

Quest For The Hazzlewood

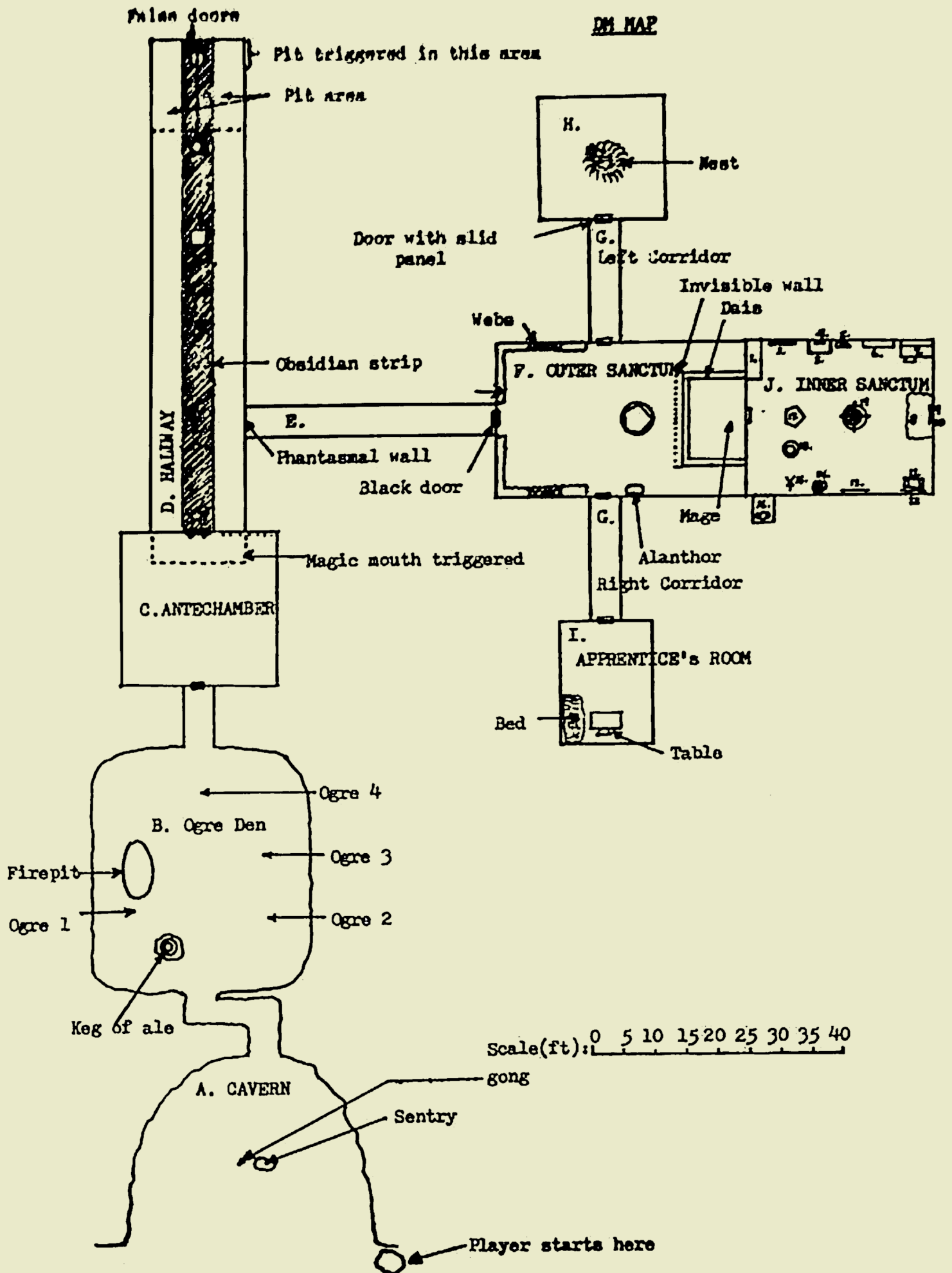
A One-On-One Dungeon

Tournament Dungeon for Detroit WinterCon VII Gamefest

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QUEST FOR THE FAZZLEWOOD

SCENARIO:

You are called Athelfrogg the Agile, a freelance Master Pilferer with a modest reputation for bold and clever thievery. You have also had some training in using a sword and in minor thaumaturgy, which has saved your skin on more than one occasion when stealth failed you. At the present time, however, your string of successes seems to be at an end, for you sit none too comfortably on the cold, wet floor of a dark underground cell. Your mission had been to steal a valuable gem from the weird tower of Tormag, the Archmage of Luhe, a task for which your anonymous employer had offered a very handsome reward. Unfortunately, after working your way past all the traps and guards in the tower, your theft was interrupted by the untimely arrival of the Archmage himself who stunned you into unconsciousness with a single word of Power.

Your musings upon your unkind fate end as you hear footsteps approaching in the corridor outside your cell. With a rattling of keys and a few muttered words, your cell door swings open, flooding your cell with the bright light of Tormag's staff as the Archmage enters with an ugly one-eyed troll at his side. Your spirits sink even lower, if that were possible, when you notice the brazier of glowing coals and red-hot tongs borne by the troll.

"Regained your wits, have you?" asked Tormag with a small grin. "Perhaps it is now time to learn your name and what you sought in my humble abode. D'tan here enjoys that sort of question game, though he likes to work too hard at getting truthful answers." The Archmage signalled the troll with a wave of his free hand, and D'tan extracted the glowing tongs from the brazier with a loathsome grimace (as close as he could come to a cheerful smile), and lumbered forward with the smoking iron.

"On the other hand," said Tormag as he halted the troll's progress, "such sport may not be necessary, despite D'tan's disappointment. You did do rather well to avoid the guards and devices and to reach my chambers undetected, and I may be able to make use of your abilities myself." Tormag gestured while muttering an incantation, then said "I have cast a spell to detect your very thoughts. At the first lie, I shall turn you over to D'tan's not-so-tender mercy and delight. Now then, if I spare your life unharmed and promise to set you free, do you agree to undertake a mission for me?"

Fear seems to have deprived you of your voice, but you quickly nod assent, vigorously.

Tormag smiles again, a curious smile of smug satisfaction. "Then listen well to my tale, young Athelfrogg, and you shall learn of the task you must perform. The tale begins several centuries ago in a far off land where I learned, quite accidentally, the location of the legendary Staff of Fazzlewood, said to possess rare powers of the arcane arts. I naturally followed the clues to its location and found it in an ancient crypt in the land of Kowloon.

"Now there dwelt in the land of Kowloon another wizard named Felspel the Necromancer, an evil nemesis who had long been my rival. Years before we confronted each other in a duel of magick, but neither could prevail over the other. As fate would have it, Felspel must also have stumbled onto the secret of the Staff of Fazzlewood at the same time as I, and arrived while I was in the crypt. As I emerged from the crypt, he took me unawares and took the staff, then imprisoned me helpless in a vault of the crypt.

"Several years later, I was rescued from my plight by a hopeful apprentice who followed my trail to the crypt. After recuperating from my ordeal in secret hiding, I exacted my revenge by surprising Felspel, imprisoning him in the body of a Burak-beast, and regaining the Staff of Fazzlewood.

"After studying the staff for several years, I learned that its value was highly exaggerated, and not at all worth the trouble it had cost me. It does possess some rare powers, but of a rather esoteric nature, such as eliminating steps 3 through 8 of the eleven arcane steps needed to turn gold to lead. I thought the matter ended even if Felspel should escape his shambling prison since he too knew the nature of the staff. To my surprise, Felspel did escape and hired a gang of thieves and brigands to steal the staff from me. They succeeded despite losing half their number, and in the process stole everything they could carry, and interrupted several important arcane experiments in progress.

"Naturally I hunted the brigands down one by one and regained most of what they had taken, except for the staff. After tending to other matters for several score of years, I procured the services of a group of daring adventurers to regain the staff. Half of them returned with the staff and an impressive collection of rightful plunder for their efforts. Later I heard that Felspel ambushed the survivors and stole their plunder.

"Thus it went over the next century, with Felspel sending larger and stronger gangs of cutthroats to steal the staff and then I sending noble adventurers to retrieve the staff. The staff itself was not important, but possession of the staff became a matter of pride to both of us. Eventually it got out of hand: the succession of raids and rescues was turning both of our dwellings into shambles and grievously interfering with our respective magical researches. Worse yet, we found it increasingly difficult to obtain volunteers to obtain the staff as word got out that even survivors usually had short life spans.

"In the course of the last century, Felspel and I have therefore evolved certain limiting rules by tacit agreement for our contest over possession of the Staff. First, I can send only one person, a person who will not pose any substantial threat to Felspel himself, which in the present case is you, Froggy. In return, he must permit the possibility that a single person can steal the staff without extra-ordinary abilities. This means you will have to use your wits, but the Staff will be in his quarters and you can find it without doing undue damage to the premises. When you find the Staff of Fizzlewood, you can identify it as being about 6' in length, carved from the heart of cherrywood, and topped with a knob of gold molded into the shape of a nude maiden.

"You are fortunate that I recently learned, at some expense, that the craven Felspel will be absent from his quarters for one-half hour on the morrow cavorting lewdly with a certain water-nymph. This is an opportunity for you to steal the Staff, but you must find it and depart before Felspel returns from his pleasures. If you are there when he returns, he will capture you as easily as I did, and you would prefer D'tan's treatment, I'm sure, to the foul necromantic experiments of Felspel. You can recognize Felspel, should you tarry too long, by his pale, withered visage, black robe adorned by a single grey crescent moon, and his left hand scarred from his encounter with the Slime Creature of Sibarra.

"I can tell you naught of the design of his cave dwelling or of what you might meet therein, for he changes the design and defenses after each raid, as do I myself. All I know is that he has a small band of ogres guarding the entrance to scare off common riffraff. I will give you one item to assist you and to give you as much time as possible: a Talisman of Homing I made which will teleport you back to me when you have found the Staff. It is activated by the words "ROTPME TAEVAC", so remember them well."

That night you study some spells suggested by Tormag before going to sleep. In the morning he returns to your cell with all your possessions. While you prepare, Tormag consults a crystal ball for long hours. Finally, at mid-morning, Tormag looks up, gestures at you with a swift incantation, and you find yourself teleported to a hillside near a cavernous opening. You are near the entrance to Felspel's quarters....

CHARACTER SHEET

Name: **ATHSELFROGG the Agile**

Human, FM-4/ YU-4/ T-8, 24 HP

Characteristics:	Str: 15	Abilities:	Open locks 62% (Try once only)	Saving Throws:
	Int: 14		Remove traps ... 60% (Try once only)	Poison: 10
	Wis: 9		Pickpocket 65%	Wands: 11
	Con: 13		Move silently ... 65%	Stone: 11
	Dex: 16		Hide in shadows 55%	Dragon: 13
	Chr: 10		Hear noise 1-4 (16)	Spells: 12
			climb normal ... 6% slipping/turn	
			Read language .. 20%	

Movement rates: walking climbing

Normal movement 12 ... 4

Moving silently or in shadows 9 ... 3

Moving silently & in shadows 6 ... 2

Combat Bonus: for attacking silently from behind: +4 to hit roll, triple normal damage.

Magic Spells: (Player may substitute one 1st level spell from Greyhawk for any other 1st level spell listed below)

1st Level: Detect Magic: May be used as an area spell, which will indicate all items of a magical nature in a room but will not indicate the particular nature of the enchantments, or may be used on a particular item, which will reveal the nature of the magic or enchantment, if any, of the item.

Charm Person: May be cast upon a man-sized humanoid. If the victim fails to make his saving throw, he will like, trust and want to help the caster. The victim will still act rationally. Range 120'; duration min. one day.

Magic Missile: Sends one magic arrow at target doing 2-7 pts damage. Roll for striking target as a normal missile. Range 150'.

Ventriloquism: The caster may project his voice to appear to come from any object within 60'. Duration 6 turns, caster may move after first turn.

2nd Level: Strength: raises the character's strength to basic 18.

Pyrotechnics: Creates a fiery display or a great deal of smoke as the caster chooses. Casting requires a real flame, and the size of the effect (up to an area 60' x 60') depends upon the size of the flame. Range is 240'; duration of effect is 6 turns.

Items Carried (location):

Weapons: Sword 1 (scabbard, left side)

Dagger 2 (sheath, right side)

Garrote (belt, front): a 4' cord used to strangle victims. Must attack silently from behind successfully to use. Does 1-8 pts of damage per turn after initial hit and prevents victim from shouting. Victim must, of course, have a bare neck to use garrote. Victim may resist after the first round by striking at -4 on hit roll, any hit breaking the stranglehold.

Blackjack (belt, front): Must attack silently from behind successfully. Does 1-6 points of damage and victim may be knocked unconscious: 90% if 1st level, 80% if second, 70% if 3rd, 60% if 4th, etc.. Victim's head must be bare to be used. Monsters with hard heads (most of them) subtract 20% from the chance for unconsciousness.

Magic Items: Bracers of Defense, AC 2 (on wrists)

Potion of Sleeping (in pouch on belt): Anyone drinking will fall asleep for 1 hour.

Tormag's Talisman of Homing (on chain around neck)

Other Items: Lockpicking Kit (in pouch on belt)

Flint and Steel (in backpack)

Iron Rations (in backpack)

GENERAL INSTRUCTIONS TO DUNGEONMASTERS:

The notes to each area of the dungeon are divided into two parts: first is an introductory paragraph to be read to the player describing the area, and the second part contains instructions to the DM for handling (almost) every option available to the player. Anything in quotation marks in the DM notes should be read to a player who has chosen that option. If players ask any questions concerning room descriptions not covered here, make up something appropriate. Try to handle any other questions, but if any arise you can't answer, ask a tournament master and give the player credit for the time used getting the answer.

This dungeon has a real time limit of $\frac{1}{2}$ hour. You will be reminded to check the time remaining at the end of each area, and you should give the player a general idea of how much time he has left. Warn the player when only one minute remains in the half hour. At the end of the half hour, stop all other actions and turn to the section **FELSPER'S RETURN** for instructions (unless the player has left the dungeon). Remember to give the player credit for any "time-outs" while you got necessary answers to questions from the tournament masters. If you can answer a question yourself, the player gets no "time-out", and you should try to answer all questions yourself.

Use a **PLAYER EVALUATION SHEET** for each player. As the player goes through the dungeon, check off or circle the points for each action taken by the player. Circle all points that apply in a given area. Mark the time started on the sheet, note any time-outs, and mark the end time. Don't allow players to see the sheet, but you may tell a player his score at the end. Turn in the sheets to the tournament masters.

NO MAPPING IS ALLOWED. If anyone tries to map, ask him what Athelfrogg is writing with (he has no writing implements). A player loses points for trying to map -- he should know better.

INSTRUCTIONS TO BE READ TO PLAYERS PRIOR TO THE START OF PLAY:

"This dungeon has a $\frac{1}{2}$ hour time limit in real time. I will note the time we begin and the expedition will end exactly one half hour later, so act accordingly.

"As you reach each area of the dungeon, you will be given a map of the area on which to move your figure. The floors of the areas are marked off into squares 5' by 5' for movement purposes only. You must physically move your character on the maps from square to square. Your movement rates are stated on your player sheets. If you have combat, you may roll your own die and I will tell you if you hit or miss.

"Have you read the Scenario sheets?

"Do you have any questions?

"As Athelfrogg, you have spent the night as Tormag's guest. Are your preparations complete and are you ready to proceed?" (To DM only: At this point the player must inform you if he wishes to change any spells or if he is writing down the words to operate the Talisman of Homing. Tormag will not give him any other equipment. When the player announces he is ready, TAKE THE SCENARIO SHEETS from the player. He may have them back at the end of the expedition, but during play he must rely on his memory. The Player may keep his Character Sheet.)

"Now Tormag casts the Teleportation Spell and you are on your way. You materialize on a barren, rock-strewn hillside in an unfamiliar area. This is what you see..."

(NOTE TIME STARTED, TURN TO AREA "A" AND GIVE PLAYER PICTURE OF CAVERN ENTRANCE)

a



A. CAVERN ENTRANCE

Read to player: "You are behind a boulder on the right side of a 40' cavern opening in the hillside. Cautiously peering around the boulder, you see the cavern extends back 30' to a 5' wide passageway leading deeper into the hillside. A single ogre guard clad in chainmail sits on a boulder in the center of the cavern about 10' back from the front opening. The ogre watches the opening and the sloping hillside in front of the opening and carries a huge club in his hand. Beside the ogre is a brass gong. From the passageway to the rear of the cavern you can hear occasional ogre voices, but they are not approaching."

DM: The ogre guard will investigate any noise before alerting the other ogres, walking towards the noise. Thus

1. the VENTRILLOQUISM spell, if used, will distract the ogre and will mask any slight sounds of movement behind him. The player, if moving silently, can creep through the cavern undetected -- no roll for discovery unless he is walking normally.
2. a THROWN ROCK (there are many handy rocks) to the other side of the opening will distract the ogre into looking the other way. The player must roll for moving silently to pass undetected.
3. a SLEEP SPELL automatically puts the guard to sleep, but the player must have substituted the spell for one of the other 1st level spells prior to play.
4. a player may try to sneak through moving silently and hiding in shadows, but must roll for discovery each turn of movement. Once he is behind the guard, roll only for moving silently (since the guard couldn't see him anyway).
5. the player may ATTACK the ogre:
 - a. To garrotte or blackjack, he must sneak behind the ogre first, then roll for moving silently to attack from behind. If the ogre is distracted as in #1 or 2 above, detection is as specified there. If the character is detected, the ogre will turn around, making either weapon useless.
 - b. the character may strike with his sword from behind. Detection is as in "a". If detected, the character gets no bonus for attacking silently from behind, but fights normally. If not detected, the player gets one free strike from behind before the ogre turns around.
 - c. Normally, a frontal assault with sword, missile, or dagger. This is the worst choice a player could make, and he deserves the results.

If the ogre detects a player, or if attacked frontally (or if the player attempts to talk to the ogre), the ogre first strikes the gong, then immediately attacks the player. Note that if the ogre has been distracted and has walked away from the gong, he cannot strike it until he moves back. The ogre can shout for help (but not if being garrotted) with a 50% chance of being heard.

The gong, or shouts for help if heard, bring ogres #1, 2, and 3 through the passageway to help him. (The other ogre remains in the ogre den "B" waiting by the entrance ready to bash anything that tries to enter.)

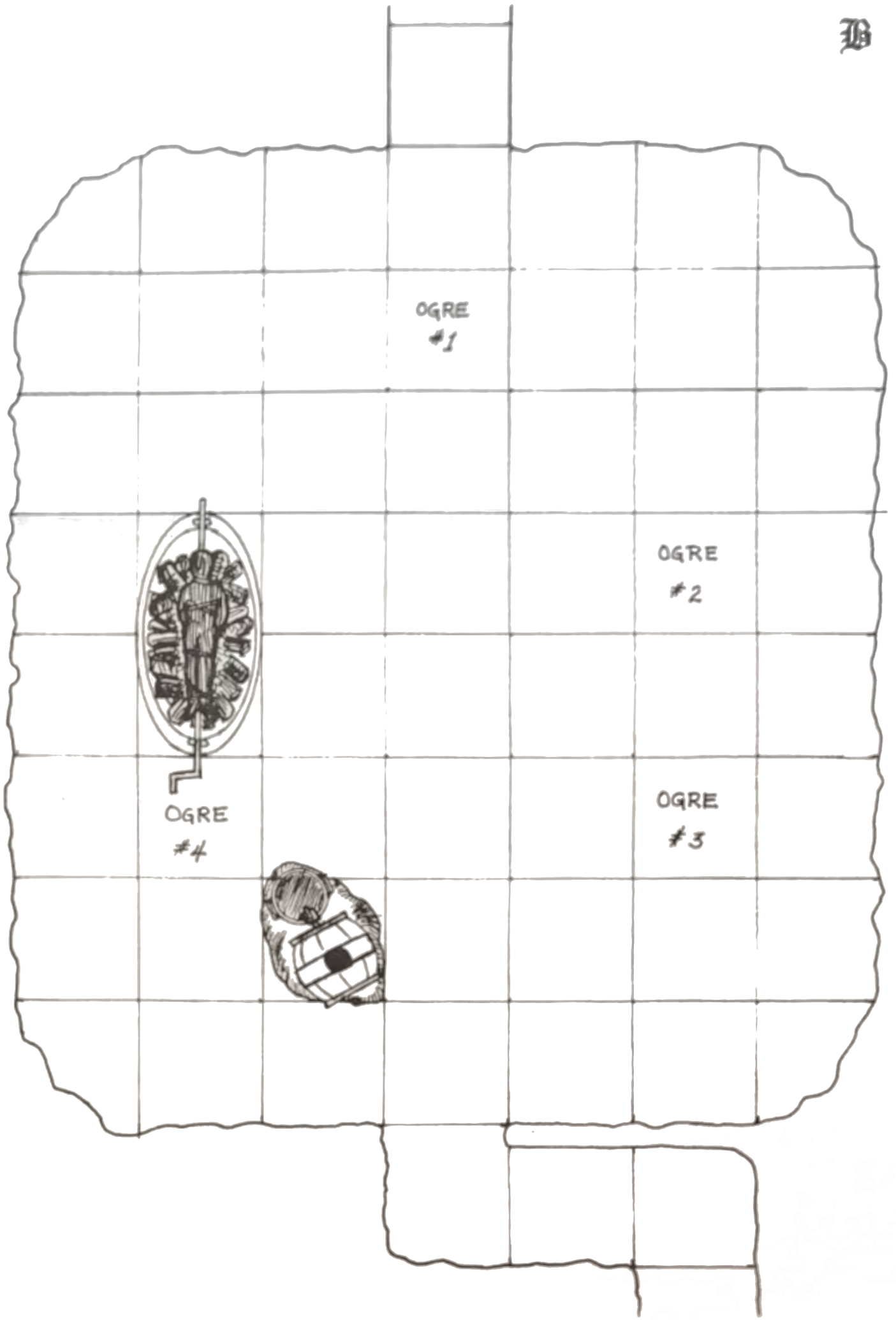
Conduct combat using the COMBAT SHEET. Ogres will attack 3 at a time if in the open, or 2 at a time if the player is against a wall.

Note: CHARM PERSON will not affect the ogre, and there is no fire to use PYRO-TECHNICS. Either spell is used up if cast, however, and the guard will hear the spell being cast on a roll of 1-4(D6).

MAKE SURE that the player moves his figure physically over the map to show where he is going. Get the player used to the system right away.

The passageway leads to area "B"

CHECK TIME



3. THE OGRES DEN

Read to player: "You enter the 5' wide passageway and follow it as it goes 10', then (if undetected) turns to the left for 10' and opens to the right into a large chamber approximately 35' by 40'. You see to the left side of the chamber a large fire pit with a blazing fire. Over the fire is a long spit roasting an indistinguishable humanoid body. One ogre is turning the spit slowly and tending the fire. There are 3 other ogres in the chamber, squatting on the stone floor to your right and drinking from skull cups in great gulps. You see a large keg of ale with an open top sitting on a small boulder about 5' to the left of the entrance. On the opposite wall of the well-lit chamber you see a 5' wide passageway leading 10' to a door. The skull cups are small and quickly emptied by the ogres, and as you were examining the chamber all four ogres have refilled their skulls by dipping them into the keg of ale."

(Note: If the player had to fight the ogres in the cavern outside, the fourth ogre attacks him as he reaches this chamber. If the player defeats the last ogre, describe the room, but omit the ogres.)

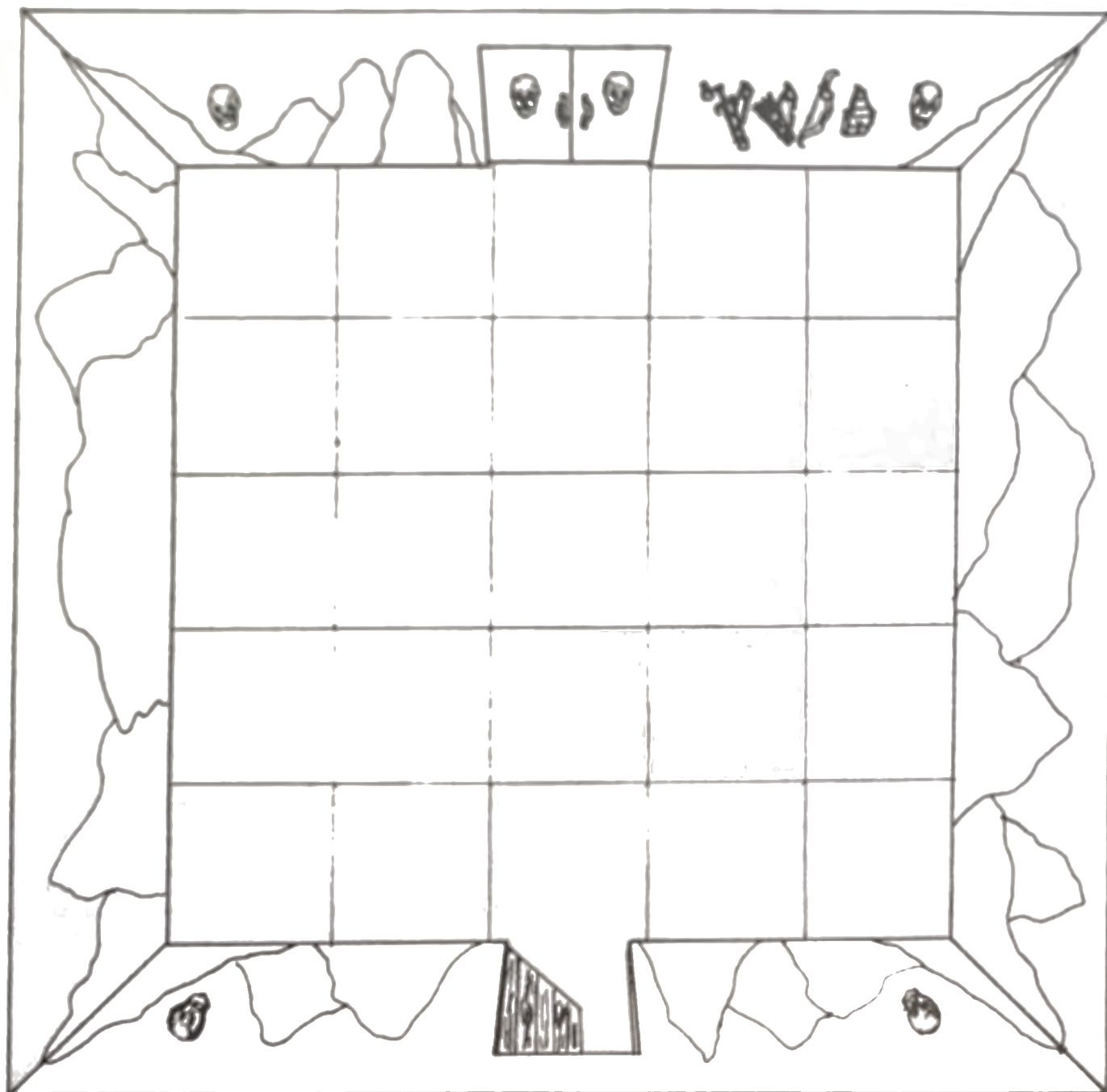
DM: The ogres begin at the places indicated on the map. Each turn, roll a D6 for each ogre: on a roll of "1" that ogre gets up to refill his cup and walks to the keg, spends one turn, then returns to his place. Ogres move 12 per turn.

Possible player actions:

1. The PYROTECHNICS spell will fill the chamber with dense smoke in one turn. The ogres will begin shouting at the fire-tender and blundering around. The smoke and confusion will enable the player to sneak through the chamber and door with no chance of detection by the ogres.
2. The VENTRILLOQUISM spell can be used. The player doesn't speak the ogre language nor do the ogres speak the Common tongue. If the spell is cast upon the roasting body, however, the not-so-bright ogres will be amazed, uttering loud bellows and walking over to the fire. The player can sneak past undetected 75% roll.
3. The SLEEP POTION can be put into the keg of ale if the character makes his rolls for moving silently and hiding in shadows to reach the keg. The potion must be drunk to have any effect. Each ogre will fall asleep after refilling his cup and returning to his place. A slow method to use. This is a very good thing to do, however, after using Pyrotechnics or Ventriloquism and while crossing the room since it makes sure the ogres will be asleep if he returns.
4. SNEAKING quietly in the shadows without any other distraction can be done at high risk. Roll for moving silently and hiding in shadows each movement turn!
5. If the player attacks:
 - a. he can try to attack one ogre silently from behind, after that the rest of the ogres will know his location.
 - b. The ogres will attack the player three at a time if away from the wall, or two at a time if he is against the wall. The ogres will try to prevent him from reaching the door.

If the player is detected, the ogres will attack. If the player reaches the door, the ogres will pursue him through "C" into "D", but will go only 30' down the hallway in "D" where they will stop and wait (unless the player has entered "E", in which case they wait for him in their den "B").

CHECK TIME



G. The ANTECHAMBER

Read to player: "The door opens into a 25' square room. The floor and walls are randomly splotted with many layers of paint. The paint is dry. The 10' high ceiling is filled with small holes from which hang dry drips of paint. On the double doors opposite you see a skull carved on each door. Around the walls there are 4 brightly glowing skulls hanging on pegs in the walls. To the right of the double doors is a row of pegs from which various items are hung."

DM: When the player comes within 5' of the right hand skull on the double doors, it will say: "If you seek audience with the mighty Felspel, Wondrous Necromantic Wizard, leave your weapons here and let the arrow lead you right."

The skull is Magic-Mouthed to repeat this message every time someone in the room comes within 5' of it.

(The left hand carved skull orders paint to spray from the ceiling if anyone invisible or in gaseous form enters the room. It does nothing else.)

The GLOWING SKULLS are described as "Human skulls which glow brightly and are hard to look directly at because of their brightness. They are cool to the touch." (The skulls merely have Continual Light spells on them, and are otherwise normal.)

The items hanging on pegs are a quiver of arrows, a short sword, a spear, a bow, and a large sack. If they ask about any of these items:

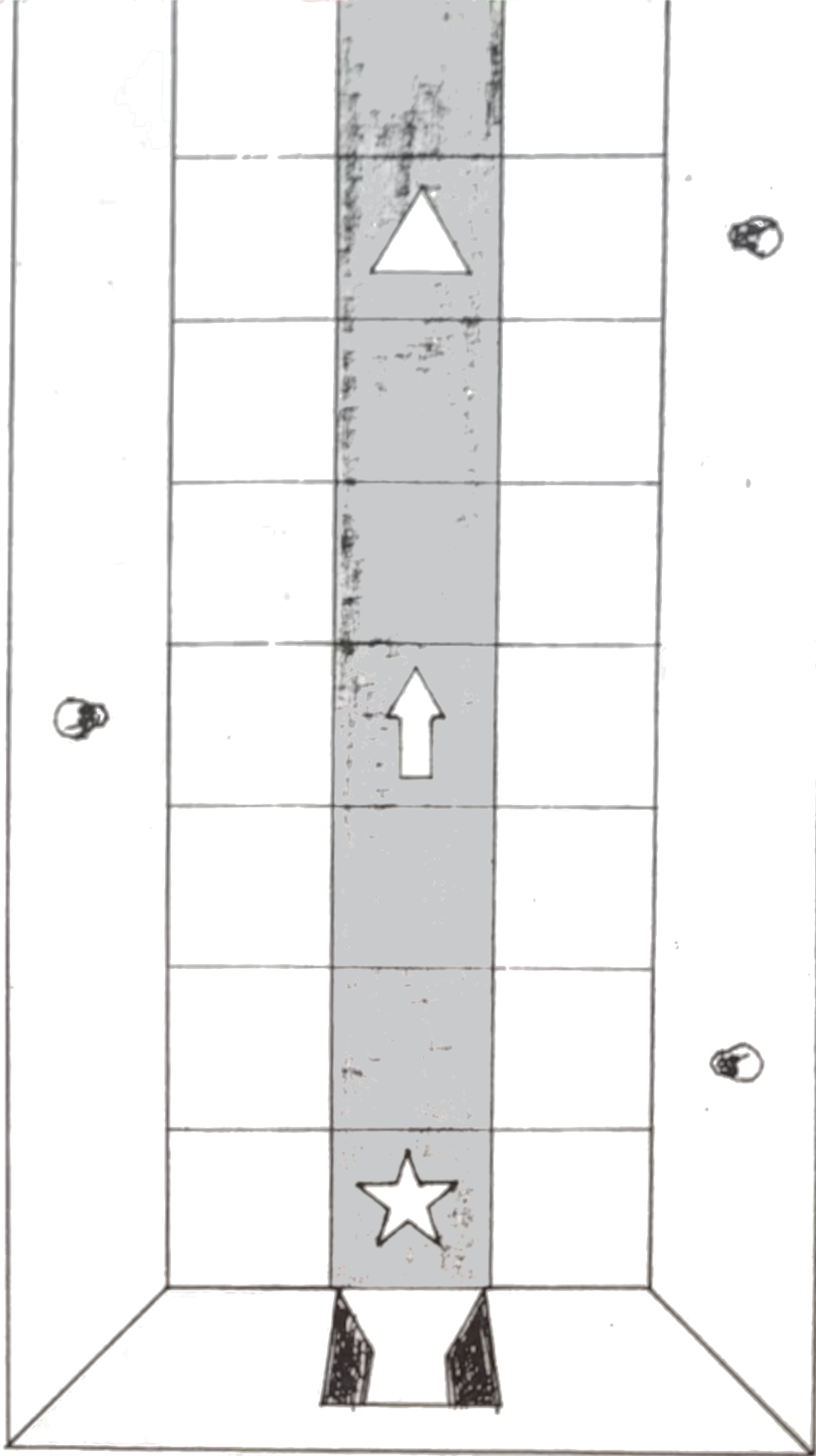
"In the quiver of arrows are 9 white-feathered arrows and one black arrow."

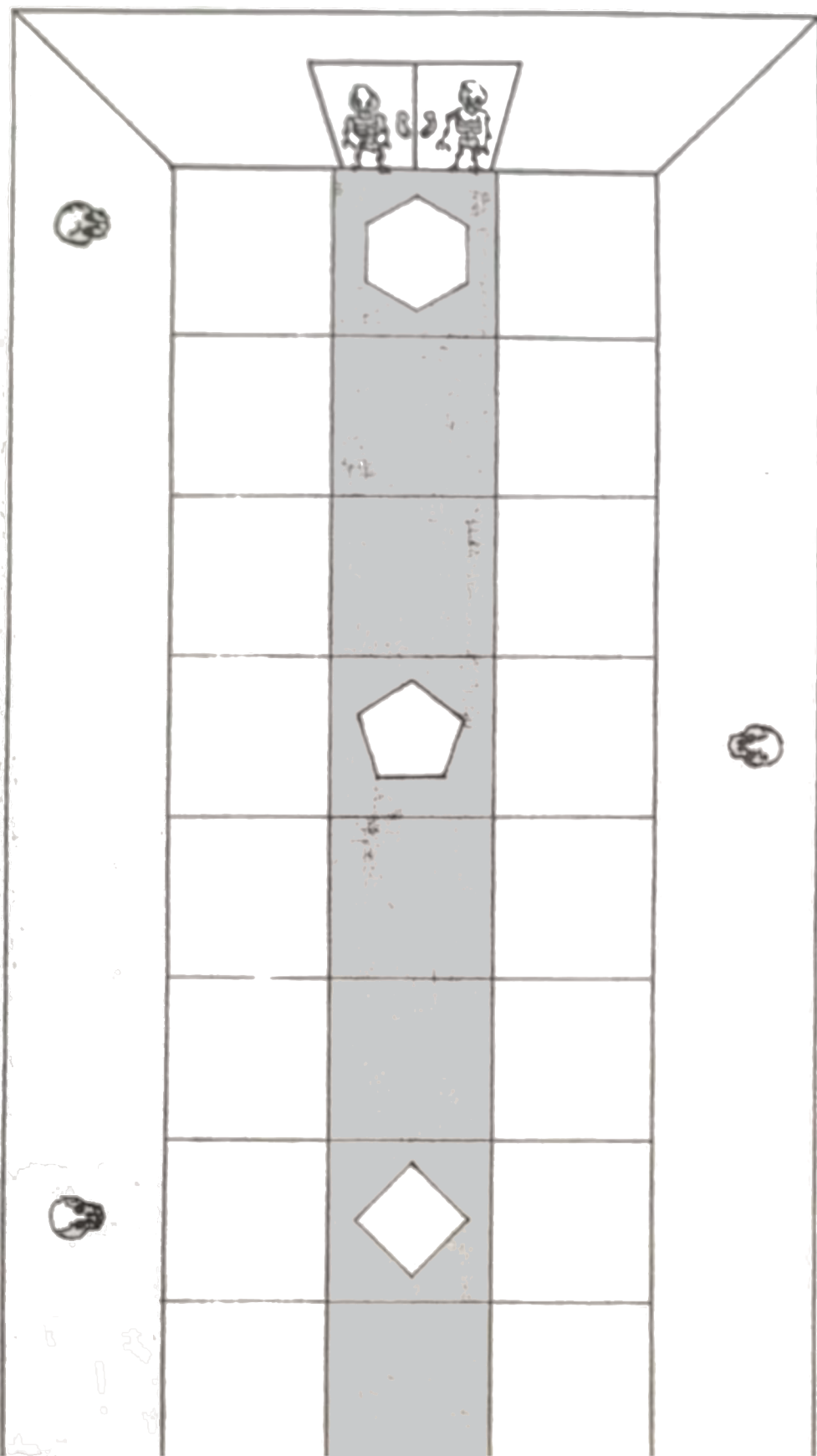
"In the sack are bones, human skulls, and rocks."

(DM Note: none of these items are magical. If the arrow is thrown into the air it will land randomly in one of eight directions: N, NE, E, SE, S, SW, W, or NW. You can pick any mapside as north, but be consistent.)

A DETECT MAGIC spell, if cast, would reveal magic emanations from the four glowing skulls and from the two skulls carved on the door (if used as an area spell). If cast on any one item, tell the player if it is magical and the spell on it (either continual light or Magic mouth).

CHECK TIME





D. THE HALLWAY

Read: "The double doors open into a long hallway 15' wide and 15' high. The hallway is empty. The walls, ceiling, and floor are of white marble, except for the center 5' of the floor which is a strip of black obsidian. The center strip of obsidian is inlaid with silver symbols every 15'. The hall is brightly lit by more glowing skulls along the walls. At the far end of the hall the obsidian strip leads to another set of double doors carved with skeletons."

DM: 1. If the DETECT MAGIC spell is used as an area spell, it will reveal magic emanations from the glowing skulls and from the section of wall to the right of the arrow symbol.

2. The wall section to the right of the arrow symbol is a PERMANENT PHANTASMAL WALL which looks identical to the rest of the walls. The player cannot tell that it is an illusion by looking at it, nor will it disappear when touched. Anything that tries to touch the wall will simply pass through the wall into area E.

3. The PIT: If the player walks down the hallway, as soon as he steps anywhere within the last 5' of the hall, the trap indicated by the dotted lines opens beneath him. Read:

"As you set foot in the last 5' of the hallway, the floor falls away beneath your feet before you can leap to safety and you fall into a gaping pit 30' deep. As you land heavily at the bottom, you observe that the floor of the hall divided down the center of the obsidian strip and fell away to both sides of the pit's walls. The entire 15' by 15' end of the hallway has opened into the pit. You see no openings or cracks in the smooth, damp walls of the pit. The trap floor does not close above you, but remains open."

Falling into the pit causes 3D6 damage. The only way out of the pit is to climb out, but the smooth, damp walls and the character's injuries make climbing more difficult. The % chance of slipping is raised to a basic 20%, plus 1% for each point of damage the character has sustained up to this point. If the player slips trying to climb out of the pit, roll one D6 to determine how far he fell: 1-2 is 10', 3-4 is 20', 5-6 is 30', and character takes 1D6 for each 10' he falls.

4. The DOUBLE DOORS at the end of the hallway are false doors nailed to bare rock at the end of the hall, but they appear to be normal doors until they are actually opened. A player may try to open the doors if he can get to them.

To open the doors, make the player describe how he is doing it. There is no place to stand in front of the doors because of the Pit, so the only way to exert any leverage is to grab one handle with one or both hands and brace your feet against the other door. If using only one hand to pull on the handle, the player can hold the other handle with his free hand.

Using one hand, door opens on roll of 1 (D6) normally or 1-3 with Strength.

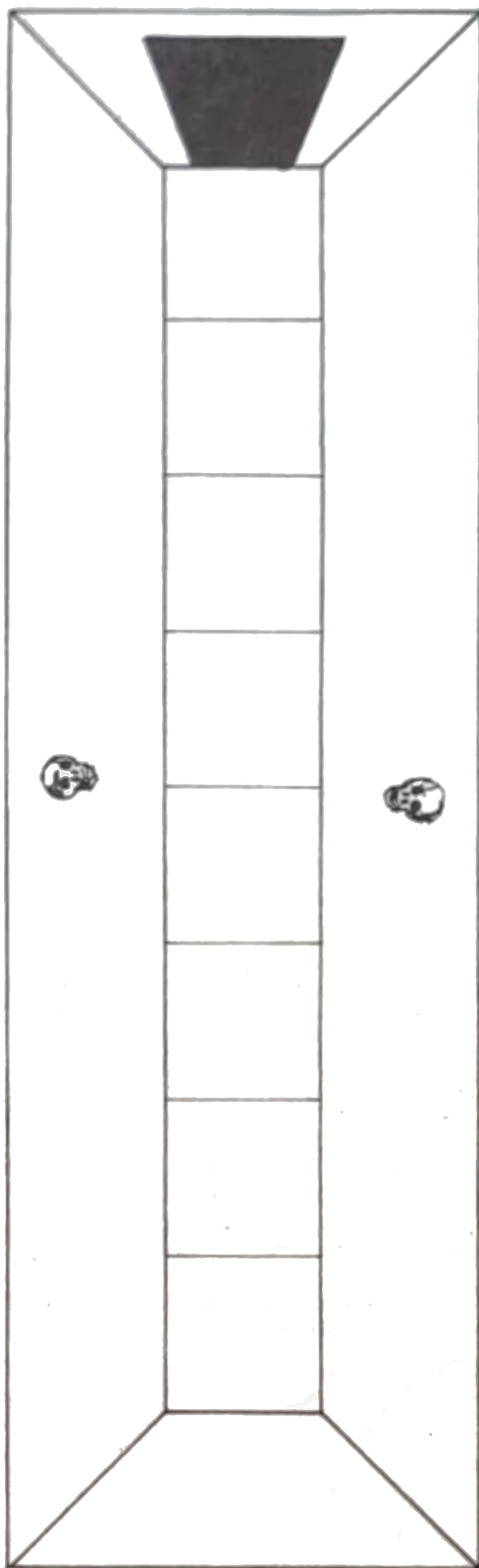
Using both hands, door opens roll 1-2 (D6) normally or 1-5 with Strength.

Opening the door rips the nails out of the rock wall behind. On a roll of 1-4 (D6) the door will fall completely off, otherwise it will hang precariously. If the door falls off and the player was using both hands to open the door, he will fall (back) into the Pit, taking 3 (D6) damage.

5. CLIMBING on any of the smooth marble walls in this hallway is difficult, with the same chance of falling each turn as trying to climb out of the Pit:

20% plus 1% per HP of damage

CHECK TIME



E. Corridor to the BLACK DOOR

Read: "You emerge through the wall into a short, 5' wide corridor lit by two more glowing skulls. At the opposite end of the corridor there appears to be a black door. The door appears to have neither hinges nor handle, but occasional ripples flow across its glistening surface."

When the player approaches within 10' of the Black Door, READ:

"As you approach the door, a mouth and an ear appear on the surface of the door, and it speaks to you, saying:

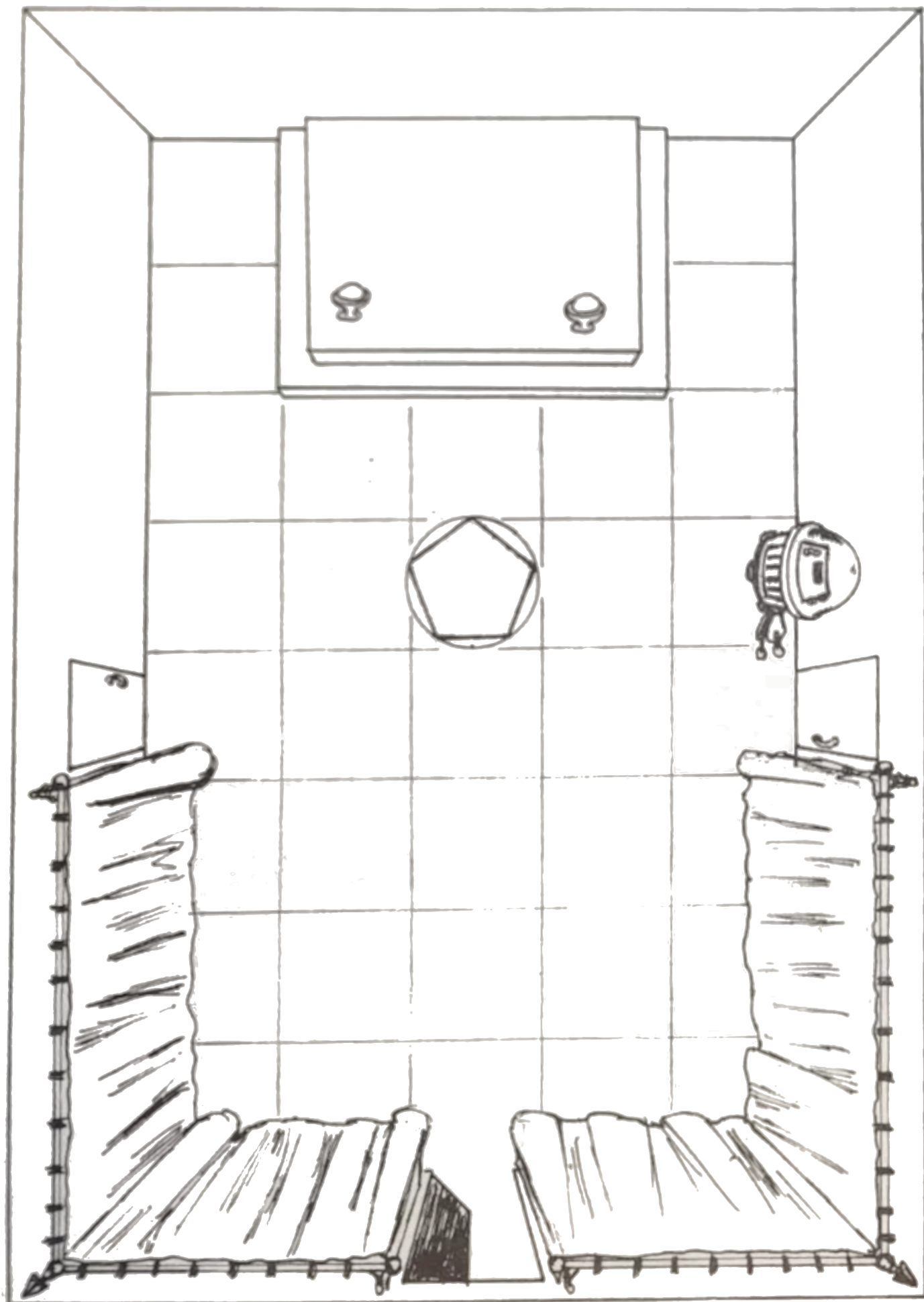
'State your name that I may announce your entrance to all within the Outer Sanctum of Felspel. I will let no one enter without announcing his name.'

DM: (The door is really a former thief captured by Felspel and polymorphed into a BLACK PUDDING, then placed under a geas to act as a guardian door and to give the above message. The door does his duty, but has little affection for the evil wizard and thus follows his instructions very literally.)

1. If the player gives any name, whether true or false, READ:
"The Black Door swings open, and you hear it announce on the other side in a very loud voice " (name given) NOW ENTERS THE OUTER SANCTUM!" The door then closes swiftly behind you as you pass through."
2. If the player says his name is "No One", READ:
"The door opens quietly and closes behind you as you pass through."
3. If a player touches the Black Door, he takes 3(D6) damage from the corrosive acids of the black pudding if he touched it with any part of his body, and if touched with any object, the object is destroyed. If touched with an object, the door will consider it an attack and will strike back. Combat is given on the combat sheet.
4. In combat, black puddings are affected only by fire, which will do 3D6 each turn it is struck by fire. The player is in a difficult position to fight since he has no combustible materials convenient in the corridor.
A hit from a weapon does no damage to the black pudding, but breaks it into smaller black puddings. Each piece of black pudding gets to strike each round of combat.
5. A DETECT MAGIC spell:
 - a) if used as an area spell, will reveal the skulls and the door emanate magic.
 - b) if used on the door specifically, it will reveal POLYMORPH and GEAS spells to be present.

Passing through the door takes the player to area F.

CHECK TIME - award points for area



F. The OUTER SANCTUM

Read: "You enter the Outer Sanctum as depicted in map F. There is a door in the center of each side wall. Along the walls to your left and right hangs an arras projected about 2' out from the walls. On the stone dais directly opposite from where you stand, you observe a man clad in a long black robe adorned with a grey crescent moon. The man has his back to you and seems to pay no attention to you. He is painting Runes on the blank wall in front of him, holding a brush in his scarred left hand and a red paint pot in his right hand. As you watch, he completes a row of Runes about six feet long at a height of 7' up the wall and begins to paint another row of Runes one foot below the first row."

DM: 1. The Mage and the blank wall on which he is painting Runes are all part of a phantasmal illusion. The illusion will disappear only if touched. When any part of the illusion is touched, the illusion vanishes and reveals that a door exists in the wall to Area J.

The "mage" paints one row of Runes each movement turn, each row 1' below the other, until 7 rows of Runes are completed. The illusion is programmed to repeat the cycle whenever the room is entered. When all 7 rows of Runes are completed, the total design forms a SYMBOL OF BLINDNESS. If the player is looking at the illusion when the bottom row is completed, he is immediately blinded, no saving throw possible. The player will be looking at the Runes as long as he is anywhere in the room (except behind the arras) unless he specifically states that he is not looking.

If the player is blinded, remove the map and playing piece or shield the map and figure from the player's vision. From this point on, the player must suffer the same handicap as his character. Describe only things he touches or hears for the rest of the expedition.

After the Symbol appears, the Runes will disappear and the mage will again begin to paint Runes upon the blank wall, repeating the cycle.

KEEP TRACK of each movement turn. After each movement turn in this room, tell the player how many rows of Runes have been completed as long as he is in sight of the illusion. The Symbol appears after 6 movement turns in the room.

2. THE ARRAS: The character may move behind the arras to either side, but there is no light behind the arras. When the character reaches the indicated locations he will be caught in magical WEBS placed there by Felspel.

If caught in the webs, he can free himself on roll of 1-2(D6), or 1-4 with strength spell. Each turn trying to free himself is one movement turn.

3. INVISIBLE WALL: located along the front of the stone dais, it will prevent the player from moving directly to the mage and will block any missile fire.

4. Other items in the room:

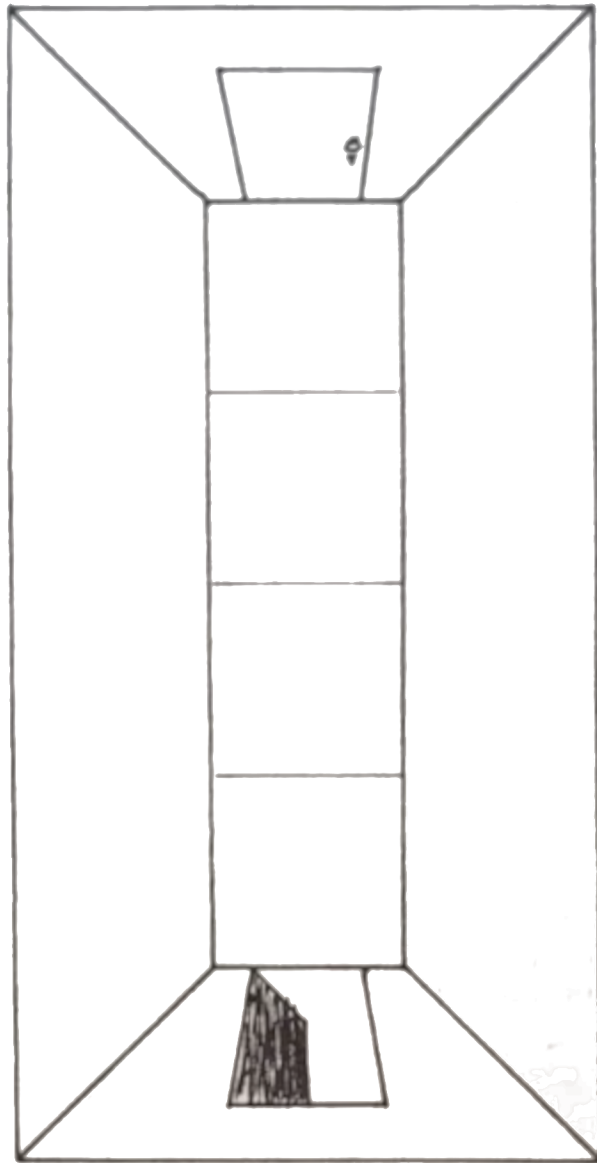
The Pentagram: a magical symbol used to confine demons when summoned.

The Alanthor: a magical alchemical furnace.

2 standing braziers containing glowing stones: the stones are enchanted with Continual Light spells to light the room.

5. Going through either side door takes the character to corridor G.
Going through the door concealed by the illusion takes him to room J.

CHECK TIME - award points



G. SIDE CORRIDORS (Note to GM: Use map G for either side corridor)

Left Corridor: Read: "You see a corridor as shown on map G. Not shown on the map is a sliding panel on your side of the door at the far end of the corridor. The sliding panel is at eye level and appears to be a peephole into the room beyond."

DM: If the player listens at the door, on roll 1-4(D6) he hears:
"a slight rustling noise and scratching sound of a small body moving beyond the door"

If the player opens the peephole and looks within:

"You see a basilisk sitting in a pile of straw in the center of a room. The basilisk is gazing at the direction of the door, and you must make your saving throw against being turned to stone."

Right Corridor: Read: "You see a corridor as shown on map G with a door at the opposite end of the corridor."

DM: 1. If the player listens at the door, on roll 1-4(D6) he hears:
"A young male voice muttering and the sound of pages being turned occasionally"

H. BASILISK ROOM (there is no map for this room)

Read: "You enter a room 20' square. In the center of the room is a nest of straw on which you see a basilisk gazing back at you. There is nothing else in the room. You must make your saving throw vs. being turned to stone."

DM: If opened, the rusty door to this room will tend to jam open and can only be closed on same roll as to open the door. The player has only one chance to close the door before the basilisk reaches the character and attacks him.

I. APPRENTICE'S QUARTERS (there is no map for this room)

Read: "You have opened the door into a room about 20' long and 15' wide. At the far end of the room a young man sits at a table reading a large tome. The only other items in the room are a bed of straw, a small cabinet, a bookcase, and an astrological chart hanging on the wall behind him."

DM: 1. If the player has picked the lock and successfully rolls for moving silently to open the door, the apprentice will not notice the door being opened, and the player has 1 turn of surprise in which to close the door without being detected or to close for combat or to cast a spell.

2. If the player is detected, the apprentice will attack with spells.

The apprentice's name is Cigan, a 5th level magic-user, having 15 hit points.

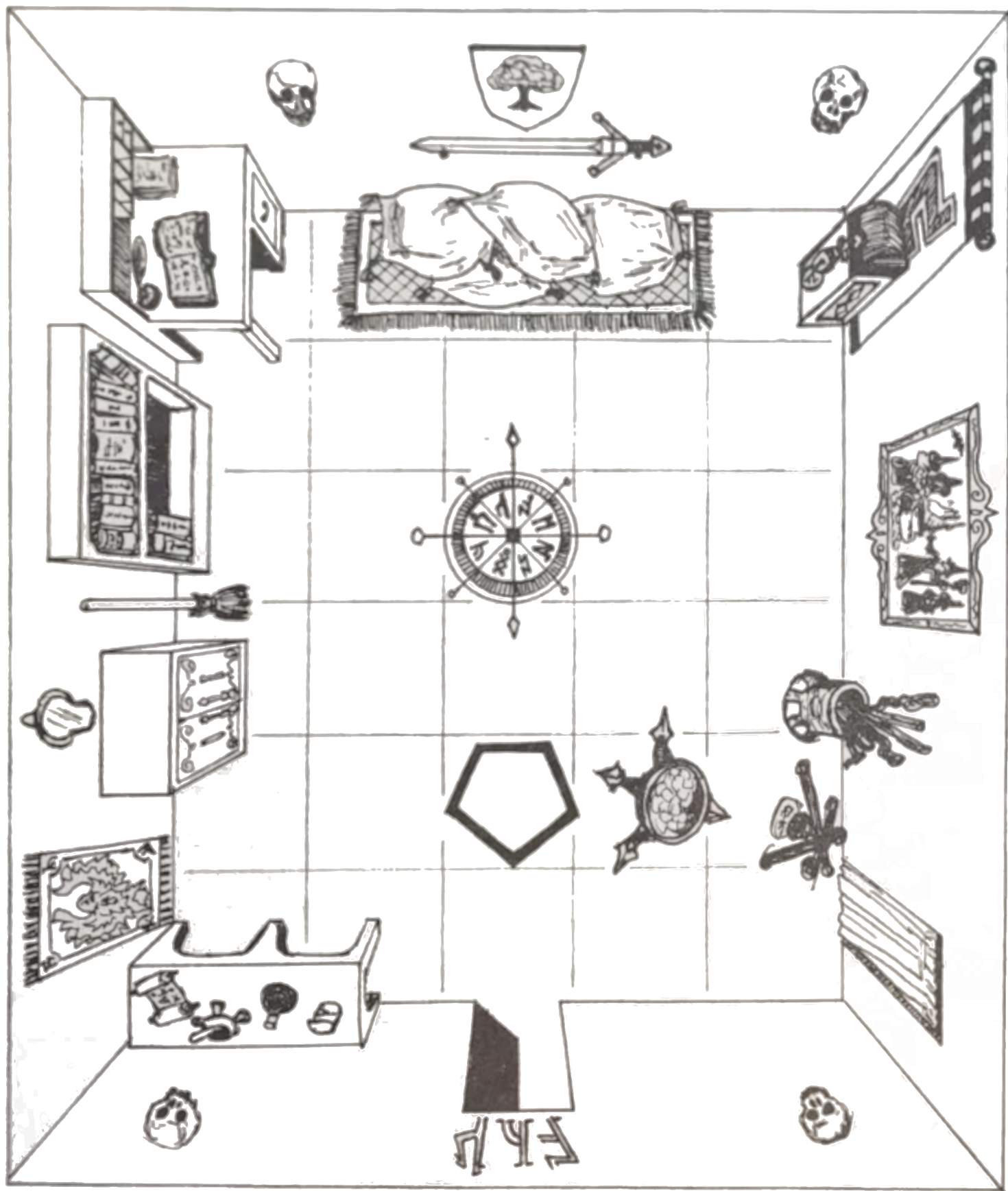
His abilities are 10-17-8-11-15-9, and his ST vs Magic is 13.

He wears Bracers of Defense (AC 4).

If Cigan detects the player, he will attack immediately, using the following spells in the order listed (these are the only spells he has):

1. HOLD PERSON: player must save vs magic, -2 from roll, or frozen in place
2. WEB: covers a 10'x20' area. Player cannot cast spells while caught.
3. CHARM PERSON: player will be persuaded to stay with Cigan in room
4. LIGHTNING BOLT: does 18 points of damage, or 9 pts if save vs magic

If Cigan is CHARMED by player, he will be friendly and talk freely. If asked to help the player, he will advise him to leave immediately for his own good. He will not leave his room. He has not seen the Staff if asked, but will guess it's in the Inner Sanctum behind the dais. He doesn't know about the "mage" in the Outer Sanctum but he is sure Felspel has left and no one else should be present. He will not cast any spells at Felspel (or at the player) while Charmed. The Charm is broken if the player attacks him, however.



J. THE INNER SANCTUM

Read: "You enter a room as pictured in map J."

DM: The player should find the staff as quickly as possible in this room. the items in the room, clockwise from the door, are:

1. WOODEN WORKBENCH: on top are an empty beaker; a flask of water; three small vials (when mixed together obtain Potion to control undead); a flask on a burner (brewing a poison); a mortar and pestle; a human thigh bone; and a scroll for making poisons.
2. FLYING CARPET: rests on the wall without fastening. Pictured on the carpet is a phoenix with 4 Runic symbols. It functions only by commanding the demon Phenos woven inside by name.
3. CABINET: this wooden cabinet is locked. If picked or broken open, there are four shelves inside. On the top shelf are 6 vials of blood, from left to right: Dragon*, Medusa*, human, Troll, Werewolf*, and basilisk*. (* indicates poison or special effect if material is consumed, e.g. medusa blood turns to stone, dragon blood poisons, etc.)
On second shelf are 10 jars of materials: arsenic*, Belladonna*, basil, hemlock*, Mistletoe, mushroom*, nightshade*, opium*, wolfbane, black lotus*.
On the third shelf are 6 jars of powered materials: bat wing, unicorn horn, newt eyes, lion's heart, hippogriff feathers, and dragon scale.
On the bottom shelf are 2 empty alembics, a retort, and a caldron.
4. MIRROR: appears ordinary, but will answer one question on command "Mirror, mirror, on the wall, tell me ..."
5. BROOM: is a flying broom, operates when tapped three times with a feather.
6. BOOKCASE: all books are magical, and all have Runes of Protection doing 14 points of damage to anyone opening them except Felspel and destroying the book.
7. Desk: contains an inkpot of magic ink for writing scrolls, an open book with a half completed spell for summoning a demon VI (the demon can be summoned but it cannot be controlled and will attack the summoner), a pile of sheets of vellum, and a number of scrolls with Explosive Runes on them (as on books).
8. BED: a normal bed with stuffed pillows and mattress.
9. SHIELD: a magic plus 3 shield.
10. SWORD: this item is the Staff of Fizzlewood concealed with an Illusion to look like a sword. If touched, the illusion will vanish. The sword and shield above it are strange items for a wizard to have above his bed and should lead the players to investigate them first.
11. CHEST: This chest is 3' wide, 3' high, and 2' deep, too small to contain the staff. It has a poison latch doing 30 pts of damage (15 pts if save vs. poison). Inside are the wizards clothing and spare robes, non-magical, an Amulet of Protection from Undead, and gems worth 20,000 GP.
12. TAPESTRY: the tapestry and rod are normal, non-magical.
13. PICTURE: a non-magical picture of a witches' sabbat.
14. ELEPHANT'S FOOT: contains various staves and bones. None match the Fizzlewood, but all are partially enchanted and thus will register for a Detect Magic spell.
15. CAULDRON ON TRIPOD: with a bed of coals beneath. This is where Felspel cook his meals.
16. CURTAINED CLOSET: inside is what every necromancer has - a skeleton in his closet. It is only animated by the command of Felspel himself, although it is magical.
17. PENTAGRAM: composed of various chalks and powders for confining demons. It is magical but has no demon inside at present.
18. BRAZIER: This magic item is a general purpose item for enhancing spells by burning the proper powders or materials inside.

(Room J continued)

19. CIRCLE OF PROTECTION: drawn on floor in various colors of magic paint, this is where Felspel returns. No one except Felspel may enter or leave the Circle, and the Circle adds 3 to all saving throws for those inside against spells.

FELSPER'S RETURN:

General instructions: At the end of $\frac{1}{2}$ hour, Felspel teleports back to his inner sanctum and materializes inside his Circle of Protection. He immediately casts an ESP spell to locate any intruders anywhere within the dungeon. If the player is still present, Felspel will DIMENSION DOOR to the location of the player. Before Felspel returns, be sure to notify the player that his time is up, then stop all other action (unless the player uses the Talisman of Homing).

When Felspel returns, read to player:

"Felspel suddenly appears before you, obviously aware of your presence and looks quite upset. He utters a single Word of Power which stuns you senseless, and you have no saving throw against Words of Power. You are captured and the expedition is ended."

DM note: The player cannot cast a spell in time against Felspel. The only hope of escape is to say the words "Roptme Taevac" and use the Talisman of homing before the DM says "Word of Power".

USE OF THE TALISMAN OF HOMING:

The player must remember and say the words "Roptme Taevac" for the Talisman to work. It will work as long as the player makes a good attempt at the words and is close in pronunciation. A player could have written the words down before he left if he so specified prior to play.

DISTURBING EXPERIMENTS: in room J (the Inner Sanctum), players lose points for touching the following items:

1. any item on the workbench
6. any book in the bookcase destroyed
7. the open book on the desk or any scroll destroyed
17. touching or entering the pentagram
18. putting anything into the brazier

FLATER EVALUATION SHEET

Player:

Time Start:

Time End:

		Points	Total
General:	Using Strength Spell prior to play	1	
	Drink to map	-1	
A. GREY FORTRESS	Using Ventriloquism to distract	2	
	Using Sleep Spell (if substituted)	2	
	Throwing rock to distract sentry	1	
	Attacking sentry from behind	0	
	Frontal attack or talking to sentry	-2	
	Getting past sentry without alarm raised	2	
	Sentry alarms others by gong or shouts	-2	
B. GREY HORN	Using pyrotechnics to create smoke screen	3	
	Using Ventriloquism to distract ogres	2	
	Putting Sleep Potion in ogre's ale only	1	
	if after Pyrotechnics or Ventril.	2	
	Detected by ogres	-2	
	Fighting ogres	-3	
	Getting past ogres undetected	1	
C. ARTECHAMSEN	Testing Black Arrow for magic	1	
	Hanging up own weapons	-2	
D. SALLYWAY	Following directions to area E on first attempt	3	
	Finding exit to E by Detect magic or searching	1	
	Falling into trap	-2	
E. BLACK DOOR	Announcing name to be "No One"	2	
	Giving a false name	1	
	Giving true name	-1	
	Trying to force door open or fighting door	-2	
F. OUTER SANCTUM	Stating and acting as if mage is illusion ..	2	
	(cannot get points for this if goes behind arras)		
	Touching illusion to make it vanish	3	
	Being caught by webs behind arras	-1 each time	
	Going through each side door	-1 each	
	Being Blinded by Symbol	-3	
H. BASILISK ROOM	Looking through peephole	-1	
	Opening door	-2	
	Being turned to stone by basilisk	-3	
I. APPRENTICE	Charming the apprentice	1	
	Fighting the apprentice	-2	
	Each magic item taken from room or apprentice	-1 each	
J. INNER SANCTUM	Finding Staff on first attempt	15	
	Finding Staff eventually	10	
	Each magic item taken or experiment disturbed	-2 each	
ESCAPING THE DUNGEON	Remembering and using the words to work Talisman ..	5 (with or without Staff)	
	Getting out of dungeon with Staff without Talisman ..	10	

Total for all areas:

COMBAT TABLES:

VS Ogres, Basilisk, or Apprentice

	<u>roll</u>	<u>damage</u>
Player to hit: sword	11	1-12 pts
dagger	12	1-4 pts
garrotte (from behind only)	11	1-10 pts/turn
blackjack (from behind only)	9	1-6 pts, 40% chance unconscious
thrown dagger, missile	10	1-6 pts
barehand	16	1-3 pts

With Strength spell, add 2 to hit roll, and 3 to damage roll

If striking silently from behind, add 4 to hit roll, damage X 3.

Any ogre to hit character ..	15	1-10 pts
Apprentice to hit character	18	1-6 pts
Basilisk to hit character ...	15	1-10 pts, plus must save vs stone each hit

Hit Points:

Athelfrogg	24
Ogre sentry	17
Ogre #1	19
Ogre #2	20
Ogre #3	22
Ogre #4	24
Apprentice	16
Basilisk	27

VS Black Door

The character cannot do any damage to the Door, being a black pudding, but on a strike with a weapon and a roll of 10 or more, the pudding is cut into two pieces, each of which can attack.

The black pudding can strike at the character, touching him on roll 9 plus, doing 3D6 damage. The pudding has 40 hit points, if it ever does matter.

DESIGNER'S NOTES by John Van De Graaf

When we were given the task of designing the D&D tournament dungeon for Wintercon VII, we decided to design it as a tournament first and an adventure second. Most D&D tournaments we have seen and participated in have suffered from the fact that the dungeon is designed as an adventure first, without regard to the needs of tournament competition. Whether we have been successful remains to be seen, but we hope that our approach will foster some thought for future tournament dungeon designs.

The most important requirement in a dungeon to be used for a tournament is that every player should be judged for his own ability. The most frequent complaint heard at tournaments from players is the variability of the groups to which they are assigned. A good player in a poor group usually loses quickly, while a poor player in a good group may be carried along to the final round. If we want to rate each player on his own merits, the logical step is to run each player through the dungeon by himself, eliminating all problems of assigning players to random groups. We decided to try this approach if the other problems this raised could be solved.

There are certain practical difficulties to running players through a dungeon one at a time. A convention cannot afford to have as many DMs as players, and it is difficult to get DMs to volunteer to run more than one 4-5 hour session. We calculated that if one DM can run a group of 8 players for a 4 hour dungeon, he can run 8 players through a $\frac{1}{2}$ hour dungeon in almost the same amount of time. A ratio of 1 DM per 8 players is about normal for D&D tournaments. Would this detract from a player's participation in the tournament? A dungeon lasting only a half hour sounds very short, but on the average players cannot contribute more than one-eighth of the time in a four hour, 8 player group. In theory, at least, it seemed that a player could get as much participation in a one-half hour dungeon as in the normal 4 hour dungeon.

Designing a dungeon on the basis of a single player with a $\frac{1}{2}$ hour time limit made certain demands of the dungeon. We had to give the player a clear objective to reach within the time limit, and of course it must be attainable within the time limit. To provide a means of evaluating performance, we had to include as many decision points as possible for the player to deal with. The dungeon thus rewards players who make correct decisions as quickly as possible.

To make the tournament as fair as possible, the players will generally encounter the same situations during the tournament and random elements have been minimized as far as possible. With only one player to deal with, the player's choices in a given situation are rather small; thus we were able to instruct the DM how to handle most situations and monster reactions. This also had the benefit of eliminating another common complaint: the variability of the DMing. Given the nature of the D&D rules, local interpretations, and individual idiosyncrasies, it is almost inevitable that 20 DM's will handle combat, spells, and the like in different fashions if left to their own devices. A tournament should be run consistently, so we have provided extensive instructions to the DM so that there will be as little variation between DM's as possible.

With the dungeon designed on these lines, it was relatively easy to incorporate a point-scoring system for an objective determination of victory.

The dungeon has been play-tested by over a dozen people, and thus far no one has complained of the $\frac{1}{2}$ hour time length or that it is not challenging. We have also found that it is a good dungeon to give novices a short taste of D&D campaigning: new players are far more likely to try a half-hour adventure than to get involved in a 4-6 hour marathon.