

- 2. Skeleton with shield
- 3. Zombie, Standard
- 4.2 Ghouls
- 5. Shadow
- 6. Mummy
- 7. Giant Fire Beetles
- 8. Giant Centipede, small
- 9. Elf, as Magic-User 2
- A. Roll 1d6: 1-3 = Friendly
- B. Roll 1d6: 5-6 = Hostile 10. Elf, as Fighter 2
- A. Roll 1d6: 1-4 = Friendly
- B. Roll 1d6: 5-6 = Hostile
- 11. Gnoll
- 12. Bandits, Human
- 13. 1d3 Kobolds*
- 14. 1d3 Goblins*
- 15. Orc*
- 16. Giant Spider
- 17. 2 Giant Scorpions New Monster!
- 18. Djinn
- 19. Pilgrim, Cleric 5
- 20. Pilgrim
- *-Subject to (sunlight) negaties

These child-size arachnids aggressively hunt the desert plains in search of food. Even their pinchers drip with paralyzing, toxic venom. Their exoskeletons shield them from many wounds and dry desert winds.

| WATER TABLE - DITIRABLE OTTICS AVAILABLE | | | | | |
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WATER RULES (House Rules)

1. As a desert cleric, water is used as your hero's holy symbol, needed to cast spells or turn undead. (Using Holy Water add +1 to your hero's clerical level used to determine the results for turning undead.)

 After taking <u>any</u> damage, your hero must successfully make a Saving Throw or consume one unit of water. Note: This consumption may occur at the conclusion of a fight, but immediately following the battle.
Any traveling companions with your hero automatically require 2d6 units of water, or they will leave/die.

RUNNING THE ADVENTURE

This adventure is designed to help play test new monsters, new situations like resource management, and for single-player enjoyment. Because the "dungeon" is random, it can be replayed with different results, which may help validate some play testing theories. In practice, a successful adventure can include, but is not limited to: rescuing 4 pilgrims by helping them move off of the map grid, advancing a level, defeating Giant Scorpions or a Mummy or other difficult monsters, and sheer survival of 100+ moves. Good Luck!