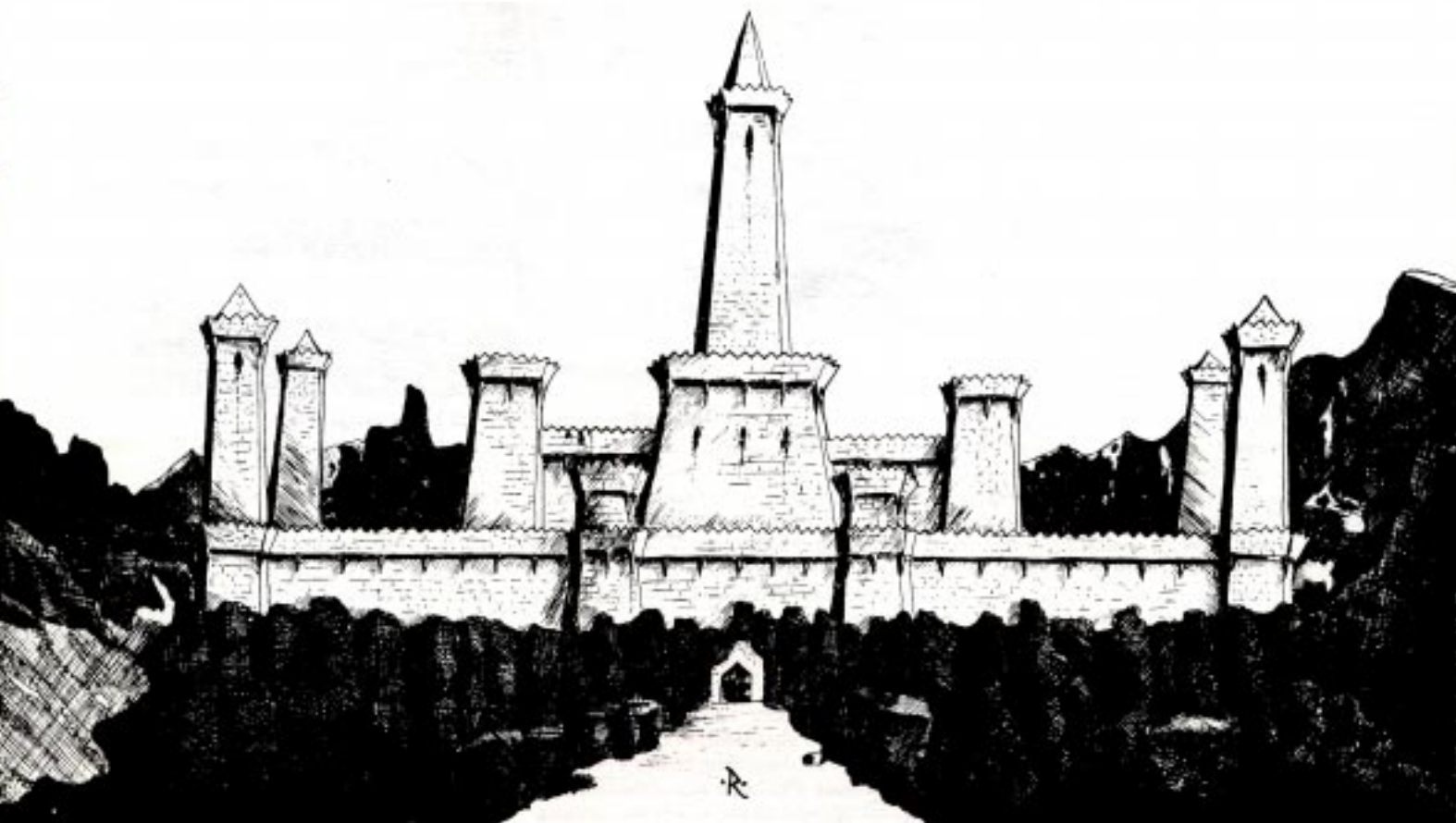


DOOMKEEP



The Second Official AD&D Masters Tournament

PRELIMINARY BRIEFING FOR PLAYERS

The three of you are a group of adventurous wanderers. You have journeyed to a far-off land in search of the fabled **ROCK OF AGES**, a mighty artifact which is rumored to confer everlasting youth, strength and health to its possessor. You have determined that it is somewhere in this vast land, but the legends place it in at least a dozen different places.

However, you are certain that the dungeons of an ancient castle, **DOOMKEEP**, hold vital clues to the exact location of the artifact. You are before the castle, and have decided to enter it in search of not only the information it contains, but also for the chance of obtaining valuable treasure: a thought which is near and dear to your hearts. The only entrance into the castle is a door leading to a passageway down into the ground below the walls.

You will receive a map showing the land of this portion of the world and the possible

Note: Special instructions on how to conduct adventures in this dungeon are printed on page M7. It is suggested that prospective DMs turn to that page and read those instructions before continuing with the actual text.

locations of the **ROCK OF AGES**. After the adventure is over, you will be requested to write down the place where you believe the **ROCK OF AGES** is located, based on the clues you have uncovered. You will not be allowed to consult with your teammates on this and you will score bonus points if you select the proper location.

THE ADVENTURE BEGINS

START. The only entrance you can find is a door slanting down into the earth. You open the door and find a short earthen ramp leading to a dark spiral staircase.

1. You follow the staircase down about 50'. It ends in a room which measures 50'x 50'. You are standing 10' from one wall ahead and 10' from a wall to your left.

Before you is a door. The remainder of the room is basically plain and bare. The ceiling is 15' high and is made of huge blocks of stone, as is the floor. The left wall has been heavily plastered and on the right wall, in its center, is what appears to be a magical writing.

((a = an illusion on the ceiling which conceals a crawlway leading to the adjacent passage. b = a secret door which can only be detected on a 1 or a 1-2 by an elf. c = here the plaster can be smashed through to get to the adjacent passage. d = if a Read Magic is used on the writing, a door will open here. e = if a *Detect Magic* is cast anywhere in the room (spell only), a door will open here. f = here is a shifting wall section which can be found only on a 1 or a 1-2 by a dwarf. g = a normal secret door.))

2. ((The circular corridor.))

After the door is opened, you find yourselves looking down, not across, at the farther wall of a passage.

((The players will have to drop into the corridor, and standing upright, they will find

the entrance door above their heads. They are now standing parallel to the normal plane of the dungeon.))

The passage is filled with a mist which limits your sight to 40' in either direction.

((a, b, c, and d are rooms, and a and c are empty. Rooms b and d contain the guards; in room b are 6 *Lizard Men*, AC 4, 10HP each, armed with shields and 4 javelins each (72 points each), and room d contains 6 *Goblins*, AC6, 4HP each, armed with short bows and daggers (12 points each).

A missile cast at an enemy goes on for a full 24" during the first melee round, returning to its point of origin. The next melee round it will move another 24", and so on. The Goblins and Lizard Men have learned to dodge their own missiles as they come around behind them, so do not roll for the missiles to hit them. A missile will only stop when it has struck a target, or when the thrower catches it (which the Goblins and Lizard Men have learned to do). The players will become aware of the curving floor only if a dwarf is in their party, as the floor is magically made to appear as if it will not curve straight down just ahead.

There are two normal pits marked, and these will drop a player 10' (for 1 die damage on a 1-2). There is also a special pit in the passage. It is 70' deep. From the corridor, the players will see:))

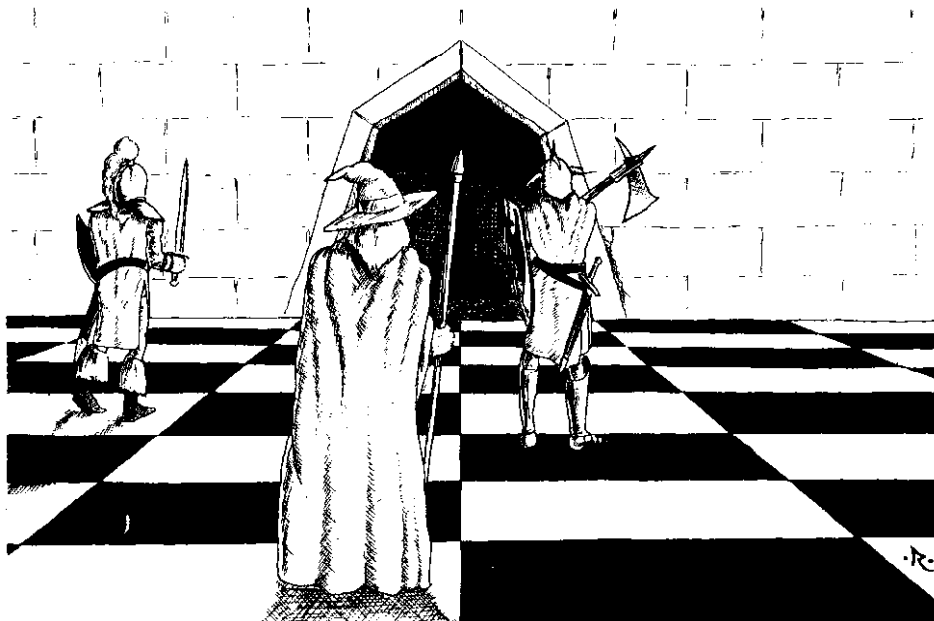
There is a pit 10' across blocking the entire passage. There is no cover on it and its depth is beyond the range for you to determine clearly, but you think that you can see a bottom.

((The pit has an invisible floor covering it. It is perfectly safe to walk on, even for a heavily laden player. The covering can be broken through fairly easily, and can be passed through by means of a *Knock* spell, *Dispel Magic*, *Passwall*, etc. If the players go into the bottom of the pit, they will see the following:))

There is a small chest on the floor, with a small box and a tube next to it.

((The chest contains 1200 gp. The small box contains an item which appears to be a portable hole; in reality it is a *Portable Manhole* (value 3000). The extradimensional warp of the portable manhole only affects three of the four dimensions, with the effect that anything which goes into the manhole will be considered as falling until the next time the manhole is opened. If this delay is longer than 15 seconds, the object will have reached terminal velocity and the object will suffer 10d6 damage when the manhole is opened and the item comes hurtling out. If the manhole is spread on the floor, the item will fall up; if on a wall, it will fall toward the opposite side of the area. Even magic items must save versus crushing blows when they come out. If something falling from the manhole strikes a living being, damage to the being will be 10HP if the object is at terminal velocity.

Inside the tube is a *True Clue* (value 1,200) written on paper. The tube is sealed



Watch your step in this room!

and has magical writings on it. It can only be opened by smashing it, using a *Read Magic* or *Read Languages* or a *Dispel Magic* or by a Thief using his ability to pick locks. The paper has written on it the words: "The key to life is between the mountains." The writing will fade away within 10 seconds after the tube is opened.))

3. ((Chessboard Room.))

After opening the door, you see a large, well-lit room, 80' x 80'. Each 10' section of floor is either ivory white or ebony black, with the colors alternating in a checkerboard fashion. You are standing before a (white or black) square. On the far side of the room, an archway opens over the middle two squares. A room can be seen through the archway, and in the room is a very large chest and a feline creature about 7' tall. The feline stands on its hind legs, is jet black with blue spots and has a triangular head with three eyes on each side.

((The creature is a *Niner*, AC6, 4 dice, 18HP. It attacks twice per round with its claws only for 1-6. If it dies, is charmed or otherwise magicked so that it is not in control of itself it will collapse and "die." It will remain dead for 2 melee rounds and then come back to life. This will occur even if it is teleported or disintegrated, and it will reappear at the spot where it died. It can die 8 times in this manner. After it has come back to life the eighth time, it will die permanently, (value 165 points) but only if it is actually killed and not just charmed, etc. The *Niner* has a mouth, but it feeds by drawing blood through its claws as the claws contact flesh. The *Niner* will not enter the checkerboard area, but will attack anyone entering its room.

The checkerboard room is actually a magical chessboard. It can only be moved across by a player using a certain move of a chess piece. Assume the players represent white pieces. Using an incorrect method will

result in the trespasser's being hit by a bolt of energy for 2d6 damage. The proper way to cross the board is as follows:

Fighters—Must enter room on a knight's square and move as a knight (either two forward and one sideways or one forward and one diagonal is OK).

Clerics—Must enter on a bishop's square and move as a bishop.

Magic-Users—Must enter on the queen's square (white) and move as a queen.

Thieves—Must enter on a rooks square and move as a rook.

Monks—Move as clerics.

Sub-classes—Move as the parent class.

Multi-class—May move as any applicable class.

Only a character who is actually a king may enter the king's square (black) and move as a king. Only the actual act of a person moving across a space will set off a bolt, not the movement of poles or spikes. Those who are able to move across the board without touching the floor will not be hit by a bolt.))

((Written on the bottom of the chest is a *True Clue* (value 1200): "The key to life reposes where man once dwelt." Inside the chest is 2,400 gp and the *Hand Mirror of Hoping*. The hand mirror (value 4,500 points) is a 3" circular mirror mounted on a green jade handle. It is activated by pointing the mirror surface at something and wishing for something to happen (any expression of desire, whatever for, is sufficient). Each time the mirror is used the referee will randomly roll a d10 to see what happens:

1. A Death Ray emerges (normal saving throw allowed).

2. A 5-die fireball explodes 32' away from the mirror.

3. A twin of the object pointed at appears and aids the object pointed at (if possible).

4. 27 Blackbirds fly out of the mirror and confuse (saving throw allowed vs. spell) everyone in the area for 2 melee rounds.

5. The object pointed at is sucked into the mirror, never to return.

6. The object pointed at turns into a Type I Demon which attacks the holder of the mirror.

7. A 6-die lightning bolt shoots out 60' from the mirror.

8. A *Cure Critical Wounds* spell is emitted at the thing pointed at.

9. A mist appears which obscures all vision in a 20' x 20' area (treat this as a *Confusion* spell if melee occurs in the mist).

10. Poison gas fills an area 30' x 30' (+2 on s.t.))

4. A pair of simple wooden doors open into an area that appears to be dimly lit by candles in holders on the floor. The walls are concealed by black velvet draperies except for the center of the wall directly ahead, 40' away. The walls to the immediate right and left are angled off at 45° from the 20' wide double door until the room is 40' wide. The wall ahead is lined with an array of portraits depicting various victories of good over evil.

((The diagonal curtains to immediate right and left will part, if checked, to reveal modest bathing facilities. Two bath basins, a shelf of clean linen garments and a partially filled trunk of soiled clothing can be found in each area. There is nothing of value here.))

((The portraits have no intrinsic value as the quality is rather crude.))

In the center of the room are four rows of narrow benches.

((The draperies at the right and left on the far wall will open to reveal passages if checked. If the players pass through, they will see:))

You have entered another chamber, which is also lit by candles. It is 60' wide and 80' long. Roughly in the center are two rows of church pews. On the right and left walls beside the pews are 5' x 20' tables, each holding two 4'-high candelabras.

((Each is made of mithril and plated with brass; they weight 30# each and are worth 600 gp each.))

These are very thin and delicate appearing, and the candles in them are the only source of illumination. At the near and far ends of the room are a pair of daises. At the top of the near one is a 20' x 10' ebony and teak chest which is ornately carved with

images of a number of warriors battling evil creatures, demons especially.

((The chest is not locked and is filled with many sets of clothing and leather armor, bits of metal armor, old weapons, remnants of food and religious items. There is a 1 in 6 chance per person searching through this stuff (per turn) of finding *The Staff and Boots of the Earth Lord* (value 4,800).)

The staff is an unbreakable cylinder of rock 6' long and streaked through with veins of platinum and gold. It has a circular hollow spot at its tip. In a leather bag tied to the staff by a thong are a 600 gp ruby and a pair of soft leather boots.

If the ruby (or any other ruby of the same size) is wedged into the hollow of the staff and its tip is struck on any surface solid enough to support a man, the ruby will turn to dust and a rough-sided circular pit, 16' across and 40' deep, will come silently into existence.

However, an illusion makes it appear that the surface is still solid, and the sudden appearance of the pit will go unnoticed, even to someone watching the transformation. The illusion will last for three full turns but the pit is permanent. The staff may be used a maximum of once per day.

The boots will allow the wearer to walk across the illusionary surface of the pit for as long as the illusion lasts.))

((If the pews are inspected, a scrap of paper will be found, neatly folded, which has the following written on it (this is a false clue): "Seek the old Ones.))

The far wall is dominated by a large, donut-like structure set on a dais. Above the structure is a brass plate which reads "Portal of Eternal Life" in large letters. The structure appears to be made of living plant life, bearing bright green leaves, red and white berries and a strange-looking, deep orange-colored fruit.

((If eaten, the fruit and berries taste good, but the berries will cause a deep, comatose sleep within 3 turns if a save versus poison is not made. No ill effects will be noticed immediately.))

Within the plant structure a rainbow of color is visible.

((If a character steps onto the dais, the following will occur:

The candles will dim.

The color pattern of the portal will increase in intensity.

A deep, melodic voice will appear to speak from within the portal and say: "Behold the Portal of Eternal Life" . . . "You stand upon the threshold of the undying lands. Those with strong will and great courage may reap the rewards of never-ending life. Lay down your implements of mortal man and witness that neverending life is possible to those who believe . . . Welcome."

A scene will appear with the portal portraying a handsome elven lord dressed in silk robes. He holds out his hand. He then turns to reveal a lush, fruit-laden valley with ankle-high grasses and a narrow brook. An irregularly shaped metallic object with a rough surface can be seen behind the stream. Six elven maidens and three elven gentlemen can be seen cavorting in the grasses. The elven lord walks away from the portal and joins the group.

This scene fades, the colors reappear, and the candles brighten.

If anyone approaches the portal to enter it, the lord will reappear, lead the character down a path to the valley and join the elven group in conversation. The picture then fades again.))

((A dwarf will definitely not trust this elven scene and will say as much to anyone present.))

((This portal is actually a disintegration chamber with a sophisticated, programmed illusion used to create the scenes. The illusion will be believed unless a *Detect Illusion* spell is used.))

Standing in the far corner is a strange, metallic statue. It is about 8' tall and 15' long. It has a large central body, and extending out in front of it are 8 razor-sharp discs. The discs are about 3' in diameter and are mounted across a 10' rod. Coming out of the rear of the body is a large cylinder of some kind. It has two feelers extending from its top.

((This is a *Harrow*; AC -3, 9 dice, 40HP, value 2,400. It is a creature from another universe which is composed entirely of ferrous metal. Its life force and mode of movement are of magnetic origin, and it is surrounded by a strong magnetic field which gives it a magic resistance of 50%. It feeds by absorbing the magnetic auras of dying creatures and by ingesting iron and steel directly into its central body. It can attack twice per turn, once with its discs at all targets in a 10'-wide space for 3-12; if it misses, a second



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The Staff of the Earth Lord can be a real jewel to possess.

attack is allowed by the massive rear drive cylinder on the same targets for 4-16. The two feelers are sensors which detect the magnetic auras of living creatures. The Harrow is unaffected by paralyzation and all mind-influencing attacks, and cold attacks do half or no damage. When it is killed, all of a Harrow's parts freeze up and are immovable. The Harrow will not attack unless attacked, or if any person who has stepped up on either dais leaves the dais.))

5. ((Opening the secret door reveals the following:))

You see a well-furnished room, 20' x 20', extending to your right and ahead. The room is obviously the study of a wealthy man. There are three small tables, four chairs, and an assortment of rugs and wall hangings. On either side of the door are large stone urns full of dirt, which apparently once also held plants. There is a rice-paper ceiling.

((The ceiling conceals the room's true height of 30'.))

Facing the huge stone fireplace which dominates the right wall is a massive, padded wooden chair and table on which are placed wine, cheese, bread and a large bowl of walnuts in the shell. Next to the chair is a 6'-long lizard with huge eyes and violet scales.

((This is a *Thesaurus*; AC 6, 6 Dice, 20HP, value 900. It is 90% magic-resistant, of genius-level intelligence, and has such tremendously quick mental reflexes that it always gains the initiative in every combat round. It gets a single attack which will affect every creature within 60'. To attack, the *Thesaurus* will utter a single word. If any player states aloud the definition of the word, all who could understand the definition are safe. If none say the definition, or some do not hear it, each receives three points of damage and is stunned for the remainder of the round, forfeiting the chance to attack or take other action. The words the *Thesaurus* will use are (in order):

Epigram—a terse, witty, pointed statement;

Kith—friends, acquaintances;

Nostrum—a quack medicine;

Vacuity—emptiness (or inanity);

Kismet—fate, destiny;

Coalesce—to unite into a single body or group;

Avarice—greed for money;

Apropos—opportune (or relevant);

Dory—a small boat with high sides used for fishing;

Peeve—to become annoyed, an annoyance;

Stipple—to paint, draw or engrave in small dots.

The exact definition need not be given, just enough to convey the sense. If the *Thesaurus* runs through all of these words, it will mysteriously vanish (it can teleport.))

((Treasure is concealed inside some of the walnut shells. There are 20 shells. Twelve hold single black pearls worth 900 gp each.

One holds a false clue in the form of a paper which reads: "Search to the east." One holds a 600 gp ruby. Two hold slips of parchment inscribed with exploding runes (for 1-6 HP in a 5' radius). Two hold white powder which explodes upon contact with the air in a bright flash, causing blindness for 3 turns. Two are empty. Roll randomly for which shells are opened first, unless the players have a way of testing them.))

((Smashing the nuts open will destroy the pearls.))

There are bookshelves on the far wall.

((There is nothing of value in the books.))

Near the door is a cabinet.

((It is an illusion which can be seen but not touched; it does nothing.))

On each side of the cabinet are 3 carved wooden wall hangings.

((They are valued at 24 gp each.))

((Concealed behind one hanging is a hole 6 inches in diameter and 18 inches deep. There is nothing in the hole, but anything that is stuck into the hole will be cut off by a heavy guillotine blade which will work repeatedly.))

((One of the rugs is an expensive beaver skin, value 1,200 gp and it conceals a trap door (false). Pulling the ring on the false door releases a number of spiked balls from the ceiling, which will fall, missing the furniture, and have a 2 in 6 chance of hitting each player for 4HP.))

6. ((As the players walk down this corridor they will notice a bright light coming from somewhere up ahead.))

((As they turn the corner they will come upon a tremendous light, so bright that it is impossible to look at it. The purpose of this intense light is to disguise the secret door at "A". The light was created by the occupant of room A—one Co-Dacc, a being from another universe who was stranded here when his universal transporter apparatus had a part stolen from it by a demon. He has been here for 217 days, and each day he has cast a *Continual Light* spell on that spot; thus, a *Dispel Magic* or *Darkness* spell would only remove 1/217th of the light. The light definitely prevents any kind of visual detection of the secret door (including by a *Gem of Seeing*).))

((If the players pass the light at "A", select one of them at random until one fails to make a saving throw vs. magic at -3. Then take that player aside and read him or her the following:))

You suddenly feel that something is very wrong with you, as if part of your psyche is missing. Suddenly you hear a voice in your mind say that your soul-psyche has been stolen and placed in the Black Box of the Inverted Soul, and that the owner of the voice has only to open the box and let light in to destroy the soul-psyche. The voice says that you can regain your soul by proceeding down the corridor to a room and obtaining a small metal part that looks like the tip of a

dagger. You will say nothing of this to your friends if you wish your soul to survive.

((The *Black Box of the Inverted Soul* (value 3,900) is focused through a tiny hole in the secret door. It is operated by depressing a small lever. Instantly (unless the target makes a save versus magic at -3), part of the soul and psyche of the target (in the form of a tiny human replica) is sucked into the box, turned upside down and affixed to a wet sheet of paper at the inside rear of the box. Co-Dacc can communicate telepathically with the soul-psyche and the player. The player can function normally, except that he or she will not remember his/her name and will not recognize it if addressed. If Co-Dacc opens the box and lets light fall on the tiny human, it will be destroyed, resulting in a system shock check for the player. If the check is made, the character will be comatose for 10 turns, and if it is not made, he/she will also lose 2-8 points from both Intelligence and Wisdom. If the missing piece is brought back and slipped under the door, Co-Dacc will open the box in a dark area and pass out the paper in an envelope which the player must eat to regain his/her soul. Co-Dacc, the black box and the machine will then immediately disappear into another universe.

Co-Dacc is AC10, 2 dice, 10HP and has a magic resistance of 75%. He is value 300. The players cannot figure out how to repair the machine at all, even with the missing part. Co-Dacc also has a *Wand of Fear* with 20 charges (value 30).))

((If the players progress past "A", they will see the following at "B":))

Ahead there is a set of stairs leading down, and before it is a shadowy figure.

((The shadowy figure is a *Zombie*, AC8, 8HP, value 30. It is a normal *Zombie* except that it cannot be turned (It may be destroyed by a Cleric of 6th or higher level.). It has a small sack containing 3 *Potions of Gaseous Form* (value 0 if used, value 300 if saved) which are so labeled.))

((The stairs are 20' long, and if the players reach the bottom at landing "C", they will see some stairs up and will automatically trigger a pressure plate which will cause the entire stone ceiling above the stairs to lower quickly in an attempt to crush them. The ceiling matches exactly the configuration of the stairs, but the party will only notice this if they specifically say that they are examining the ceiling above the stairs. The ceiling will descend at such a rate that the players can only run out if they use any of the following spells: *Haste*, *Speed*, *Fly*, or one with a similar effect. There is time to *Teleport* or *Dimension Door*. There is also time to drink the potions of gaseous form, but this will result in all equipment of the player(s) being left behind. Anyone caught on the stairs or the landing will be killed, but equipment will not be destroyed. The ceiling will close fully in 2 segments.))

((At "D" is another bag with 3 more

Potions of Gaseous Form (value 0 if used, value 300 each if saved.))

7. ((Both doors to this room are as follows:))

You see before you a standard-size door which is extremely old, worn, cracked and discolored. Above the door is a message written in common. One of you reads it aloud for the others, and it says:

"Room of magical and wealthy treasures,
But you must act fast, or it won't be yours.
The money you get is yours forever,
The people I get are my only treasure."

((The door will not open unless this message is read aloud one more time. It cannot be broken down or magically opened. If the door is touched, the *Krackseam* will attack. The *Krackseam* is a leech-like creature which appears as a discolored seam or crack on the door. It is AC10, 5 dice, 24 HP, value 90. It is a perfect chameleon, and will not be noticed until it attaches itself to someone. When attached, it bites and drains blood at 3HP per turn.))

((When the door opens, it opens by itself, and the players will see:))

You see a room 40' square with a door in the opposite wall.

((There is an illusion covering the floor to make it seem that the floor is actually flat and level; in reality, there is a funnel-like depression in the center. *True seeing*, etc. will reveal the funnel, which slopes down 10' and ends in a black hole. There is a 3'-wide walkway around the funnel. The walls of the funnel are very slippery, and the first person to approach the center of the room will fall in and disappear into the hole in 1 round unless he is pulled out or a spell is cast. The hole in the center is a disintegration chamber and is 3' in diameter, but this is not obvious; it will seem as if things fall into the hole and drop out of sight. The illusion disappears only when a person falls into the funnel.))

((When the illusion disappears, the players will see:))

Five segments later, from a point on the wall of the funnel, a small sphere shoots out and starts spiraling toward the bottom of the funnel.

((The balls weigh 200gp each and are highly magical. They can't be stopped unless one is within 5' of them, even with a spell. It takes 12 segments for the first ball to reach the bottom and drop into the hole. When the first ball is caught or falls into the hole, another will come out. There are 10 balls, and each one takes one less segment of time to reach the bottom. Once a ball is caught, it is not possible to catch another ball using the same method. For example, someone sticks his foot in front of the first ball and stops it; following balls would be immune to that and would continue past, breaking the foot and causing 5HP.))

((The balls will emerge in this order: Copper, value 24gp; silver, value 45gp; electrum (silvery), value 105gp; gold, value 210gp; platinum, value 1,200gp; fool's gold of no value; a gray *Healing Stone* which



What does he see?

cures 2-12HP for one holder once per day, value 2,400; a ruby, value 3,000gp; a diamond, value 4,500gp; a green stone which explodes on contact with someone or something for 2-8HP. Each ball has a fine seam around it, and can be gently pulled apart to reveal a hollowed-out opening. The first ball is empty, but all others except the healing stone and the exploding stone have a small parchment inside which is a *True Clue* (value 1,200) and reads: "The key to life lies underground.))

8. You see a room which is 40' deep and 20' wide. There is an alcove at the far end along the right-side wall which is 10' deep and 20' wide. At every corner and positioned along the walls at 10' intervals at a height of 6, are fist-sized glass bulbs containing glowing objects.

((They are fire beetle glands in formaldehyde, value 300 each; there are 14 of them.))

Each casts an eerie red illumination.

((If one is broken, its light will go out.))

There is a 3'-wide table running the length of the left wall. There is much trash and broken glass on the table.

((A casual search will find 5 unbroken bottles; one has a pink antibiotic which will prevent the drinker from getting any disease for 48 hours (value 300); the second has a clear rubbing alcohol; the third has a yellow-white solution of sodium pentathol which will, if drunk, seem to feel as if it heals wounds, but does not and will cause the drinker to answer questions truthfully for 1 hour (value 300); the fourth has pale yellow nitroglycerin, save vs. poison if drunk, will explode for 3-18HP if jostled strongly (value 300); the last has thick, white sodium bicarbonate, which will give a +5 on any poison saving throw for 1 hour if drunk (value 30gp). None register as magic. None are labeled.))

Under the table is more trash and broken glass.

((This is all of no value.))

In the alcove is a small coal furnace. A bucket of coal sits at its side and a pair of forge tongs hangs at its other side. The furnace is cold.

((There is nothing in the ashes.))

The far wall from the door is lined with a huge bookcase.

((There are 432 books, or 108 per shelf; most deal with chemistry or pharmacy. A *Detect Magic* will reveal one that is magical. It is a *Tome of Clear Thought* of value 6,000.))

Seen immediately to the left of the door upon entering the room are 3 soiled lab coats hanging on pegs.

((In the left pocket of the center coat is an old rag with a green contact poison on it; Save versus poison at +1 or die in 4 segments.))

On the wall to the right of the door is a table with chair. A parchment lies on the table.

((It reads in common, "All beings are to immediately evacuate the Fortress. Any item of value which cannot be taken along must be destroyed.))

At the far end of the room, in front of the book shelves, stands a fountain. It appears to be flowing with a clear, fruity-smelling wine.

((One person, at random, will have an undeniable desire to taste it at least once, and any player that mentions that he would like to taste it will surely do so. It is richly refreshing and has an exhilarating flavor, and the drinker will have an overwhelming desire to drink again unless a save versus spell is made at -2. Dwarves do not gain their Constitution bonus on this save. If a player drinks a second time, he will also drink a third time unless he makes a normal save versus spell. After three drinks, the person will have no desire to drink further. Non-players (or players who are charmed, etc.) will drink 3 times and cannot be prevented from doing so, since all such beings are fascinated by the fountain. After one full turn, anyone who tasted the wine will begin to show signs of moderate intoxication: vision becomes blurred, speech slurred, and they stumble and attack at -2. After another full turn, anyone who drank twice becomes absolutely drunk. They sing and shout and rave, falling over themselves and fighting at -4. They have a 50% chance of failing to cast spells. After another full turn, anyone who drank three times will fall into a drunken stupor for 10 turns. (Treat this as 5 minutes of actual stopwatch time if the players wait for them to recover). There is no hangover. The wine will detect as magic, but not as a trap or poison, and it is not evil. *Neutralize Poison*, *Cure Wounds*, *Purify Food and Water* or *Remove Curse* (plus other high-level spells of similar nature) will remove the effects.))

((If the players find and enter the secret door, they will find a 5'-wide corridor. If they follow it and enter the next door, they will see:))

You see a room of 15'x15'. At each corner is another glowing bulb. In the far left corner is a bed.

((In the mattress is a 300gp gem.))

Between the bed and the door is a small table with a wash basin on it. Under the table is a cask of water. A dresser sits against the

center of the far wall. On top of the dresser is a small silver mirror (value 30gp).

((The drawers contain clothing and food.))

In the far right-hand corner of the room is a desk and a wooden chair.

((Inside the desk are paper, quills, a small vial filled with black powder (dried ink), 3 empty bottles, a balance scale, measuring beakers, and old clothes. Taped to the back of the center drawer are the *Three Body Bands of Talfelon* (see below).))

On the bed is a horrid creature. It has a stubby, rectangular body 4' long and 2' wide. It is 1½' tall. It has two 4'-long "feelers" projecting from its front and dozens of short legs.

((This is an *Electric Crawler*. It is AC -2, 4 dice, 20HP, value 900. It feeds off light and heat energy (including magical emanations). There is a 10% chance per "+" (or a 1% chance per charge) that it will absorb the magic from any magic item which strikes it or it touches. It can do this only once per day, and it is not selective about it.))

((When it is attacking, it hits for 1-10 pts. of electrical damage; if it misses, add 5 to the "to hit" roll for the next attempt and if a hit results with the new number, it arcs an electric charge from itself to a target for 1-8HP. Each time an opponent is hit, he must save vs. paralyzation or be stunned for one round from electrical shock. An arc will only occur if the person is carrying metal of at least the mass of a dagger. The *Electric Crawler* is 75% resistant to magic except for the following: *Polymorph* adds 5HP for 1 day; *Lightning Bolt* increases hit points to 36; *Disintegrate* has no save or resistance, it always works; *Charm* always works, but each turn there is a 25% chance that it will absorb the magic from one of its master's magic items. The beast has 360-degree radar and can communicate telepathically, but understands only the tongue of Lizard Men.))

((The *Body Bands of Talfelon*, value 3,000: These are three small, leather bands, one of which is obviously to be worn as a collar, and the other two as wristbands. A keen eye will detect many undecipherable marks and runes and a faint metallic trim. The bands cannot be cut or marked in any way. If a Fighter-class or Magic-User-class player puts on the bands, he will immediately lose 1 experience level and take 1-12HP. If a Cleric-class player puts them on, he will lose 2 levels and 1-10HP. If a Thief or Monk (or a multi-class player who is part Thief) puts the bands on, they will fit perfectly and become nonremovable. Damage sustained by the other classes will occur each day until the bands are removed. A Thief or Monk wearing the body bands will have his Dexterity increased to 18, with the appropriate increase in thieving abilities, and gains the advantage of using the matrix for Fighters when attempting to hit in combat. There are other special abilities. If the Thief or Monk rubs the right arm band, he will, for the next 10 turns, be 75% magic resistant (rubbing can only be

done once per day and only takes effect after 1-4 rounds). If the left arm band is rubbed the Thief or Monk will, for 10 turns, be automatically successful at any of the thieving abilities (rubbing can only be done once per day, and only takes effect after 1-4 rounds). If he rubs the neck band, for the next 10 turns an invisible aura is in existence around the wearer and acts as a *Cloak of Protection* +3 (he can only be detected by a gem of seeing, etc; this can only be formed once per day and takes effect only after 1-4 rounds). If he rubs the two armbands together, he will be shielded, for the next 10 turns, from magic as with a 60% resistance and as a cloak of protection +2. Activating this shield causes the wearer to take 5HP of damage; this can be done as often as desired by the wearer and takes effect immediately. Activating any function of the bands will cancel any previously activated function (if still active) immediately. The band can be removed only after the death of the Thief or Monk.))

((Taped to the back of the right-hand drawer is the following *True Clue*, value 1,200: "Seek the mazes for the key to life.")

9. ((Caution: *The Players are in a Transparent Maze*: All interior walls are invisible, making it appear to the players that they are in a large open area. They will be able to see all of the possible encounters in the area since the room is brightly lighted, but the walls distort distance, so do not give them numbers.))

You see a well lit, large open area extending forward and then dog-legging to the right. At the far end of the dog-leg, you see a single door. There are a number of things in the area which you can see.

((No mark can be made on the walls, and nothing will adhere to them. The players and monsters can see each other, and the monsters will charge on a straight line when the players get within 30', even if there is a wall in

the way. Monsters will return to the original location if they run into a wall (even they don't know where the walls are).))

((The players see the following:))

((At "A":))

Ahead and slightly to the left is a *Cave Bear*.

((It is AC6, 6 dice, 30HP, attacks 3 times for 1-8/1-8/1-12, value 600.))

Next to the bear is a chest.

((This contains 6,000ep and has been trapped with the spell "*Oberon's Faerie Fire*." This spell, when the chest is opened, will bask all objects within 1" in a permanent orange faerie fire. Thus, the person who opened the chest will forever glow in the dark (and so will anyone else who was nearby). The spell can only be removed by a *Dispel Magic*, *Limited Wish*, *Alter Reality* or *Remove Curse*, or by washing with a strong acid (10HP).))

((At "B":))

Ahead and slightly to the right you see a troll.

((It is AC4, 7 dice, 35HP, attacks 3 times for 2-5/2-5/2-8, value 750. It has a leather bag containing 1,200gp and one 600gp gem.))

((At "C":))

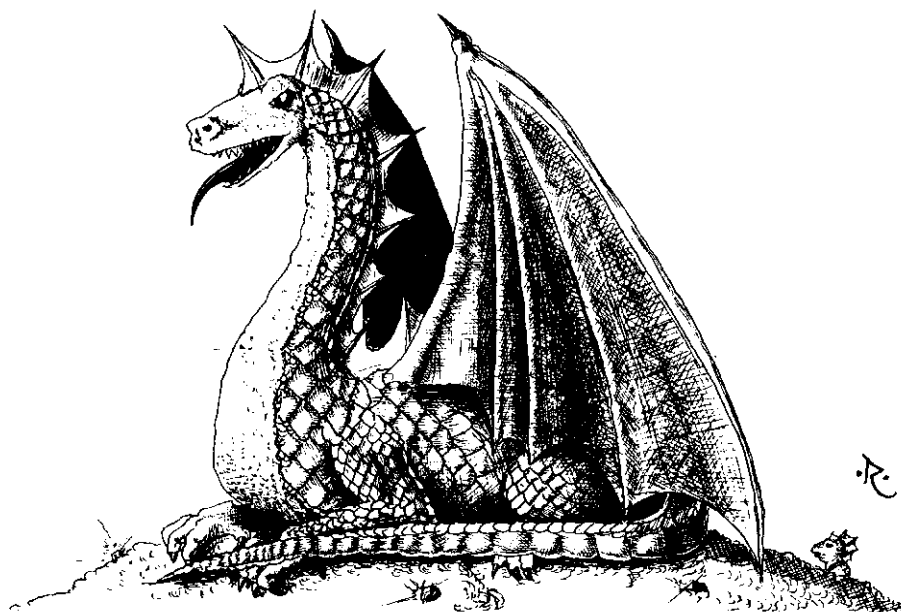
Near the wall on the right and some distance from the front wall is a small, hunch-backed man.

((He is lost, has no value, AC10, 1 HP, and cannot attack. If led from the maze, he will give the players the following *True Clue* (value 1,200) which he has committed to memory: "The key to life is north of the woods." He knows nothing else of this area of the rock of ages.))

((At "D":))

Beyond the Troll you see a *Green Dragon* sitting on a pile of treasure.

((It is AC2, 7 dice, 28HP, value 2,100. It (Turn to page M11)



The dragon is awesome, but so is its treasure.

Information for the DM's Eyes Only!

The Second Official Invitational AD&D Masters Tournament is written up and presented in a way which makes it easy for the DM to reveal the details of the dungeon to players as they make their way through it.

In the text, all material inside double parentheses and printed in black is not meant to be revealed to the players until they actually begin or resolve an encounter. Material not inside the double parentheses, printed in red, should be read aloud to players when they are in the section of the dungeon to which the text applies. This system spells out exactly what the players are entitled to know, and separates that from information which they must discover through intelligence and ingenuity.

The scoring system used in the Second Official Invitational AD&D Masters Tournament was complex and very demanding of the judges who oversaw the action. Objective points were awarded to a player or team at the completion or achievement of a certain action or goal. Subjective points were awarded at the discretion of the judges, when the judges determined that the requirements for a player or players obtaining those points had been fulfilled. In the Masters Tournament, there were two judges for each team's excursion, and both judges were permitted to award subjective points (without the other's knowledge) if they both ruled that such points were deserved. Objective points were only tabulated once, and were kept track of by one of the two judges.

Points for a certain accomplishment may be shared by all the players who contributed to that accomplishment, or they may be awarded to an individual who achieves a certain goal.

Points were scored as follows:

Objective points, Individual:

+10,000—Choosing correct location of Rock of Ages (only if individual is alive or

resurrectable at end of adventure).

+1,200—Finding a True Clue.

For slaying monsters, points are awarded as per the values listed for those monsters along with their descriptions in the text.

-1 per hit point—Deducted for unhealed damage to a player at the end of the adventure.

-50—Deducted for death of player (each occasion).

-100—Deducted for player who is dead but resurrectable at end of adventure.

-1,000—Deducted for player who is dead and not resurrectable at end of adventure.

-10—Deducted for death of teammate (each occasion).

-50—Deducted for each teammate dead but resurrectable at end of adventure.

-1,000—Deducted for each teammate dead and not resurrectable at end of adventure.

Objective points, Shared:

+12,000—Gaining possession of Rock of Ages (even without knowing what it is).

For gaining possession of magic items, points are awarded as per the values listed for those items along with their descriptions in the text.

Subjective points, Individual:

For determining the correct use of a magic item, a player receives points equal to its value as listed in the text.

-1,000—Deducted for causing the death of a teammate by stupidity.

-500—Deducted for causing the death of a teammate by accident.

-2,000—Deducted for purposely causing the death of a teammate.

-1 to -10—Deducted on each occasion when a player demonstrates stupidity, slowness, or other undesirable qualities.

+1 to +10—Added on each occasion

when a player demonstrates quick, smart or decisive action.

Players who die are still eligible for their portion of Shared points, and can still incur a penalty in points for the death of other teammates. No points are awarded for finding false clues.

Other points of information for DMs are as follows:

There is no surprise during the adventure. Do not read directions as "north-south" for players; use "left" and "right" instead.

Players must enter a room or area before they will be able to see what it contains, unless they cast some kind of light spell. Even the most powerful torch or lantern will only allow them to see living creatures as shadows. Similarly, in corridors the players will not see doors or other features until they are upon them, because of the effect of shadows. Even infravision will not change this.

All intrinsic magic in the area (such as held doors) was placed by the equivalent of an 18th-level Magic-User.

There are no wandering monsters.

Spell-casting characters may prepare such things as a *Continual Light* wand by selecting a *Continual Light* spell for the adventure and using it on a stick. Other such combinations are possible, but must be made using spells selected for the adventure; none of these types of things can have been prepared "on the previous day." A Magic-User may select a *Find Familiar* spell if he wishes a familiar, but the normal procedure must be used to see if he actually obtains one.

The DM must be able to see any dice rolls made by the players. All damage rolls should be made by the DM in any case. Players may be permitted to roll for initiative, to hit and saving throws.

Players do not score points for treasure or magic items used up, destroyed or discarded before the end of the adventure.

Here's What the Masters Had to Start With

People who played in the Second Official Invitational AD&D Masters Tournament at GenCon XII were grouped in three-member teams for their trip through the dungeon. Each team was allowed to pick three player-characters from a list of 14 characters, and each team had three hours of real time to adventure.

Any Dungeon Master who wants to run a group of players through the Masters Tournament module can, of course, alter any of the preconditions as he or she sees fit. This information is presented for those who might want to pattern their adventure along the same lines, and for those who are interested in knowing the details of how the tournament was set up.

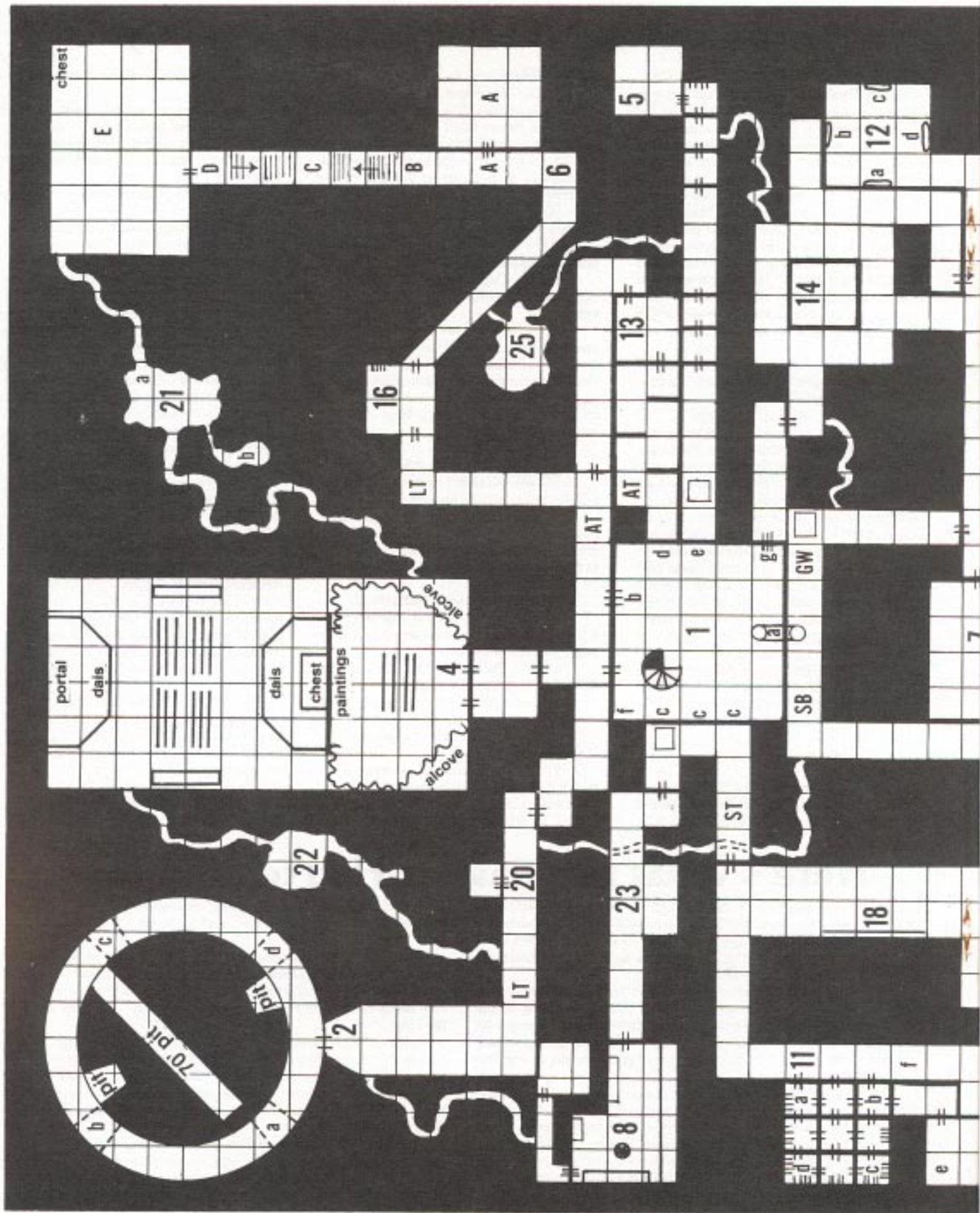
The only information available to the players before they made their character selections was the class, race and level of each of the 14 available characters. They were as follows: 8th-level human Cleric, 10th-level human Druid, 8th-level human Fighter, 7th-level human Paladin, 7th-level human Ranger, 9th-level human Magic-User, 8th-level human Illusionist, 9th-level human Thief, 8th-level human Assassin, 7th-level human Monk, an elfen 6th-level Fighter/7th-level Mag-

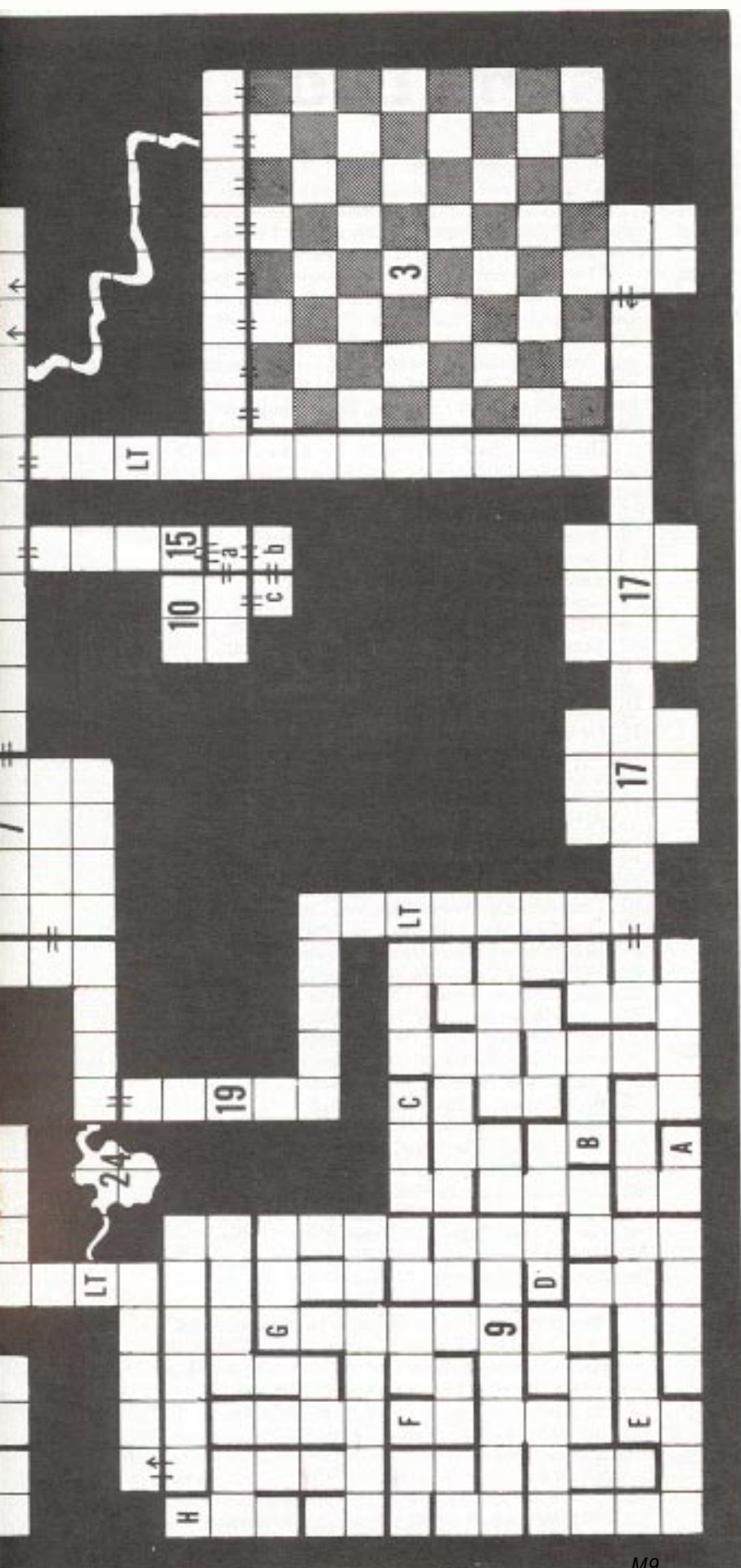
ic-User, a dwarven 6th-level Fighter/7th-level Thief, a half-elfen 7th-level Magic-User/5th-level Cleric, and a half-orc 4th-level Cleric/6th-level Thief.

Each character was allowed to begin the adventure with certain basic equipment, and players were permitted to add to that equipment anything which is listed in the *Players Handbook* on the equipment list. Any requests for special equipment were handled at the discretion of the judge.

Spell-casting characters selected their own spells. Each player also received a "shopping list" of magic items (not reproduced herein), and each player was given 100 "points" to spend on items from that list. Players on the same team were allowed to pool their points or transfer them freely from one character to another before making their selections of items.

The three-hour time limit included all the time necessary for each team to set up their characters, so it was important for each team to outfit its members and record their possessions as quickly as possible, leaving as much time as they could for actual adventuring.





Map Legend

++ Resisting door
 +++ Secret door
 +++ False door
 +++ One-way door
 □ Pit, 10' deep

AT Arrow trap (6 arrows for 1-6 and 3 hp each)

ST Spear trap (1 spear, automatic hit for 5 hp)
SB Scything blade (2 in 6 per person for 6 hp)
GW Gust of wind, blowing out all torches
LT Leomund's Trap, no saving throw



Spiral staircase



Area underneath main level of floor



Rat tunnel: all rat tunnels are 3' high and 4' across, allowing passage to only one person at a time, if that person crawls on hands and knees.

How the Masters Did

Robin Hostetter of Augusta, Ga. was perched atop the standings when the search for the Rock of Ages ended at GenCon XII on Aug. 19, 1979. As the top individual finisher in the Second Official Advanced Dungeons & Dragons Masters Tournament, he received a trophy cup from TSR Hobbies, Inc., which sponsored the tournament.

Robin was one of 36 players in "Masters II," 24 of whom had not played in the First Invitational. New players took 10 of the first 13 places in the second tournament, indicating that as AD&D becomes more popular, the number of players of "master" ability increases.

John Baillie of Nottingham, England, and Brian Price of Greendale, Wis., received plaques for placing second and third, respectively. Lawrence Schick, a member of the TSR Hobbies Design Department and another first-time player, finished fourth. He was the leading player of Team 11, which won the award for most effective team. The team

also included Ralph Williams of TSR Hobbies and The Dragon's own Gary (Jake) Jaquet, who placed sixth and seventh.

The highest finisher among those who also played in "Masters I" was Jim Ward of Prairie du Chien, Wis. He was 13th in the first tournament and moved up to fifth in the second one.

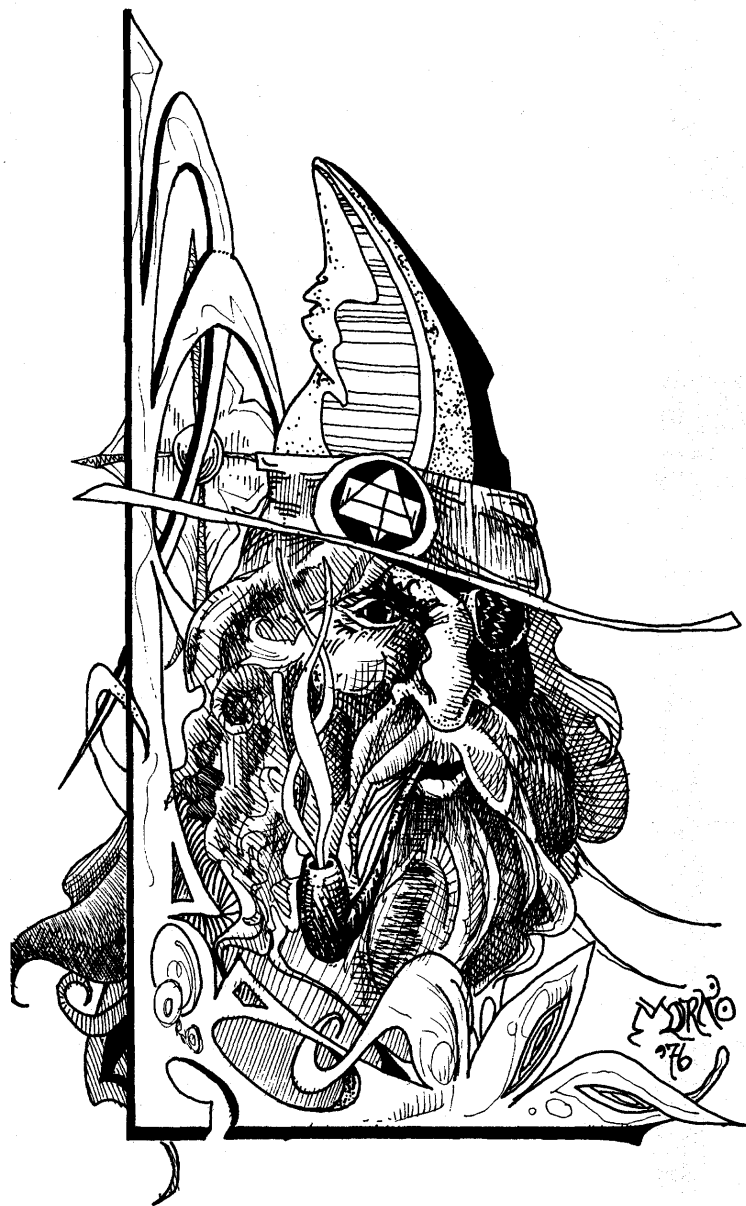
The top five finishers from the first tournament found out that fame in AD&D, as in life, can be fleeting. The team of Bob Blake, Len Lakofka and Mark Mulkins was dispatched shortly after starting its adventure, and the three of them finished at the bottom of the standings. Amazingly, those three players placed *first*, *second* and *fifth* in the first tournament. John Harshman and Loren Wiseman, both carrying the standard of Game Designers' Workshop, plummeted to 18th and 24th respectively after placing third and fourth in the first tournament.

The order of finish in the Second Invitational is as follows. Persons who also played in the First Invitational are indicated with their placings in parentheses.

1. Robin Hostetter, Augusta, GA, Team 5
2. John Baillie, Nottingham, England, Team 4
3. Brian Price, Greendale, WI, Team 12
4. Lawrence Schick, TSR Hobbies, Team 11
5. Jim Ward, Prairie du Chien, WI, Team 3 (13th)
6. Ralph Williams, TSR Hobbies, Team 11 (11th)
7. Gary Jaquet, TSR Periodicals, Team 11 (15th)
8. Kathy Bullinger, Morgantown, WV, Team 9
9. Rob Kuntz, TSR Hobbies, Team 9
10. Herb Petersen, West Allis, WI, Team 5
11. Gary Peyre-Ferry, Media, PA, Team 9
12. Charles Sagui, Boaz, KY, Team 10
13. J. Eric Holmes, Los Angeles, CA, Team 7
14. Will Niebling, TSR Hobbies, Team 7 (12th)
15. Al Hammack, TSR Hobbies, Team 3 (tie for 8th)
16. Gary Gyax, TSR Hobbies, Team 7 (10th)
17. Troy Conner, Rockville, MD, Team 5
18. John Harshman, GDW, Team 3 (3rd)
19. Tony Appleby, Woodbridge, VA, Team 1
20. Greg Rihn, Wisconsin Dells, WI, Team 1
21. Rob Pritschet, Minneapolis, MN, Team 1
22. Bob Stiegel, Greendale, WI, Team 4 (tie for 8th)
23. Joe Jungbluth, Sussex, WI, Team 12
24. Loren Wiseman, GDW, Team 4 (4th)
25. Steve Kingsley, Northport, NY, Team 12
26. Dave Griggs, Fort Worth, TX, Team 2
27. Tom Towns, Baytown, TX, Team 10
28. Bob Bledsaw, Judges Guild, Team 2
29. John Muse, Roanoke, VA, Team 10
30. Tom Zarbock, San Juan Capistrano, CA, Team 2
31. Jamie Smith, Roanoke, VA, Team 6
32. Steve Zagieboylo, Norfolk, MA, Team 6
33. Mike Pautler, Ashton, MO, Team 6
34. Len Lakofka, Chicago, IL, Team 8 (2nd)
35. Mark Mulkins, Kenosha, WI, Team 8 (5th)
36. Bob Blake, Valparaiso, IN, Team 8 (1st)

Other persons who were invited to play but were unable to do so included David Frick, Conrad Froehlich, Henry Veldenz, Bruce Stewart, Steve Bradcovich, Gary Norton, Mike Mayeau, Roger Lawter, Abraham Stone and *The Dragon's* editor, Tim Kask.

The tournament was designed by Brian Blume of TSR Hobbies, who also acted as head referee. The dungeon was constructed from rooms, or parts of rooms, submitted to Brian by those who were invited to play in the tournament. Acting as referees for the tournament were Tom Wham, Dave Sutherland and Kevin Blume. Playtesters, also from the TSR Hobbies staff, included Mike Carr, Jeff Leason, Harold Johnson, Jean Wells, Dave Cook and Erol Otus.



DOOMKEEP

(Continued from page M6)

has 6,000cp, 2,000sp, 600pp, 6x100gp gems.)

((At "E":))

Straight ahead, beyond the Cave Bear and the Troll, is a 5'-tall humanoid. It is hairless, but has a thick orange skin. There is a red patch on the head.

((This is a *Magicker*. AC4, 5 Dice, 24HP, value 3,000. It has a 95% magic resistance, saves as a level-5 fighter +6, and damage is half or none. It can "catch" spells and "solidify" them. For instance, a fireball becomes a small red globe. These are tucked into a sack and may be cast at an opponent with the same effect as the original spell. This Magicker has in his bag the following spells which he will use in this order, if it is favorable for him to cast them: *Magic Missile* (in the form of a small arrow), *Web* (a wad of thread), *Hold Person* (a silver ball), *Sleep* (cotton), and *Magic Missile* (a small arrow). He will automatically catch and throw back anything which he resists or saves against which the players have thrown at him. In melee (within 10'), the Magicker attacks twice for 1-10/1-10. If both attacks hit the same person, all magic items carried by that person permanently lose their magic. A Magicker may not be struck by any kind of magic weapon. Normal weapons hit normally, silver weapons do +3 damage, and wooden weapons (such as a staff) hit at +2. If the players gain the sack, they may use the spells therein (do not name them, just describe their "solid" appearance).))

((At "F":))

To the right of that creature is a group of 6 Troglydtes.

((They are AC5, 2 Dice, 7HP each, value 45 each, attack once for 1-8. The leader has the fabled *Key of Danok*, value 2,400. It is made of brass and looks like an ordinary skeleton key. When the key is placed in any non-magical lock, it will fit perfectly and work such a lock on the first try 100% of the time. If the lock mechanism has a physical trap, however, the key will fail to turn. If the lock is magical (as a "held" door) or magically trapped, the key will glow a pale green and will negate such locking spells at a chance of 100% minus 3% per level of the spell caster (e.g., 97% to open if the spell was placed by a 1st-level spell caster.). If the key does not negate the spell, it will refuse to turn.))

((At "G":))

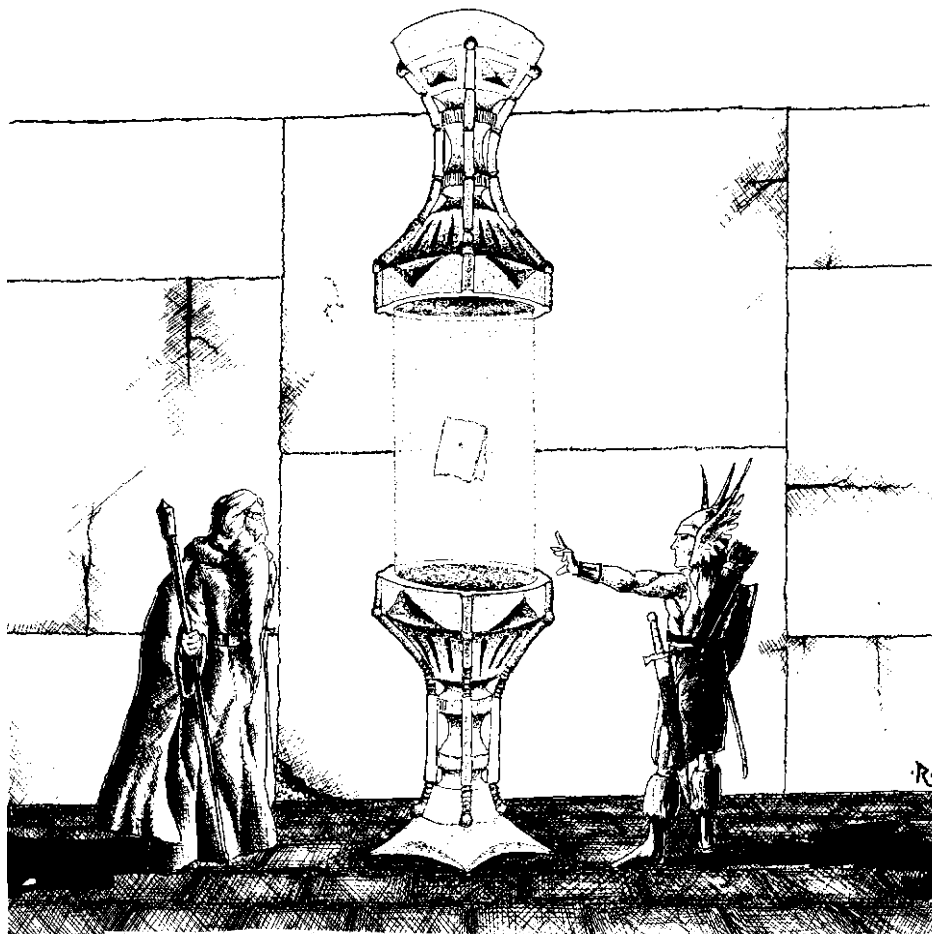
Around the dog-leg some distance away is a Hellhound.

((It is AC4, 6 Dice, 32HP, value 450.))

((At "H":))

Near the far door is a large, lava-like stone.

((This is a *Magic Sponge*. It is very porous and will sop up the magic of any enchanted item that comes within 20' (it will not work through the walls). It will also make spell casters feel nauseous. It can be easily set



The parchment floats, but can it be retrieved?

afire with oil and burned to destroy it. When it is feeding, it will glow and quiver. It is very light. If a magic item gets within 10', the sponge will be drawn to the item like a filing to a magnet. When contact with an item is made, it takes the sponge one melee round per "+" (or per 20 charges) to completely drain an item. It can partially drain an item. The sponge can only be pulled off an item which is still magical by a person with 18 strength. The sponge will seek the most powerful magic item if more than one is within 10'.))

10. You are inside a room which is 20'x20'. There are two doors. In the center of the room is a pedestal, intricately carved, which is about 5' high and 3' in diameter at the top. From the top, a beam of blue light rises to the ceiling and enters a similarly carved fixture. Suspended in the blue beam is a folded piece of parchment, apparently floating with no support.

((Anything touching the beam (with one exception) will disintegrate. The entire affair is closely surrounded by an anti-magic field. The pedestal is immovable and unbreakable. The only way to get the parchment out is to reach in with a naked arm (a sleeve or armor will disintegrate with no damage to wearer), grasp the parchment and pull it out. On the parchment is a false clue which reads: "Seek the sands of time."))

((Anyone figuring out how to get the parchment out gets 600 points for cleverness.))

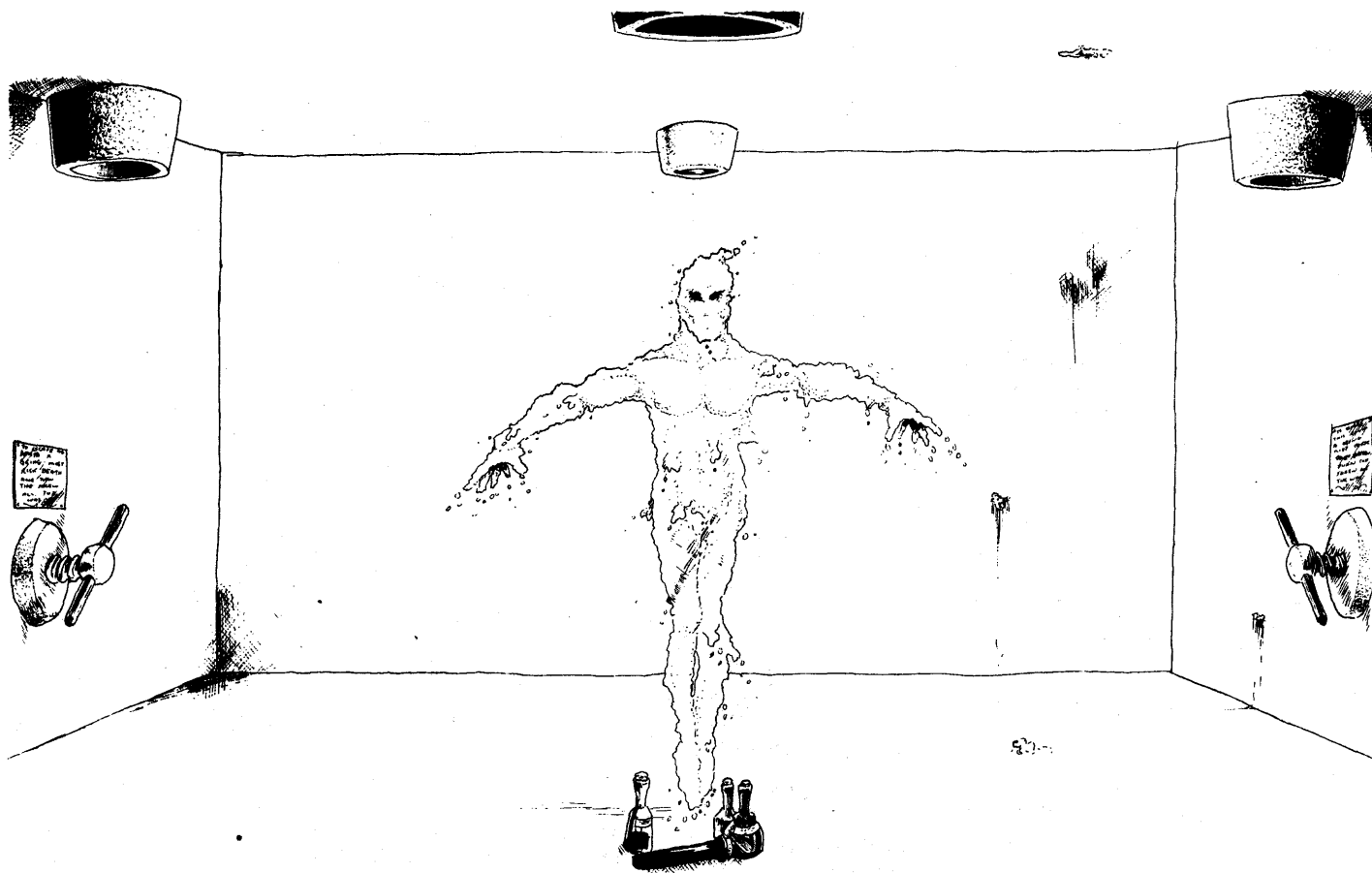
11. ((As the party reaches the doors, they will see:))

There are three doors on your right, and you can see a very large Black Pudding (f) up ahead.

((The Black Pudding is AC6, 10 dice, 60HP, value 1,800. It will chase the players when it can. It will advance to the door of any room which the players appear in. The room complex has four teleporters: "a", "b", "c", "d". "a" teleports to "c", "b" to "d", "c" to "a", and "d" to "b" whenever one of those rooms is entered. The doors to the rooms automatically slam shut and remain closed for one round in all rooms. "e" is the treasure room; in it, the players will see:))

You see a 20'x20' room. In it is a 2'-tall, man-shaped creature with a wet, black appearance.

((This is a *Tar Baby* or *Asphalt Kobold*, AC10, 5 dice, 40HP, value 600. It is made of a sticky bitumen, and any object which hits it will cause half of its normal damage only (except magical attack) and will stay stuck to it for 1-10 melee rounds (a character with Strength of 16 or more can halve the time he or an object is stuck). The Tar Baby, if it hits, will wrap itself around the target and immobilize him by sticking various parts of itself to



A monster and a chamber designed to take your breath away.

the floor (its feet are covered with sand to allow it to walk). The victim will be smothered in 2-4 rounds unless the Tar Baby is killed and scraped away from his face. If the Tar Baby is set on fire, it will burn wildly and will hurl itself at the nearest opponent, a hit causing 2-12HP.)

((In the room, scattered on the floor, are several items. There is a tube, requiring *Read Magic* to open, which gives false directions leading out of the maze ("wing it" to lead the players in circles). There is also a thick blue and gold colored tube with a point on the end; actually a *Wizard Pen*, value 4,500. It works as a normal pen, except that if the user writes the words "I desire . . ." the pen will grant the wish. The pen has 100 charges. When a wish is granted, a number from 1-100 is rolled and that is the number of charges used for that wish. When the charges needed exceed the charges remaining, one wish will be prorated.))

((There is a third tube which opens easily and has a *True Clue*, value 1,200, which reads, "The key to life is to the east."))

12. ((The players step into the chamber and see:))

You see a chamber which is 30x30'. Each of the 4 walls has a huge screw partially imbedded in it, and there is a spout on the

ceiling above each screw. Written on a plate above each screw is the following message: "To leave this room, a being must risk death and turn the screw all the way."

((As the players enter the room, two sliding walls (at the arrows back down the corridor) close off the passage and will not open.))

You also see a floating form in the chamber which gives off a continual emanation of light and energy.

((This is an *Aura Energy Monster*, value 600. It is AC10, 3 Dice, 10HP. When attacked, it reacts as if in pain, but it is actually absorbing the energy of the attack. On the next round, it will return the energy in the form of flames, striking at any one creature with a +5. This creature can only be harmed by cold attacks. It is insubstantial, and cannot harm those who do not attack it.))

The monster is resting above an opaque vial.

((In the vial is a piece of paper containing a *True Clue*, value 1,200, and a 1,200gp emerald. The clue reads: "The key to life is to the west."))

Also under the monster are three bottles.

((They are labeled "potion of cure light wounds." These are actually potions of cure "light" wounds (value 600 if saved); they

cure normally, but have the side effect of causing the drinker to glow in the dark for 1 full day. This effect can be removed by a *Remove Curse*, *Limited Wish*, *Dispel Magic* (which also removes the healing effects gained), or any similar spell.))

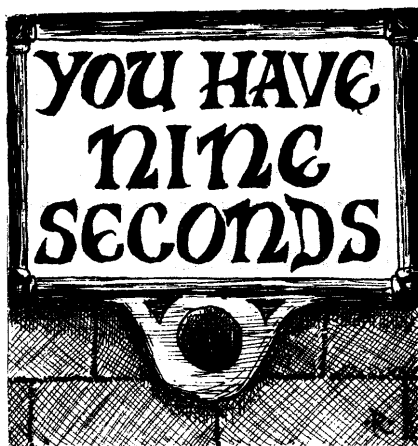
((Turning screw "a" even the slightest amount will cause a flow of fool's gold to enter by the faucet above it. The screw cannot be turned back. The room will fill in 4 hours with a slight opening of the screw, and in 1 hour with a maximum opening. Screw "d" lets sand into the room at the same rate and cannot be turned back once started. Screw "c" lets in a crude oil at the same rate and cannot be turned back, torches will ignite the oil if care is not taken, and the fire will fry the entire group. Screw "b" lets in water at the same rate, but this screw can be turned back; this screw will only allow the room to fill with water to one-fourth full, though (this will take only 4 minutes if all 4 screws are turned on at full blast), and then screw "b" will automatically swing out of the room, revealing a passage behind it which provides the means of escape.))

13. ((When the players enter, they will see:))

You see a 20'x20' room with a single door on the far wall. In the room is a pile of

platinum-appearing pieces. On the right wall is a strange-looking sign with a huge red button underneath it. The sign reads: "You have TEN seconds."

((The doors to the room automatically lock when the players enter the room. As the players watch, the sign mystically changes to read, "You have NINE seconds," and continues to count down. Count down the sign slowly for the players. Pressing the red button resets the sign to "TEN" and begins the countdown over. If the sign ever reaches "ZERO," the doors unlock and can be opened normally.))



((The pile of platinum is 600pp; it also contains 6 *Coin Ticks*, value 0. They are AC2, 1HP, and are about the same size and have the same color as the platinum pieces. If a coin tick is casually scooped up with treasure or picked up, it is indistinguishable from a normal coin. It will not register as a trap or as magic. It has a 5% magic resistance. If any coins are casually inspected, there is a 1% chance per coin inspected that one will be a Coin Tick. If a Coin Tick is inspected, it will be immediately seen that it has a slight bulge on top and 6 legs and a tiny head on the bottom. For each player who handles or scoops up any of the platinum, there is a 50% chance that a Coin Tick will come into contact with his skin, and if that occurs, the Coin Tick will secrete a sticky gel that will pass into the skin unnoticed in 1 round. This gel will infest the body, and the body will begin to feel stiff in 1 turn if a save vs. paralysis is not made. Also, Dexterity will decrease at the rate of 1 per turn unless the save is made, until Dexterity reaches "0" and total paralysis sets in. Dexterity loss will be noticeable as soon as it first occurs. *Neutralize Poison*, *Cure Disease*, *Heal*, or *Cure Serious Wounds* (which does not give back any HP in this case) will divest the character of the poison. *Cure Light Wounds* will get rid of the poison 60% of the time or will give back 1-8 points of dexterity. Once a figure is paralyzed, the ticks will burrow into the body and lay eggs, which, when they hatch, will consume the body. The tick's gel will also penetrate cloth or hemp, but not leather or any kind of metal.))

((Under the pile of platinum is a tube (opens easily) which contains a paper with a *True Clue* value 1,200, which reads: "The key to life lies in the south."))

14. ((The players are in a corridor which goes completely around this room. There are no normal entrances to the room. On the walls around the concealed room are the words "TREASURE ROOM" in fifty different languages. The only way to get into the room is to say out loud "Goodbye", "Farewell", "Au Revoir" or some other such word or phrase. The only way to get out of the room is to say "Hello", "Hail" or some other greeting. *Passwall*, *Teleport*, etc. will also work to get into or out of the room.))

((Once inside the room, the players will see:))

You are inside a 20'x20' room with no apparent exits. The room is empty except for some litter and a small, cube-shaped stone stool, very smooth and very worn. It is about 2' on a side.

((This stone is the fabled *Rock of Ages*, value 12,000 (but no bonus for determining what it is). The rock renders the owner immune to disease, curses and poison. The owner will never age. The owner's Constitution and Strength will go to the maximum possible. The rock is covered with a microscopic bacteria which will interact with a person's perspiration and form an incredibly potent glue. This will cause anything the person touches to stick to his hands, and only a person with greater than 18 Strength can pull them off (roll % dice for the strength % score over 18). The only way to remove the bacteria is with a *Cure Disease* (the rock won't help for this one, though), a *Limited Wish*, a *Wish*, or by immersion in acid (which won't hurt the rock if it is immersed). An additional effect is that the smell of the glue arouses Ochre Jellies, Gray Ooze, Green Slime, Gelatinous Cubes and Black Puddings to mating frenzy.))

15. ((This is a series of teleporting doors which yields unusual results. The first door is a normal door from one side and a secret door from the other. The other doors are special. They are swinging doors with no knobs. They must be pushed open. When one is pushed in a clockwise direction, it will open into the adjacent room. When it is pushed counterclockwise, it will open into the room beyond the adjacent one. (For example, if the party is in room "10" and tries to go into room "a", they will succeed. If they are in room "b" and try to go into room "a", they will end up in room "10". The door closes automatically after a room is entered.))

16. ((The players will see:))

You have entered a room of 20'x20' with two doors on the opposite wall. There is a clear pool in the center of the room with a bronze plate nearby which reads: "Ask and ye shall receive."

((Any player (not charmed beings, etc.) who stands in the pool and says anything will hear a voice say: "Seek a mountain" (a false

clue) and will suffer the loss of one point from one of his prime requisites, randomly.))

((A *Dispel Magic* or *Remove Curse* will reverse this effect.))

17. ((When the players enter this area they will see:))

You have entered a 30'x30' chamber. There is a pool which is 20' in diameter in the center of the chamber. The surface of the pool is covered with green gunk. There is a passage leading from the room through the far wall.

((The water is covered with algae and is harmless. It is about 4' deep. If the players walk around or past the pool, a magical dimension is created. The only way to get out of this tiny dimension (without teleporting, etc.) is to touch the water and then either go through the pool or over the water and then out the far door. Any other attempt to leave the chamber will find the player entering another identical pool chamber. This process will repeat itself until the proper way of exiting is used. If a pool is marked or a chamber is marked in any way, the mark will remain only so long as the players stay within one pool chamber of the mark.

18. ((For 30' down the wall of this corridor is a large silver mirror. As the players walk past, their reflections will come to life, possessing all the attributes of the originals, and attack them; if they are hindered from attacking their original, they will attack the hinderer. The players always get the initiative. If a mirror double is injured, the original will be magically injured the same way, taking half the damage the reflection takes (this does not work the other way, though). There are several ways to get out of this:))

((a— Kill the double. This has the advantage of causing much damage to the original.))

((b— Douse the lights. If there is no light, there is no reflection and no double.))

((c— Bash the mirror. 25HP damage per 10' section of mirror will dent that section to the point where it will be useless, and the doubles will disappear.))

((d— Another mirror, if flashed in the face of a double, will create a double of the double; the two of them will fight to the death, causing no further damage to the original in any event.))

((Players gain no points for killing any of the doubles, and may lose points for killing or causing the death of a companion. The doubles will be instantly recognizable as such.))

((A player can gain 600 points for figuring a way past the mirror, but only if the player takes no damage in so doing.))

19. ((Here the players will see a pit covering the entire 10'x10' section of floor. If they look closely, they will also notice that the pit extends up into the ceiling. The pit goes down 10' into the floor and up 10' into the ceiling, for a total length of 32'. At the top and bottom of the pit are teleporter fields. Something which falls to the bottom will be transported to the top and will continue to

fall over and over, gaining speed at 16' per second. Eventually, the object will reach terminal velocity; a person will be unable to breathe and will die. What the players will not notice is that there are about 5 small objects falling at terminal velocity in the pit already, but they will hear a faint whistling noise. Any person leaning over or moving over the pit has a 50% chance of being struck by one of these objects for 10HP.))

20. ((As players walk across this part of the corridor, there is a 20% chance per person that they will notice that the floor is sticky. They have actually walked on *Echo Paint*. The paint will cling to the boots of those who walk on it, and after 1-4 rounds will begin to produce mute echoes as if someone were walking behind at a distance of 100' or more. The echoing effect will last until the paint dries (in 1 day) and then the echoing will cease. Holy water, warming with a torch or even the use of soap will remove

the paint. The paint here is the color of the stone floor. Behind the secret door is a small pot of this paint with a small brush attached. It has a value of 900.))

21. ((In this area are two *Blentz*, one at "a" and one at "b". If the party comes from room 4, they will try to trap the group between them. They are AC7, 4 dice, 20HP, 25% magic resistant, value 600 each. They resemble large 4, dark brown pillows, sprouting dozens of mobile, rope-like tentacles. Each of these ends in an eye/beak combination which is capable of piercing armor. They are 90% resistant to normal fire. If hit by fire, they will take 2-12HP once per dose of burning oil, 1-6hp per torch. They can attack 6 times on each side per turn for 2HP per attack. They communicate telepathically.))

22. ((This room contains a *Carriion Crawler*, AC3/7, 3 Dice, 15HP, value 600. It can attack 8 times per turn for a save versus

paralysis. Paralysis will last for 5-20 rounds unless the victim is eaten by the crawler beforehand.))

23. You see an area which is misty, and your vision is reduced to only 2' into it.

((The mist is completely harmless, and there is nothing in the room.))

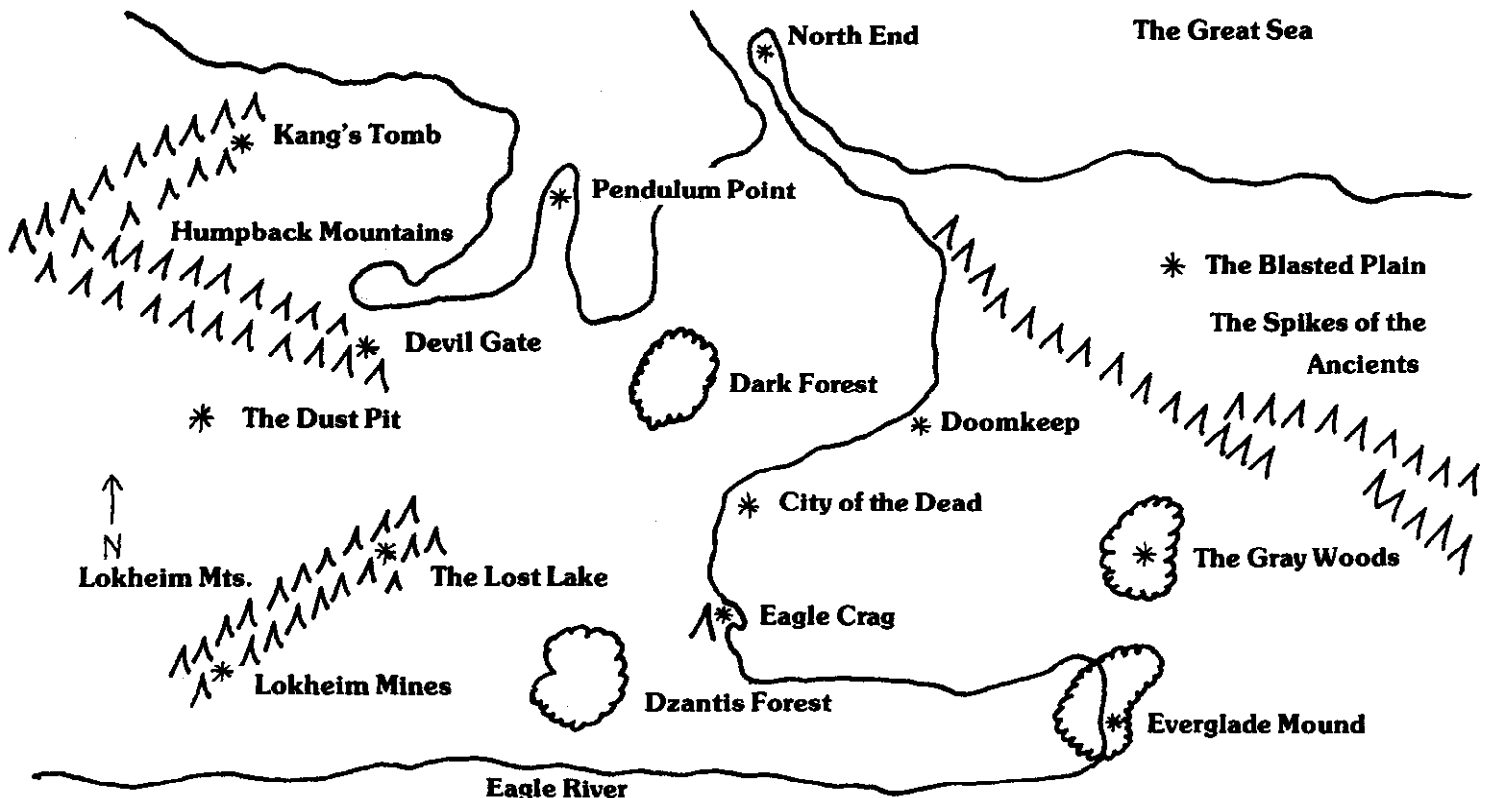
24. You enter an area and see 12 *Giant Rats*.

((These are AC7, 4HP each, value 9 each. They attack once each for 1-3 HP. As the players crawl from the tunnel, the rats will gain +5 on their attacks.))

25. ((In this area is a *Carriion Crawler*, AC3/7, 3 Dice, 15HP, value 600. It can attack 8 times per turn for a save versus paralysis. Paralysis will last for 5-20 rounds unless the victim is eaten by the crawler beforehand.))

((Theoretical Maximum Points: 100,000.))

Exterior Map: For Players' Information



This map should be given to players before they begin their adventure. It shows the general terrain and important features of the area which contains the possible locations of the Rock of Ages. Some of the highlights of the map are further described below:

NORTH END is a forgotten, sandy beach-cave complex.

KANG'S TOMB is the final resting place of the first Master of Flowers. It is located in a mountainous area.

PENDULUM POINT is a barren jumble of rocks, boulders and caves.

THE BLASTED PLAIN is a vast plain of ash with a single oak tree in its center.

DEVIL GATE is an ancient altar in a cavern found just off a hidden canyon.

DOOMKEEP is the deserted (?) castle/dungeon complex where

players will search for clues.

THE DUST PIT is an area of vast sands, dust devils, whirlwinds and a mysterious sand "drain."

CITY OF THE DEAD is an ancient city of the old race, now deserted.

THE GRAY WOODS is a dead grove of ancient trees.

THE LOST LAKE is hidden in a mountain valley. There are rumors of an underwater city.

EAGLE CRAG is a tall, solitary mountain honeycombed with caves.

LOKHEIM MINES are deep, cavernous labyrinths in the Lokheim Mountains.

EVERGLADE MOUND is a tomb of the Ancient Ones. It is in a forest and is rumored to have an underground complex.

BARTHENOUS THE BOLD

+1 to Activate (in some cases)
No Magic allowed

An old military leader, Barthenous will Activate any kingdom at +1 whenever another player's units have crossed its border.

He will never use Magic, nor will he try to activate the same kingdom twice in a row.

ABATOR OF MANY RODS

-1 on all Diplomacy cards

It is said of Abator that he keeps a hot fire in which are the "irons" of his dealings. He can, at times, perform two diplomatic functions at once: When he draws a Special Mercenary card he may play it, as well as attempt to raise a Barbarian army. No one trusts this wheeler-dealer, and he gets -1 on all cards.

AFILITH THE HALF-ELVEN

+2 to Activate Elfland
+1 to Activate any other non-human kingdom
-1 in all dealings with Barbarians

He has a natural affinity for non-humans, but Afilith is hated by Barbarians. He will be killed on a 1 or 2 when trying to recruit them.

BAZORA OF THE ROCKS

+1 on Threats and Blackmails
-1 on Marriages and Long Orations

Bazora first appeared as a madman from the Banished Lands. He may only recruit Barbarians in the Banished Lands. After each time he does so, he will vanish on a roll of 1.

LASIMBA THE FEARED

+1 (optional) on Threats, Blackmails, Bribes

Lasimba, a strong-willed man, can use his +1 at any time. But if he uses it and fails, he is banished from the kingdom as after an attempted assassination.

KREMOI THE DECREPIT

+2 on all Orations
-1 on all other cards

This ancient ambassador is no more than a talker—but a good one. It is said that thieves once caught Kremoi on the road at night. But he was able to convince them it was day, and they ran off in fear of what they thought was a great wizard.

WILLFO THE WINDBAG

-1 on Threats +1 on Long Orations

Willfo is said to have talked Hamahara out of his wings—though quite temporarily—after 48 hours of debate.

But he cannot handle threats at all, for even the mention of violence starts his plump fingers to quivering.

EGROAR THE RIOTOUS

Egroar's nature makes him almost unbearable. If he tries and fails to Activate a monarch, he gets banished from that kingdom for 1-6 turns.

But his riotous nature causes mercenaries to flock to him. Any time Egroar fails to activate a kingdom he gains 1 mercenary unit at any friendly port or castle.

ELFAYEON THE WISE

+1 on White Magic and Long Orations
-1 on all Bribes and Threats
No Black Magic allowed

Elfayeon can never use Black Magic, but any kingdom he Activates with White Magic can never be Deactivated with Black Magic.

HEROS THE BLUNT

+1 on Threats -1 on all other cards
+1 in all dealings with Barbarians

Heros is reputed to be the result of an ill-advised mating between a hill giant and a dwarf maiden.

He seems to always convey a rough message well and is well liked by most Barbarians.

SIR WILLIAM WAGINGTONGUE

+1 on Marriages
-1 on any Magic attempts

This great romantic is said to have arranged the marriage of a terribly ugly princess of Hothior with an unknown deity. The deity's vengeance causes his minus on Magic attempts.

SSISATOR THE SCALY ONE

+2 on Bribes to coastal kingdoms
+1 on other Bribes
-1 on raising Barbarians

Ssisator claims to have found the great jewel of Simolious, which controls the waters. He gets the advantage of Bribes by promising kingdoms the aid of the great jewel.

