides in a snowbank near the entrance, can see the area in front of the cave. It will spot anyone who enters this area normally. It will remain hidden until it can do the greatest damage (until the party has partially or completely passed). It is not very smart, however, and the characters may trick it if they give a convincing reason for entering the cave. A pouch containing 100 gp is hidden in the snowbank.

2. Main Meeting Room

Three fighters (AC 4, 5, 6; LV 3, 2, 2; hp 22, 15, 12; #AT 1; D 1-8; MV 40'; Save F 3, 2; ML 9; AL C) wearing armor and carrying swords sit around a table in this room. Two wolves (AC 7; HD 22; hp 10, 9; #AT 1; D 1-6; MV 60'; Save F1; ML 8; AL N) and a dire wolf (AC 6; HD 41; hp 23; #AT 1; D 2-8; MV 50'; Save F2; ML 8; AL N) occupy cages along one wall of this large meeting room. A table with three chairs and several candles occupies the center of the room. A large, fur curtain hangs over the exit on the far wall. The entrance to the Master's chamber is concealed by a secret door. The men will attack any strangers entering the chamber, trying to keep the attackers away from the secret door. While the other two fight, one of the men will attempt to open the wolf-cages. If he succeeds, the wolves will obey his commands, as long as the commands are not complex. When the dire wolf dies, the morale of any remaining wolves will drop to 6.

If the ogre in area 1 is still alive, it will come to investigate any sounds of fighting. If the players attempt to trick the ogre again, they will find it most angry about the last trick. The Master in **encounter area 3** will hear any fighting that occurs in this chamber and be prepared for combat if the players discover the secret door to his chamber (**encounter area 3**).

Each man carries 50 gp. There is no other treasure in this room.

3. The Master's Chamber

The Master's private chamber lies behind this secret door. The

"Master" is a cleric (AC 10 or 4; LV 4; hp 20; #AT 1; D 1-6; MV 40'; Save C4; ML 8; AL C). He has memorized the following spells:

First Level: cure light wounds, resist cold

Second Level: hold person

He also wears a **ring of fire resistance**. If he hears fighting in the **Main Meeting Room, area 2**, the Master will don his chainmail and pick up his shield. Otherwise, his armor will lie spread out over the table.

This is a small, dim chamber furnished with a bed, a large table, a chair, and a chest. A large black curtain covers part of the wall opposite the door. There are two levers on the wall next to the curtain. The longest lever opens a pit next to the chair (**encounter area 3A**). The second opens the **Snow Ape's Cage, area 3B** behind the curtain. If the Master is in great danger, he will pull both levers, escaping through the pit while the characters fight the snow apes. (He always carries a piece of fresh meat for the shrew in the pit.)

His chest contains clothing and other common items. It is not trapped or locked. The Master's personal papers and 3 gems (400 gp each) are hidden in a secret compartment in the bottom of the chest. If the characters read the papers, they will learn that some of their fellow travellers are imprisoned somewhere in the caverns (the Master records only that he had them "taken below"). They will also discover the Master is planning to do something sinister and cruel in the near future (use your imagination; perhaps he is planning to invade a nearby village). There is nothing else of value in the room.

Player characters who are lucky or clever enough to defeat the Master will discover his **ring of fire resistance** and a pouch of fresh meat. If the Master escapes or the player characters do not discover his chamber, he will prepare an ambush. He will wait for the characters in **encounter area 2, the Main Meeting Room** until they enter it a second time. (If they do not discover the secret door leading to his chamber, he will set up the ambush after they leave and wait for them to return.)

If the Master ambushes the party, an ogre guard (AC 5; HD 4+1; hp 26; #AT 1; D 1-10; MV 30'; Save F4; ML 10; AL C) will fight with the Master until it is defeated or wins the battle. The Master, however, will flee if he appears to be losing.



3A. Pit of the Giant Shrew

A giant shrew (AC 4; HD 1; hp 8; #AT 2; D 1-6/1-6; MV 60'; Save F1; ML 12; AL N) lives in this 10' deep pit. It always has initiative on its first attack and is +1 on other initiative rolls. Creatures of 3 HD or less attempting to enter the pit (of their own free will), must save vs. Death or run away in fear. A **silence, 15' radius** will disorient the shrew, giving it AC 8 and -4 to hit. The Master keeps the shrew nearly starved, so it will attack anything that enters the pit. (When the Master enters the pit, he tosses a chunk of meat to the animal.) There is a small secret door on one wall of the pit. This leads to a long, cramped tunnel, opening several hundred yards away from the cavern entrance. High above the secret door, a chute opens into the pit. The slide from **encounter area 7, The Temple** ends here.

3B. Snow Apes' Cage

Two snow apes (AC 6; HD 3; hp 17, 12; #AT 2; D 1-6/2-12; MV 30'; Save F3; ML 11; AL C) occupy this cage. Anyone pulling the shortest lever found in the **Master's Chamber, area 3** will release the apes. The apes will then rush into the Master's Chamber and attack anything in this area. If their morale fails, they will flee from the cave, attacking anyone in their way. There is no treasure in their cage.

4. Barracks

A brazier in the center of this chamber casts a dim light throughout the room. Ten goblins (AC 6; HD 1-1; hp 4 each, #AT 1; D 1-6 or by weapon; MV 20'; Save Normal Man; ML 9; AL C), sit in the one corner drinking a red liquid and croaking off-key songs. They are -2 to hit, and automatically lose the first initiative roll. In the opposite corner, the goblin leader (HD 3; hp 18; D 1-8+1; ML 10) and a fighter (AC 3; LV 2; hp 15; #AT 1; D 1-8+4; MV 40'; Save F2; ML 9; AL N) discuss battle plans. The fighter has a **sword +1 NSA**.

Several cots and mounds of straw are arranged haphazardly about the room. Many various weapons lie piled against the walls. There is little else in the room, since the creatures do not trust each other. Each goblin carries 10 sp, while the leader and the fighter each carry 100 gp.

5. The Troglodyte Dens

If the player characters carefully scout the area outside the main cavern entrance, they will notice wisps of steam floating into the air from behind a wall of ice and snow. This wall hides the entrance to a warm, moist cavern heated by geothermal energy. The cavern is the home of 10 troglodytes (AC 5; HD 2; hp 12; #AT 3; D 1-4/1-4/1-4; MV 40'; Save F2; ML 9; AL C). They surprise on a roll of 1-4 and cause a sickening stench requiring a save vs. Poison. Failure to save results in a -2 to hit.

When the party enters the cavern, they have a 30% chance of encountering 1-3 troglodytes. This chance increases 5% every turn they remain in the caverns, until they have encountered all 10 of the troglodytes inhabiting the caverns.

The Master's caverns have been linked with the troglodyte's den at the point marked with an X. The player characters may climb through this opening into either set of caverns.

6. Y Intersection

The passage divides at this point. A gate with iron bars blocks the tunnel leading to **Troglodyte Dens, encounter area 5**. This gate reaches from floor to ceiling. The bars are 6" apart. The gate has a narrow door near its center. This door is locked at all times. The lock is old and rusty, but a thief may pick it if he makes a successful open locks roll. If the party searches the area carefully, they will find the key to the door under a rock on their side of the gate.

7. The Temple

The roof of this natural cavern arches to a height of 30'. Stalactites and stalagmites stand near the walls. A large statue of a toad dominates the center of the room. Even though its belly and throat lie flat on the floor, the statue rises to a height of ten feet. Its multi-faceted eyes bug out of its head like a fly's. When light strikes them, they flash and scintillate in fascinating patterns.

Four rock toads (AC 2; HD 3+1; hp 22, 19, 17, 14; #AT 1; D 1-6; MV 20'; Save F3; ML 7; AL N) hide behind the stalagmites at the edge of the room. Any character who looks into the eyes of a rock toad must save vs. Paralyzation or remain motionless for 2-8 rounds. These creatures will attack any person not accompanied by the Master or the assistant cleric from **area 8, the Guardroom**.

On a roll of 1-2 (1d6), any person standing in front of the statue triggers a trap that opens the mouth. The floor directly in front of the statue then tilts violently, pitching the victim through the mouth and onto a slide. The slide leads to **encounter area 3A, Pit of the Giant Shrew**. Any character dropping onto the slide suffers 1-8 points damage when he falls into the pit.

A small chest is hidden behind the stalagmites on the far side of the room. This chest is trapped with a blinding gas. The gas will explode in the face of anyone opening the chest without first removing the trap, filling an area 5' around the victim. All characters in this radius must save vs. Dragon Breath or be blinded for 3-12 turns. Within that time, the assistant cleric from **area 8, Guardroom** will come to the temple to say prayers, and immediately summon the fighters from **area 8, Guardroom**. A **potion of healing** and a clerical scroll with a **protection from evil** spell are hidden in a secret compartment in the bottom of the chest. The rest of the chest is filled with clerical robes.

8. Guardroom

Occupying this room are three fighters (AC 4; LV 1; hp 9, 8, 6; #AT 1; D 1-8; MV 40'; Save F1; ML 8; AL C) and the temple's assistant cleric (AC 2; LV 3; hp 15; #AT 1; D 1-6; MV 40'; Save C3; ML 10; AL C). The cleric has memorized **cure light wounds** and **light** spells. The cleric goes to the temple every three turns to make his devotions. In combat, the fighters will protect the cleric while he casts spells. If possible, the cleric will cast the cure spell on the most seriously injured of his party. If he is wounded, however, he will save his cure spell for himself.

The room is furnished with a table, several chairs, and extra weapons. There is food and drink here, but none of it has been touched. The fighter with the most hit points carries the key to the cell in **encounter area 9**. There is no treasure hidden in the room, but each man carries 200 gp. The cleric also has a pair of loaded dice.

9. Prisoners' Cell

There is a small cell in one corner of this room, otherwise it is barren. Inside the cell, five merchants (AC 10; HD 1/2; hp 3, 2, 1, 1, 1; #AT 1; D by weapon; MV 40'; Save Normal Man; ML 5; AL L), sit glumly with their backs against the wall. Although all are injured, they will welcome any chance to escape. Because they are concerned only with their own lives, they will not help in a fight, even if given weapons. They know the layout of the cave between the entrance and this room, but do not know what creatures or guards might be encountered. They have no treasure. If asked about the goods the caravan carried, they know only that everything was sent away to be sold. If rescued, they will pay a reward of 100 gp to each person in the party.

The cell door is locked. A guard in **encounter area 8** holds the key.

10. Kitchen

Eight kobolds (AC 7; HD $\frac{1}{2}$; hp 3 each; #AT 1; D 1-4; MV 20'; Save Normal Man; ML 8; AL C) and a bugbear (AC 5; HD 3+1; hp 23; #AT 1; D 1-8+1; MV 30'; Save F3; ML 9; AL C) work in this room, preparing the daily meal for the Master's forces. The kobolds are armed with kitchen knives and mallets. The bugbear carries a sword. Because the bugbear is with other creatures, it will have only a normal chance for surprise. However, the bugbear always fears a surprise inspection by the Master, so has stationed one kobold at the doorway to watch the passage. The party cannot surprise the creatures in this room under normal conditions. The room is filled with dried meats, cauldrons, bones, and wood. A fire burns in the center of the room, directly under a small smoke hole.

If the bugbear dies, the kobolds will immediately surrender, hailing the party as their saviors. They will then join the party and follow

whether wanted or not. If the party meets the Master, the kobolds will betray the party, fearing the Master more than the player characters.

The bugbear wears a pendant with three gems around its neck (20 gp). The kobolds keep a community treasury hidden beneath a loose stone under the fire. This treasury consists of several pretty rocks, four shiny bits of metal, 100 sp, and the mummified body of a rat.

11. Storeroom

This is the home of 20 giant rats (AC 7; HD 1/2; hp 2 each; #AT 1; D 1-3 5% chance of disease; MV 40'; Save F1; ML 7; AL N) with whom the kobolds (**area 10**) wage constant war. The rats will attack any creature that enters the storeroom. The walls of this room are lined with shelves and boxes. All the boxes and shelves are empty. There is no treasure in this room.

PART 5: NEW MONSTERS

Rock or Cave Toad

Armor Class: 2	No. Appearing: 1-4 (1-4)
Hit Dice: 3+1*	Save As: Fighter 3
Move: 60'(20')	Morale: 7
Attacks: 1 bite + special	Treasure Type: V
Damage: 1-6 charm	Alignment: Neutral

About the size of a large dog, the rock or cave toad weighs 150 pounds. It carries a hard, bumpy shell on its back (like a turtle). On its head, it has bulging, multi-faceted eyes similar to a fly's. The eyes shine with a hypnotic glow. Any creature gazing into the eyes must save vs. Paralysis, or be paralyzed for 2-8 (2d4) rounds. The eyes will continue to cast a feeble light (5' radius) for 1-3 hours after the creature dies, but the hypnotic powers will be lost. When attacking, it bites with its horny, beaked mouth. The rock toad lives in rocky, cold regions such as high mountains or frozen deserts.



Snow Ape

Armor Class: 6	No. Appearing: 0 (2-20)
Hit Dice: 3 + 1	Save As: Fighter 3
Move: 90'(30')	Morale: 7 (11)
Attacks: 1 club/1 hug	Treasure Type: K
Damage: 1-6/2-12	Alignment: Chaotic

Snow apes are squat, baboon-like creatures with shaggy white fur. They are somewhat intelligent, and often make simple tools, like clubs or sharpened bones. They cannot, however, grasp more complicated concepts, such as the use of a bow and arrow. Because of their camouflage, they are extremely difficult to see in snowy conditions (surprising on a 1-4). The snow ape uses one arm to attack with a weapon and attempts to hug its victim with the other. Because the snow ape is so strong, any creature caught in its hug takes 2-12 points damage each round until freed. The ape will maintain its hug until it is slain or its morale breaks.



Although generally reclusive, the snow ape is clever and cruel, preferring to ambush its victims whenever possible. If trapped or cornered, the snow ape fights viciously (use the morale in parentheses in this case). Although they cannot make intelligible sounds, snow apes communicate with each other using a complex sign language. In addition, snow apes often leave messages for each other using a system of stacked rocks and snowballs. They live in high mountains and snowy wastes.

PRE-ROLLED CHARACTER FOR THE SOLO ADVENTURE

Player Name: _____

Character Name: _____

Character Class: Thief

Level: 1

— This character is just starting as an adventurer.

Hit Points: 7

— He has the maximum number of hit points a 1st level thief can have. He will do better in a fight than most thieves, but should still be careful!

Armor Class: 6

— His dexterity improves his Armor Class by 1.

Movement: 120' (40')

— He has an average strength.

Strength: 9

— He has an average intelligence.

Intelligence: 11

— Likewise, he has an average wisdom. Up to this point, he seems like an average character.

Wisdom: 10

— But, he is quick and nimble! This will help him survive his adventures.

Dexterity: 15

— And he is very healthy! This will make a big difference, especially as he improves.

Constitution: 18

— He has an unpleasant personality. He should not rely on his friends all the time, and should try to treat them nicely.

Charisma: 8

SAVING THROWS:
Poison or Death Ray: 13
Magic Wand: 14
Turn to Stone or Paralysis: 13
Dragon Breath: 16
Spells or Magic Staff: 15

— His saving throws are normal. However, he should be especially careful around dragons and spellcasters, since he has poor saves against them.

TO HIT ROLL NEEDED:

AC:	9	8	7	6	5	4	3	2	1	0
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10	11	12	13	14	15	16	17	18	19
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SPECIAL SKILLS:

Open Locks: 15%
Find or Remove Traps: 10%
Pick Pockets: 20%
Move Silently: 20%
Climb Sheer Surfaces: 87%
Hide in Shadows: 10%
Hear Noise: 1-2
+4 to hit when striking unnoticed from behind
Double damage when striking unnoticed from behind

— His thiefly skills are not great at this point. He should try to use them, but certainly should not count on their working all the time.

— He should use these skills whenever practical. They will mean the difference between life or death!

EQUIPMENT

Sword
Leather Armor
Backpack
50' Rope
Thieves' Tools
Tinder Box
6 Torches
Wine Skin with Wine

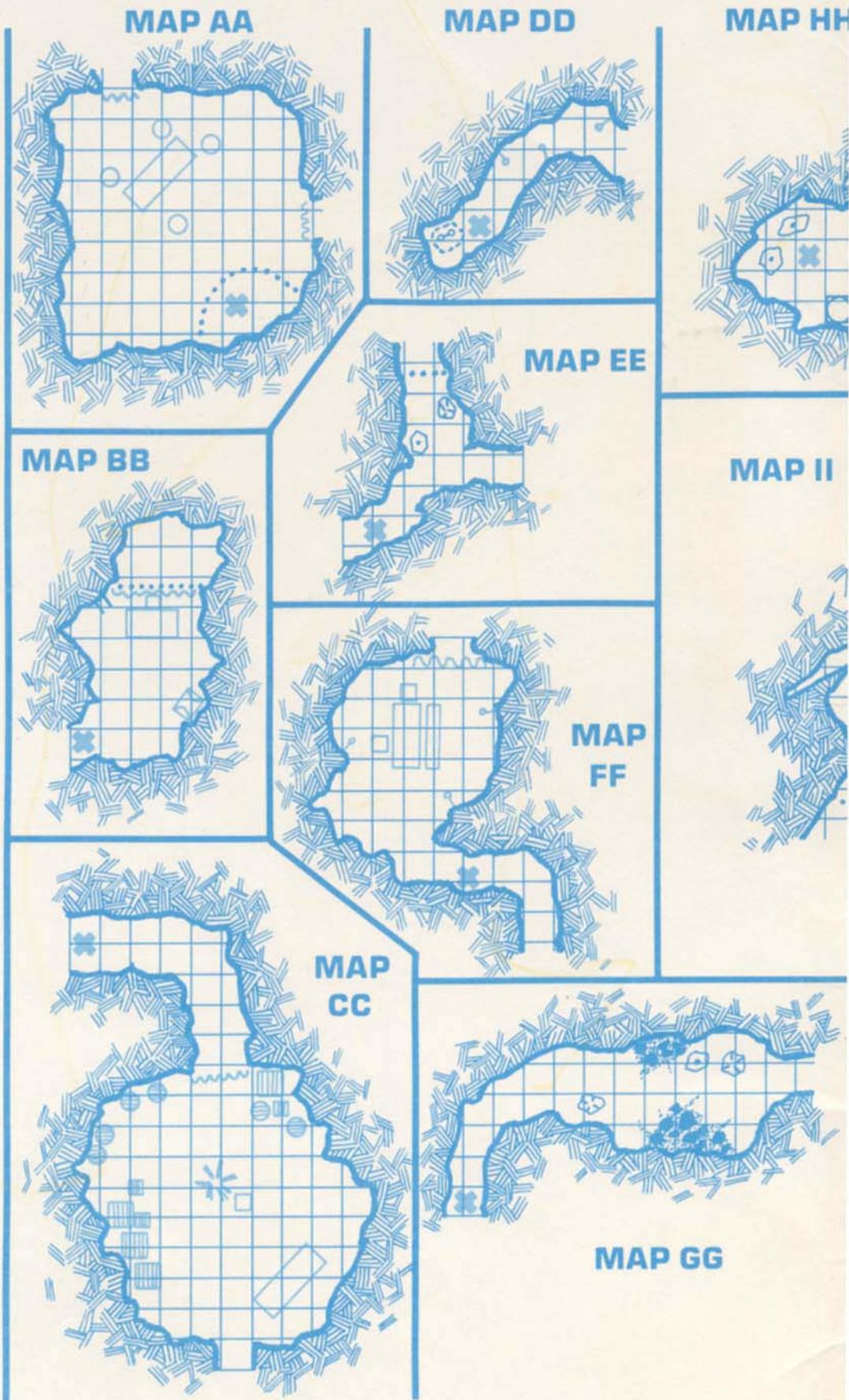
— He has chosen equipment that will help him in his thiefly activities. However, he could not afford a bow and arrows. He should consider buying these as soon as he has some money!

KEY

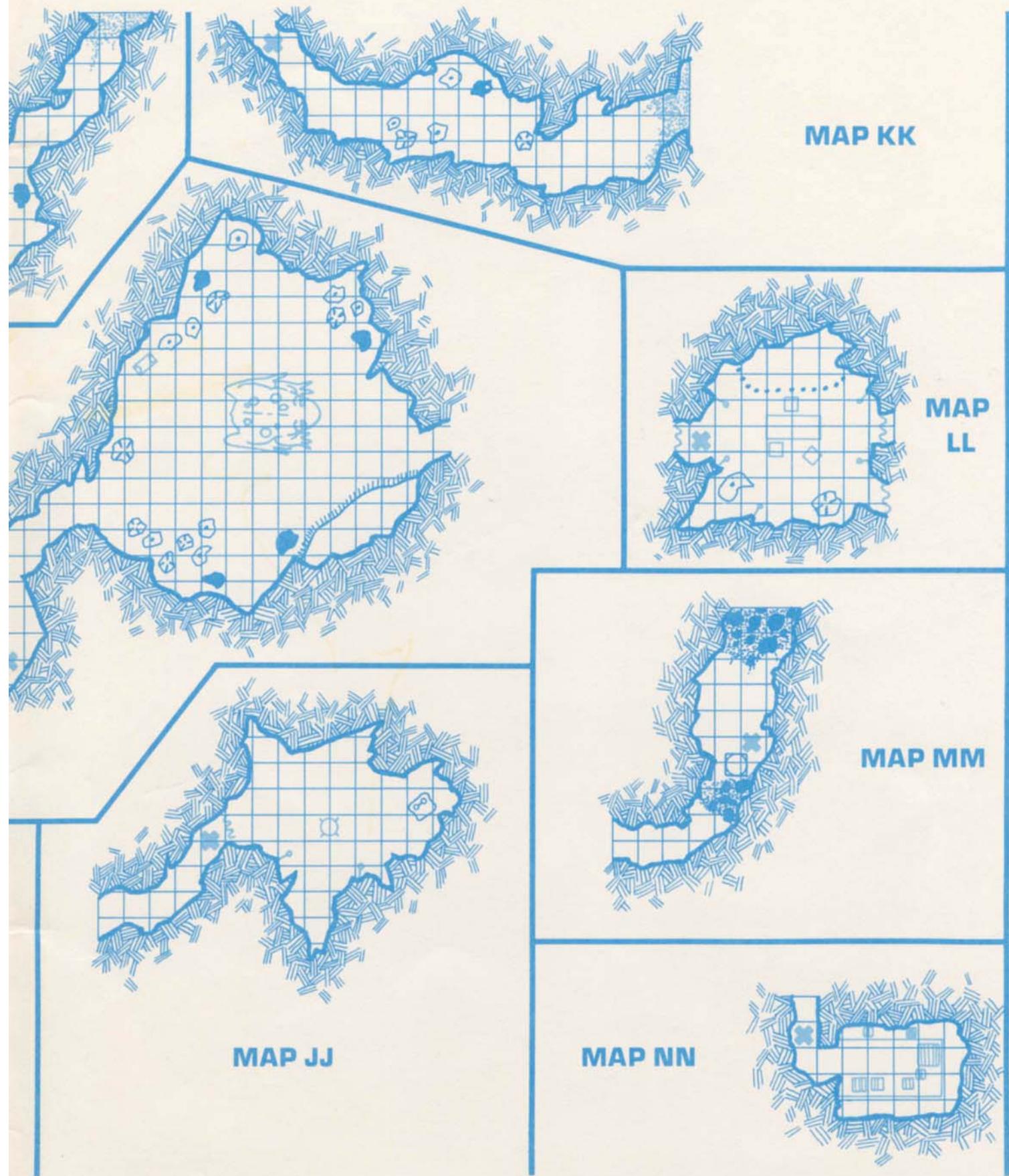
	BARREL
	STOOL
	CHAIR
	BOX
	STARTING AREA
	BARS
	CURTAIN
	LEVERS
	FIRE
	TORCH
	LADDER
	ROCK COLUMN
	STALACTITE
	LEDGE
	STALAGMITE
	CHEST
	RUBBLE
	CHIMNEY
	SNOW
	BRAZIER

1 SQ = 5 FEET

BLIZZARD PASS



S: SOLO ADVENTURE MAPS



DUNGEONS & DRAGONS®

Module for Basic Set

Blizzard Pass

by David Cook

A SOLO ADVENTURE FOR THIEVES LEVEL 1-3
or
Group Play Level 1-3

The storm sweeps off the mountaintops without warning, as if conjured by some supernatural power. Within minutes, huge drifts of snow have halted the caravan, and the snow falls so hard it is impossible to see more than five feet. You huddle next to the sledge, trying to shelter your numb face from the icy winds.

A dozen half-human forms march into view out of the raging blizzard. The little man-things carry wooden spears or long, unsheathed swords in bony, gnarled hands. Their blood-red eyes quickly fall upon your sledge and the ugly creatures turn toward your hiding place.

Will you survive to uncover the secret of Blizzard Pass?

This module contains all you need to solve the riddle of Blizzard Pass, including 14 maps, an invisible ink marking pen, a complete solo adventure, a pre-rolled character, and an outline for group play!

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