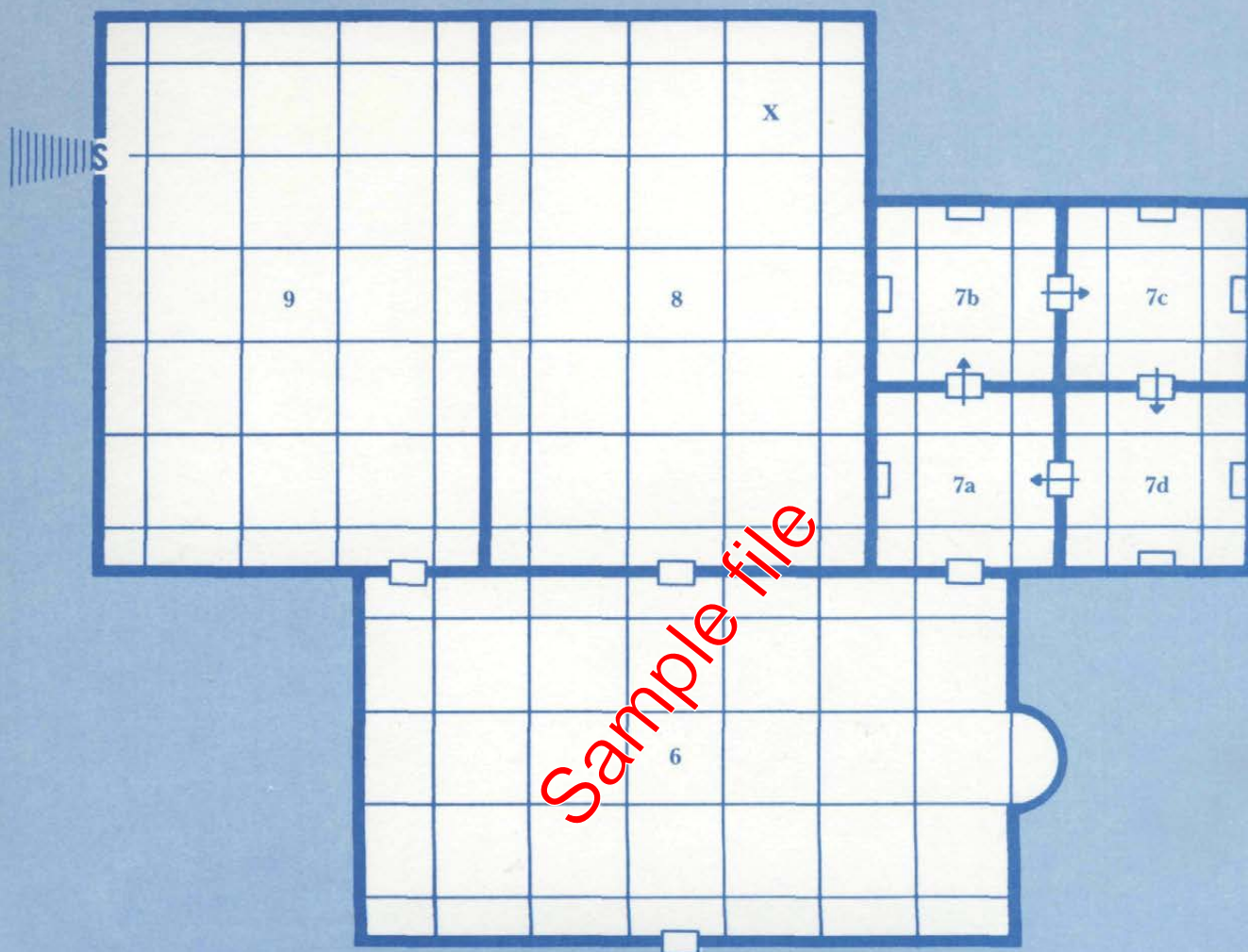
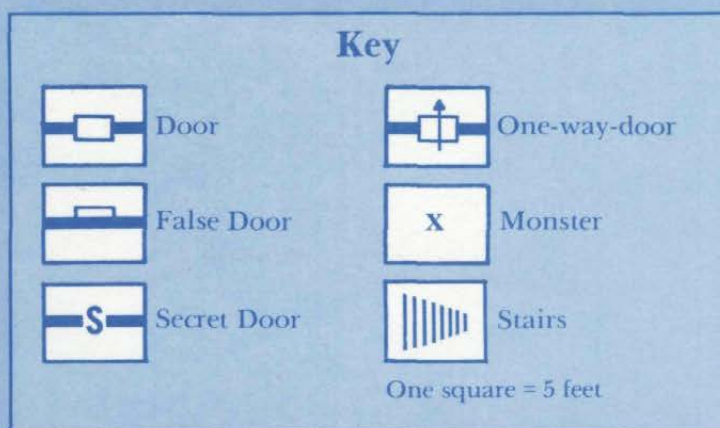


DM's Master Map

Tormaq's Tower



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



DUNGEONS & DRAGONS®

ADVENTURE BOOK One-on-One Adventure Module O1



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

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Distributed to the book trade in the United States by
Random House, Inc., and in Canada by
Random House of Canada, Ltd.
Distributed to the toy and hobby trade by
regional distributors.
Distributed to the United Kingdom by
TSR (UK) Ltd.

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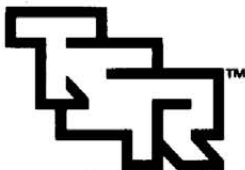
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United Kingdom

Printed in U.S.A.
ISBN 0-88038-010-1



TSR, Inc.

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

Preface

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

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

The module includes:

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

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

Do you have any questions or comments? Our designers and editors can help.

Send your questions to:

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

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

CHARACTER SHEET

Character: Eric the Bold Player: _____

Class: Thief Level: 8 Alignment: Neutral Hit Points: 28

Armor Class: 7 (-2 for dexterity)
Strength: 15 +1 to hit and damage rolls (melee weapons only)
Intelligence: 14
Wisdom: 9
Dexterity: 16 +2 to hit roll with missile weapons; -2 to AC for AC 5
Constitution: 13 +1 hp per hit die; included in hit points above.
Charisma: 10

Saving Throws:

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

Thief's Abilities:

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

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

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

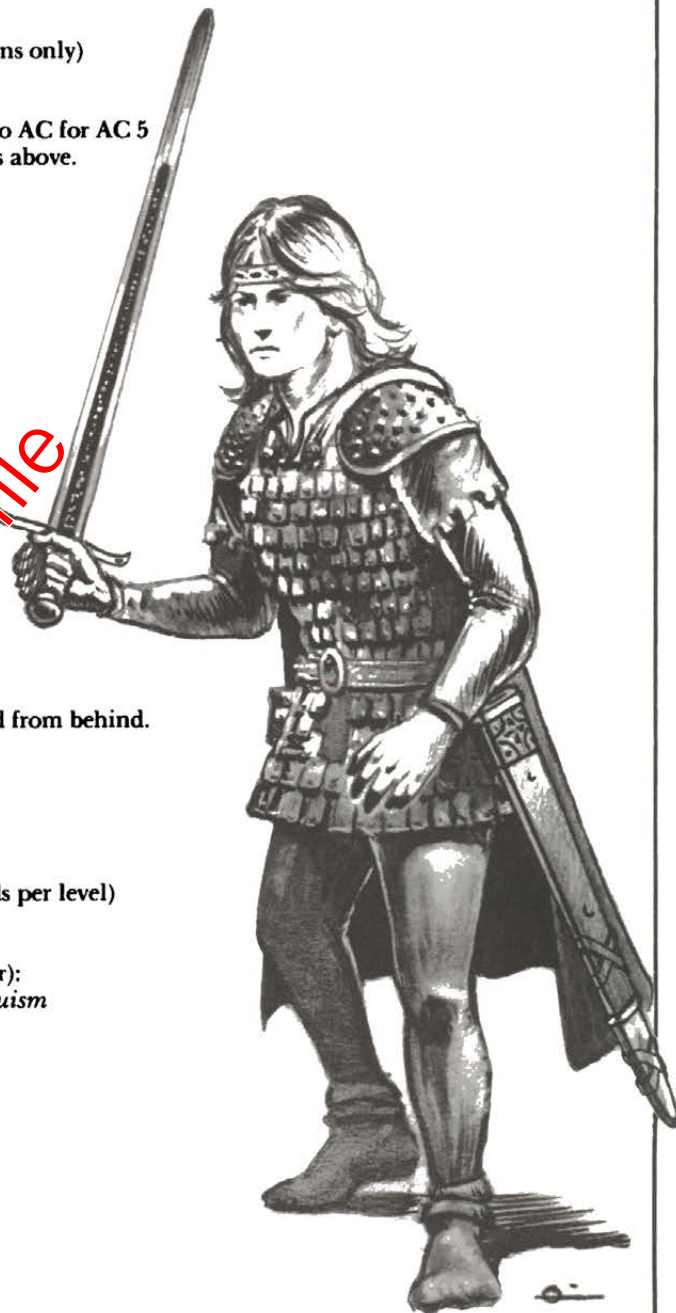
Languages: Common, Thieves' Cant, Orcish

Magic Items:

(normal) *sword* +1
dagger +2
sleeping potion (effective on humans and humanoids for 5 rounds per level)
potion of *diminution*
talisman of homing (second adventure only)
ring of spell storing with following spells (as 6th level magic-user):
First Level: *charm person*, *detect magic*, *magic missile*, *ventriloquism*
Second Level: *knock*, *phantasmal force*.

Other Equipment:

Leather Armor
Thieves' Tools
Tinder Box
Iron rations (sufficient for one week)



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

HOW TO USE THIS MODULE

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

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

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

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

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

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

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

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

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

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

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

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

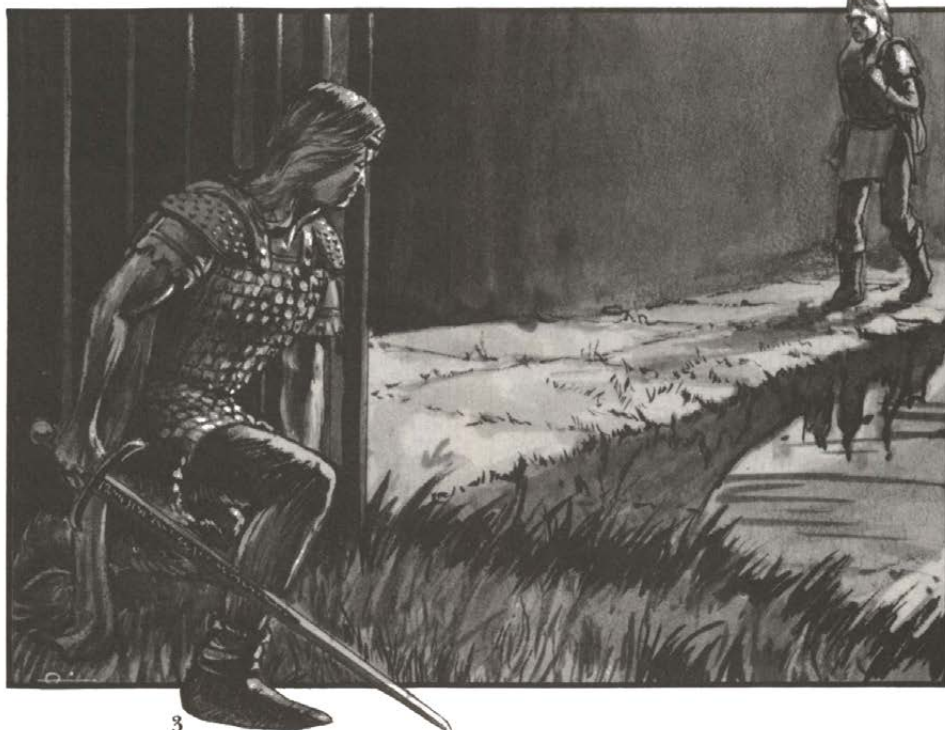
Time Limit: A strict limit of 30 minutes playing time is set for each adventure. After you have given the player his character sheet, read the **Player's background** to the player and answer any questions the player might have. Then begin keeping track of time. At the end of 30 minutes, the adventure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

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

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

The following abbreviations are used:

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



ADVENTURE ONE: TORMAQ'S TOWER

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

Player's background

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

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

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

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

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

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

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

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

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

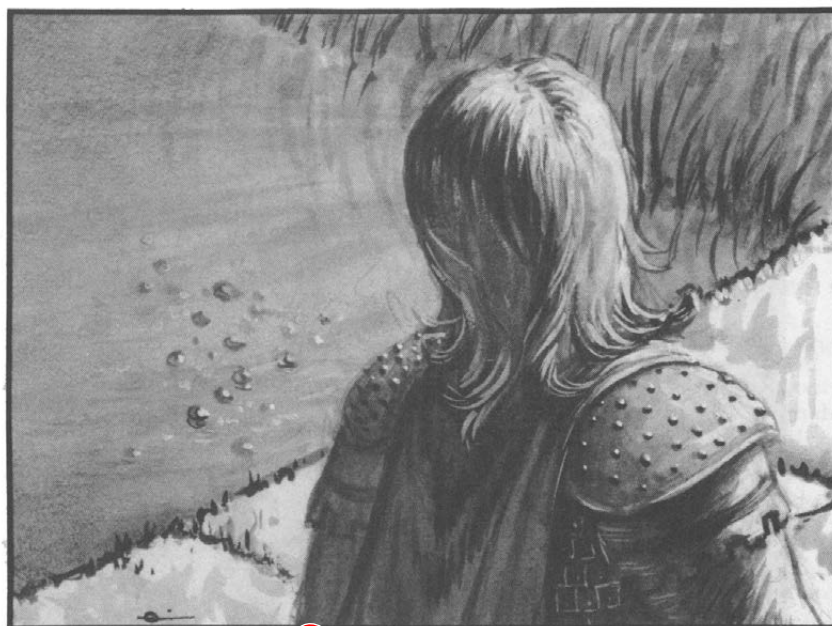
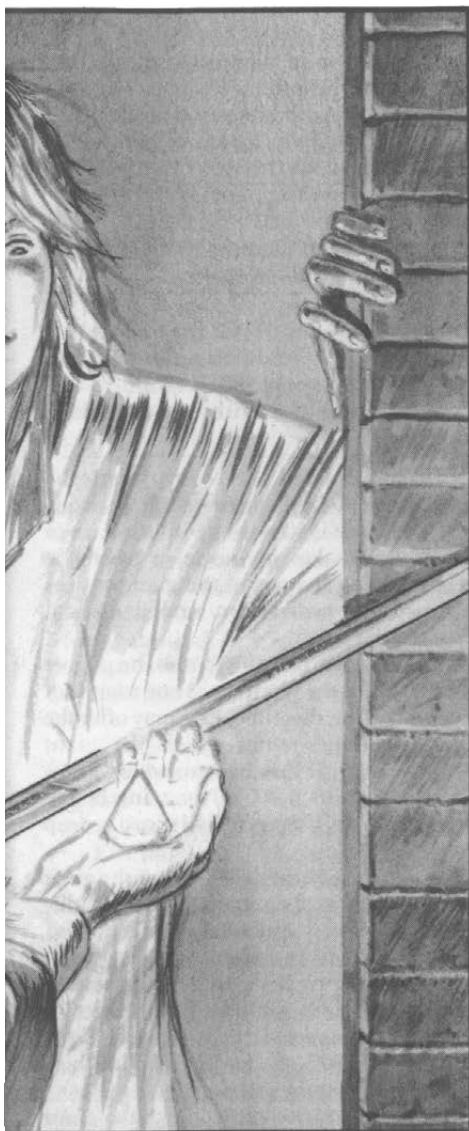


who embarrassed him so. If you accept the task, the witness shall never be heard from. If you bring the real gem back, you will receive your weight in pure gold...enough to keep you in luxury for years."

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

Encounters

1. OUTSIDE TORMAQ'S TOWER

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