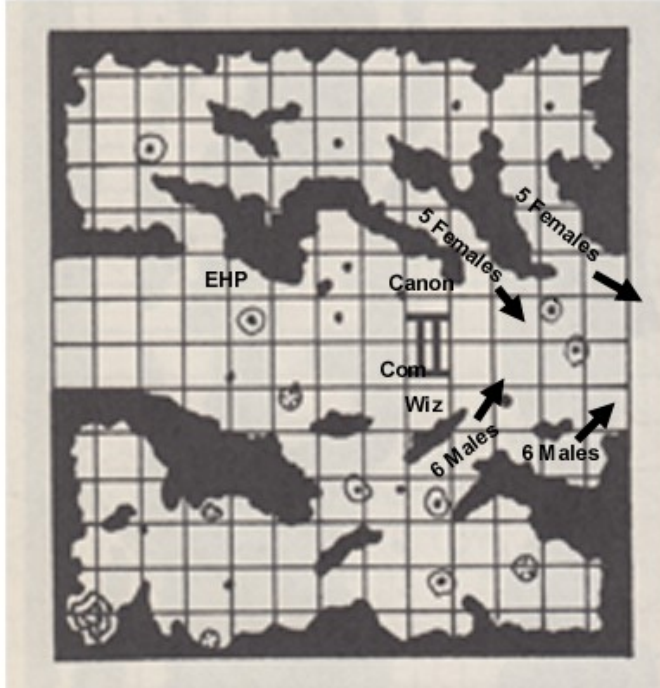


AD&D MODULE D1 TACTICAL DETAIL ENCOUNTER A (HEX D3)



The watchpost starts with 1 alert male on each edge of the map, looking in either direction. If a party approaches with lights, then they will note this from arbitrarily far down the tunnel (at least 400 feet or more). If a party is approaching in darkness, then they will be spotted at 12" infravision range, giving less time to prepare. Note that a traveling party is probably moving 10 feet/round (at daily 6" move rate).

The guards expect to ambush any party with lights approaching from the southeast (right off the map above); given at least 4 rounds, they will post themselves as noted in the various corners and side-tunnels, and get automatic surprise. Each squad noted on the map includes one serjeant-type (i.e., male squad is 5 Ftr3 and 1 Ftr4; female squad is 4 Ftr2 and 1 Ftr3). Attacks commence when a party with lights reaches 12" from the edge of the map (in range of infravision, *continual light*, *darkness* spells, etc.):

1. (Surprise round). The drow cast two spells: One front-line trooper casts *darkness* (12" range), while the wizard casts *slow* on the entire party (24").
2. Front-line squads move 6" forward to hand-crossbow range; serjeants launch poisoned javelins on this move (2 at 9" range); back squads move to screen the high-level casters. Wizard casts *detect invisible* to scan for infiltrators (range 12").
3. Front squads shoot poisoned hand crossbows at 6" range.

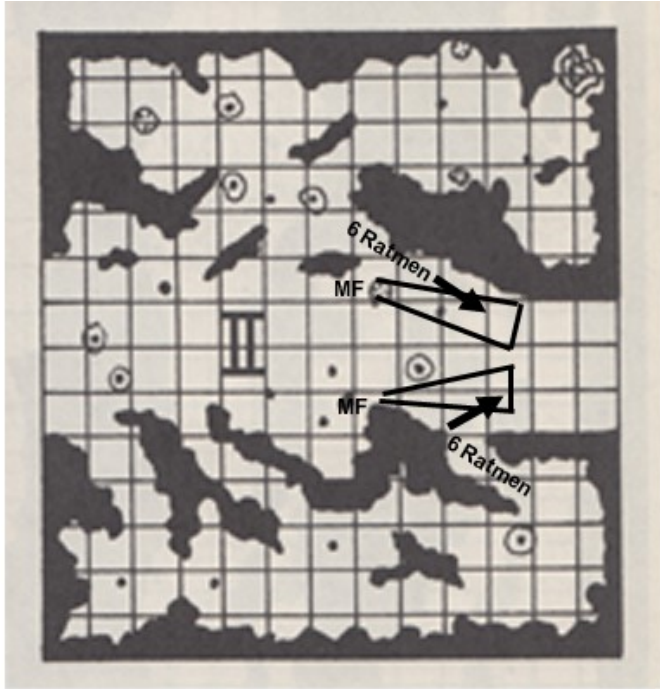
On later rounds, troopers will alternately reload and fire poisoned hand crossbows as much as possible; if engaged, they use sword & buckler. *Darkness* will be used every round if the party counters with more lights. Magic attacks that overcome resistance can be countered by a *dispel magic* from any of the female troopers.

As the party closes distance, other attacks will occur as range permits. From partial cover, the wizard can attack in 12" (i.e., 20' off the map) with *ice storm*, *lightning bolt*, and *magic missiles*; while the canon will use *hold person* (12"), and then sling missile globes 9" (about to the map-edge). Rear squads will fire hand crossbows in 6" (map-edge). The Ftr6 commander will direct the action, while the EHP monitors from the rear and will generally not engage (and thus escaping if necessary).

Variations: From the moment the tunnel guards spot an enemy, it takes 2 rounds to half-form the ambush (first squads), and 4 rounds for all to be in place (second squads and casters). If a party is approaching in complete darkness and silence, then they will get within 20' of the map edge before attacks commence, and the drow must dice their 75% chance to remain silent/undetectable. When attacks start in this case, however, the drow will not need *darkness* magic, the front squads will be already in range with hand-crossbows, and the wizard can use whatever attack spell he wishes (*ice storm*, etc.)

Consider the case where the party has lights, but also an advance scout with infravision and *invisibility*, about 100' in front of the party. In this case the scout will at least spot the cave mouths at 60' infravision range, and be able to alert the party when they're still some 150' off the edge of the map (outside drow attacks or magic). In this case the drow will usually lie patiently in wait for the party to approach, and trust in their ambush plan. If they become suspicious, the wizard may use *detect invisible*, but this spell-casting will likely warn enemies as to their presence.

AD&D MODULE D1 TACTICAL DETAIL ENCOUNTER B (HEX M12)



The mind flyer outpost starts with 2 ratmen watching from each edge of the map (total 4 in the tunnel). Similar to the drow reaction, if lights are spotted it will be arbitrarily far away, and then they can set up their ambush in leisure.

The mind flyers plan to set themselves on opposite sides of the tunnel, the stronger one north behind the large stalagmite, the weaker one south behind the outcropping of rock there; meanwhile, squads of ratmen hide in the tunnels to each side. As enemies approach within *mind blast* range (6"), the Illithids launch their attacks; this will likely be by surprise (4 in 6). By rounds:

1. Illithids step out from their hiding places and launch two *mind blasts* simultaneously (in the cone areas indicated on the map above).
2. Ratmen rush forward from the two caves, likely to the sides of the party, and attack with swords. If possible they try for back attacks (+2 to hit). The first mind flyer returns to the pool, while the second looks to use psionic *domination* if approached.

In theory, the Illithids could make a total of 1-3 *mind blast* attacks each (dice 1d3 if needed), but this may not be helpful once the ratmen are in melee. As soon as the battle goes against the ratmen, the mind flyers will flee to the northwest (left off the map), as noted in the module.

For convenience, the effect of the Illithid *mind blast* ability is copied below from Sup-III, *Eldritch Wizardry*. The saving throw can be made simply by $d20 + Int \geq 20$; modify the roll by any adjustments at the bottom of the table, -1 at medium range (4"), and -2 at short range (2").

MATRIX A: PSIONIC ATTACK UPON NON-PSIONIC

Defender's Intelligence	Saving Throw at Attack Range			EFFECT IF SAVE IS NOT MADE
	Short	Medium	Long	
3-4	19	18	17	Death
5-7	17	16	15	Coma 1-4 days
8-10	15	14	13	Sleep 20-120 mins.
11-12	13	12	11	Stun 1-4 turns
13-14	11	10	9	Confuse 1-6 turns
15-16	9	8	7	Enrage 1-8 turns
17	7	6	5	Feeblemind
18	5	4	3	Permanent insanity
19	3	2	1	Insanity, 1-4 weeks
20 & +	1	0	-1	Insanity, 2-12 days

SAVING THROW ADJUSTMENTS:

Additions to Die		Subtractions from Die	
Magic-user	+1	ESP Medallion	-5
Cleric	+2	Psionic Related Spell*	-4
Elf	+2	Stunned	-3
Dwarf	+4	Confused	-2
Hobbit	+4	Enraged	-1
Helm of Telepathy	+4	Feebleminded	**
		Insane	***

*See Psionic Ability list hereafter for comparisons
 **Treat feebleminded persons as intelligence 3-4
 ***Insane individuals can be psionically attacked only with "Insinuation" (see PSIONIC ABILITIES section).

A *helm of telepathy* worn by the defender will **stun** the attacker for three turns if the defender makes his saving throw.

(Note: All ranges here are given in terms of the *OED Book of Spells*, mostly similar to OD&D values; for other editions such as AD&D these numbers will possibly vary a great deal; esp., see the shortened radius of *continual light* versus other magic abilities).