

Grenadier and Armory VISUAL DUNGEON
by Dr. Allen Barwick of WmFROG

You have reached the age of womanhood or manhood. You have advanced as far as you can as an apprentice in your chosen profession.

To leave your apprenticeship behind and to become a full fledged member of your guild, you must successfully survive the rigors of a magically prepared dungeon. At the end of your adventure, you will be resurrected or restored, if need be, by the ghod of your guild.

To survive the rite of passage to adulthood, you must enter the dungeon with your companions and collect more gold than anyone else in your company can. All monsters found within the dungeon may be assumed to be of opposing alignment (i.e., harmful to your welfare) and may be disposed of, robbed, tricked, neutralized, or avoided as is deemed necessary. Remember your primary purpose is to successfully gather gold, and most monsters have a bag of gold on their body. The top two gold gatherers will advance to full status in their guild and will receive amble presents from ghod. You may attempt to pass to adulthood as many times as you wish.

Oh, incidentally, there is a huge, red, ancient Dragon somewhere in the Dungeon that is guarding a small, insignificant, quaint staff with 3 charges that does 10D10 fireball damage in a 3 and a third foot diameter (one square). The staff is worth 500 Au and the Dragon's hoard is worth a lot more. (Au=gold).

VISUAL DUNGEON CONSTRUCTION: Mr. Fred Bolton & Dr. Allen Barwick both of WmFROG

No refunds: the ghods must eat also.
3 squares=10 feet; 1 square=3 1/3 feet.

Movement: Men, Dwarves, Halflings, Half-Orcs, Gnomes = 3 squares.
Elves, Half-Elves = 4 squares.
Monk = 6 squares.

Death: If a player is killed (hit points=0 or less), the body IMMEDIATELY vanishes with all the gold and items on the body.

Doors: A maximum of two may attempt to open a normal door, four a double door.
Doors open on a roll of 1-2 on a D6 (Die 6), and all who attempted to open enter.

Initiative: Rolled on a 6 sided die with 6 moving first.

Surprise: 1-2 on a D6. Rolled for both parties at a new encounter. The surprier gets a free round.

Attack Dice: A D20 and a D6: 4, 5, or 6 on the D6 means the D20 is upper case, i.e., 11-20. "Extra" rolls by players or "mistakes" in calling out the dice you roll, opens the abyss and that player is gone.

Loot: Little rooms have treasures and Large rooms have bigger treasures (and appropriately tougher guardians).

Time: You have one hour to complete your mission. Good luck.

Level: All characters are fifth level.

Characters: Levlon (Human Cleric), Merci (Half-Elven Cleric), Plent (Human Druid), Arven (Dwarven Fighter), Benhar (Elven Fighter), Lancelett (Human Paladin), Tracer (Half-Elven Ranger), Sevia (Elven Magic-User), Ris (Half-Elven Magic-User), Dancin (Gnome Illusionist), Lox (Elven Thief), Fling (Halfling Thief), Cas (Exotic Elven Thief), Nim (Human Monk), Woodlock (Half-Elven Bard), and For (Half-Orc Thief).