

D100 DUNGEON

The Adventurers Companion



BY MARTIN KNIGHT

MARTIN KNIGHT
THE ADVENTURERS COMPANION



D100 DUNGEON THE ADVENTURERS COMPANION

www.martinknight39.wixsite.com/mk-games

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Board Game Geek	https://boardgamegeek.com/boardgame/237031/d100-dungeon

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The Dungeon Song

A Dungeon we will go
A Dungeon we will go
Strap on a Sword and don't get bored
A Dungeon we will go

Tips to surviving the dungeons

D100 Dungeon does not suffer fools lightly, and knowing when to quit is an important part of surviving the dungeon. Invest your gold, and don't be too quick to sell your items. If you don't need the gold to buy supplies for your next Quest then don't sell them. Gaining experience can be slow, so train regularly, and don't underestimate the use of armour, shields and the Defence characteristic. Only equip essential items as they may get damaged. Use Fate points to manipulate dice rolls, and use them for greed as well as for getting you out of tricky situations. Your Adventurer will always need a weapon, so carry a spare, or even a couple in case one gets lost or destroyed. Whilst the Adventurer can equip many kinds of weapons, the dice are your weapons, however, not all dice are manufactured very well, so if they are not being kind to you, check their balance. After all, your Adventurer would always check a weapons balance before using it.

Good luck the Dungeon awaits!

INDEX

D100 DUNGEON THE ADVENTURERS COMPANION	4
ADVENTURER CONVERSION	4
ADVENTURER FAST TRACK OPTION	6
PARTY PLAY IN D100 DUNGEON	8
THE ENCOUNTER RULE	10
NEW MONSTERS	12
TABLE EA – ENCOUNTER A	12
NEW MONSTER ABILITIES	14
NEW HERO PATHS	15
NEW RACES	15
WITCHERY	16
TABLE O – WITCHERY	18
QUEST MAKER	19
SKILLS AND THEIR USES	23
DEATH KILL	24
TABLE K – DEATH KILL	24
THE CAMPAIGN QUEST	27
SIDE QUESTS	27
NORTHREACH - A BRIEF DESCRIPTION	28
CAMPAIGN - THE GOBLIN AND THE GOBLET	29
TABLE QA – QUESTS A (NORTH REACH)	65
TABLE EA – ENCOUNTER A AND NEW MONSTER ABILITIES	74
TABLE K – DEATH KILL	76
MAP OF NORTHREACH	78

D100 DUNGEON THE ADVENTURERS COMPANION

An exploration of Adventure by Martin Knight ©2018

D100 Dungeon The Adventurers Companion, is an essential guide for any adventurer wishing to spice up their games. It offers new rules and additions that can be implemented into your games, and contains a new way to play quests, with the introduction of a campaign quest line and side quests.

ADVENTURER CONVERSION

If you have been playing any of the previous versions of D100 Dungeon, you may have some adventurers, which you might like to use in version 3, and this section deals with converting them into a version 3 adventurer. Follow the steps below, in order, and by the end of the process, you will have converted them into an adventurer ready to play D100 Dungeon version 3.

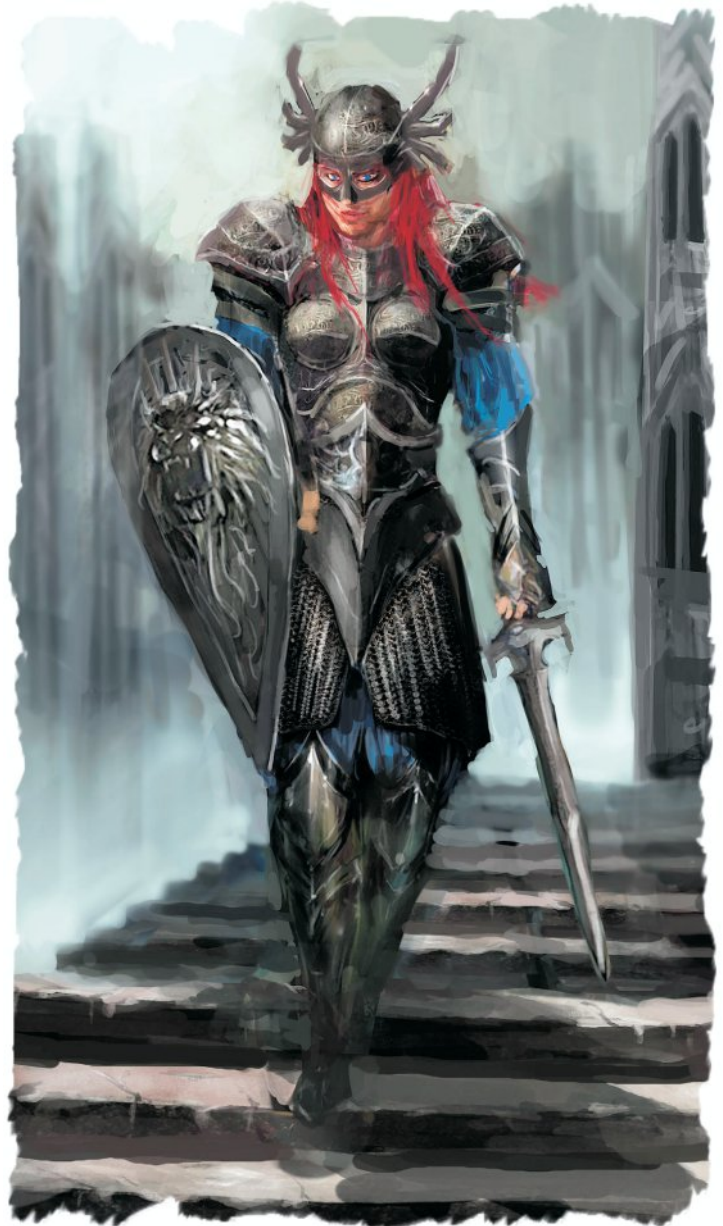
1. Take a version 3 adventure sheet, and add the adventurer's name, Rep, Fate, Life, Gold Pieces, Current Health, Primary Health, Primary Strength, Primary Dexterity, Primary Intelligence and all Skill Bonuses from the old sheet to the new version 3 adventure sheet.

2. Roll or choose a Hero Path from Table H – Hero Path, and record it to the new adventure sheet. Apply all of the modifiers shown for the Hero Path to the Primary Characteristics and Skill Bonuses, and then shade in the associated Experience Stars.

3. Roll or choose a Race from Table R – Race, and apply all of the modifiers just as you did in step 2 to the Primary Characteristics and Skill Bonuses, and then shade in the associated Experience Stars.

4. Copy all items stored in the backpack and equipment slots from the old adventure sheet to the new version 3 adventure sheet. Just add the names of the items for now, and do not add any of their details such as Characteristics, GP or FIX Values.

5. If the adventurer has a legendary cloak, roll 1d100 (you may not use Spells, Potions, Brews, Fate points or anything else that may help modify the result when making this roll), if the result is 95 or higher, the cloak retains its Legendary Status and becomes a Legendary Studded Leather Cape. Record only its title to the adventure sheet, however, if the result is 94 or less it become an ordinary Studded Leather Cape, add “Studded Leather Cape” to the new adventure sheet, and gain its original GP Value (less any value for its current state of repair).



6. Look up all of the items added to the new adventure sheet on the appropriate tables throughout the D100 Dungeon version 3 rulebook and record all of their characteristics, such as Str, Dex, Int, HP, Dmg, Def, GP Value, Fix Values and A or S. Please note that Finer, Greater and Superior weapons and armour no longer have a bonus to their GP Value or Fix Values, and are recorded with their GP and Fix values equal to their lesser counterpart (i.e. A Superior Knife would have the same GP and Fix Values equal to a Knife found on Table W result 9-10).

7. Copy all the Spells from the old adventure sheet to the new adventure sheet. Add only the names of each spell in the order they are recorded, then using Table S – Spells, look up each spell and record its casting cost.

8. Shade in an equal number of pips of Oil, Food and Picks on the new adventure sheet equal to the number that has been recorded on the old adventure sheet.

9. Copy all Investment Shares and Shaded Pips from the old adventure sheet to the new adventure sheet.

10. Copy the number of quests that have been completed and failed to the new adventure sheet, then deduct the number of failed quests from the number of completed quests, and then for each full 5 completed quests that are remaining, apply the following adjustments.

1. Roll 1d10 for a random Skill which gains +5 Skill Bonus.
2. Add 1 to Primary STR, DEX, INT and HP.
3. Add 1 REP.

Example: If James has completed 16 Quests but failed 4, he would deduct 4 from 16 for a total of 12 quests remaining. As this results in 2 lots of 5 Quests remaining, the adjustments are made twice to the adventure sheet.

11. Next, add all ticks and crosses marked on Table Q – Quests from your version 1 or version 2 rulebook to the quest tracker on the new adventure sheet. If you don't have this information any longer, you may go ahead and tick any quests that you know your adventurer definitely succeeded, and cross those that you know they definitely failed. Then compare the number of quests that are shown as completed on the quest log against the number of quests you have ticked on the quest tracker. If the number of ticked quests is less than the number shown for completed quests, you will need to roll for random quests on Table Q – Quests, and tick each result on the quest tracker, until the number of quests you have ticked on the quest tracker is equal to the number of completed quests recorded on the quest log. If you happen to roll a quest that has already been ticked or crossed, ignore that result and re-roll until you can tick a quest.

Example: James has ticked all the quests on the quest tracker that he knows his adventurer completed during his version 2 games; he ticked the first 5 quests because they were completed for dungeon training, and was able to tick a further 5 quests he remembered the adventurer completing, but he does not remember any others.

James's quest log shows that the adventurer has completed 16 quests. He compares 16 to the number of quests shown on the quest tracker, and the quest tracker shows that 10 quests have been completed, so James must

now roll for 6 random quests to be marked as completed on the quest tracker.

ADVENTURER FAST TRACK OPTION

Sometimes when you are required to create a new adventurer, you might want to jump right in and start rolling for quests immediately, but because your starting adventurer is too weak and must rely on the first 5 training quests to beef them up a bit, they will not stand a chance when rolling for random quests. However, by using the Adventurer Fast Track option, you can fast track a new adventurer to be quest ready, just as if they had completed the first five Dungeon Training Quests. Follow the steps below in order to create a quest ready adventurer. When the steps have been completed, the adventurer is ready to begin questing, and you may complete the “Before Your Next Quest” phase prior to determining the adventurers next quest.

1. Take a blank adventure sheet and create your adventurer in the normal way.
2. Add 1 point to Primary Str, Dex, Int and HP, and add 1 point to Rep, Fate and Life. Add 100gp to the adventure sheet. Then roll 1d10 for a random skill which gains a +5 Skill Bonus.
3. Tick the first five quests on the quest tracker, and then roll 1d100 on the table below to see how many quests the adventurer will have completed and failed during their dungeon training quests, and record the results on the adventure sheet.

01-25	COMPLETED = 5	FAILED = 3
26-50	COMPLETED = 5	FAILED = 2
51-75	COMPLETED = 5	FAILED = 1
76-100	COMPLETED = 5	FAILED = 0

4. The adventurer will have acquired some additional items, so roll on Table W – Weapons four times, Table A – Armour four times and Table TA – Treasure A twice (if you happen to roll an objective Item, re-roll for a different result) and add the results to the adventure sheet. If the item has a damage track, you need to roll for damage in the usual way. If you do not wish to keep an item, you may instead choose to receive its value in Gold Pieces.

5. The adventurer will have gained experience along the way, so roll 1d100 on each of the two tables below and apply all of the adjustments shown for the results rolled to the adventure sheet. On the first table you must cross reference the result with your adventures Hero Path to determine the result.

D100	Warrior, Knight, Paladin, Barbarian	Rogue, Assassin, Scoundrel, Hunter	Sorcerer, Warlock, Druid, Arcane Wizard
01-25	Shade 5 Strength Experience Pips	Shade 5 Dexterity Experience Pips	Shade 5 Intelligence Experience Pips
26-50	Add 5 to Primary Strength	Add 5 to Primary Dexterity	Add 5 to Primary Intelligence
51-75	Add 5 to Primary Strength Shade 5 Strength Experience Pips	Add 5 to Primary Dexterity Shade 5 Dexterity Experience Pips	Add 5 to Primary Intelligence Shade 5 Intelligence Experience Pips
76-100	Add 10 to Primary Strength	Add 10 to Primary Dexterity	Add 10 to Primary Intelligence

D100	Random Skill Experience
01-25	Shade 5 Experience Pips of a random skill
26-50	Add +5 Skill Bonus to a random skill
51-75	Shade 5 Experience Pips of two random skills
76-100	Add +5 Skill Bonus to two random skills

6. The rigours of adventuring may have had some varied consequences, so roll on the table below to see what has occurred during the adventurers first 5 dungeon training quests, based on the number of times they have failed quests. The results will instruct you to roll on certain tables. Roll 1d100 on the tables the required number of times shown, and add the items to the adventure sheet. If an item has a Damage Track, roll for its damage in the usual way. If you do not wish to keep an item, you may instead choose to receive its value in Gold Pieces.

	FAILED - 0	FAILED - 1	FAILED - 2	FAILED - 3
01-25	-3 FATE, -2 LIFE Table A x1 Table N x1 Table W x1	-3 FATE, -3 LIFE Table A x1 Table N x1 Table W x1	-4 FATE, -3 LIFE Table A x2 Table N x2 Table TA x1 Table W x2	-4 FATE, -4 LIFE Table A x3 Table N x3 Table S x1 Table TA x2 Table TB x1 Table W x3
26-50	-2 FATE, -2 LIFE Table A x1 Table N x1 Table W x1	-3 FATE, -2 LIFE Table A x2 Table N x2 Table TA x1 Table W x2	-3 FATE, -3 LIFE Table A x3 Table N x3 Table S x1 Table TA x2 Table TB x1 Table W x3	-4 FATE, -3 LIFE Table A x4 Table N x4 Table S x2 Table TA x3 Table TB x2 Table TC x1 Table W x4
51-75	-2 FATE, -1 LIFE Table A x2 Table N x2 Table TA x1 Table W x2	-2 FATE, -2 LIFE Table A x3 Table N x3 Table S x1 Table TA x2 Table TB x1 Table W x3	-3 FATE, -2 LIFE Table A x4 Table N x4 Table S x2 Table TA x3 Table TB x2 Table TC x1 Table W x4	-3 FATE, -3 LIFE Table A x5 Table N x5 Table S x3 Table TA x4 Table TB x3 Table TC x2 Table W x5
76-100	-1 FATE, -1 LIFE Table A x3 Table N x3 Table S x1 Table TA x2 Table TB x1 Table W x3	-2 FATE, -1 LIFE Table A x4 Table N x4 Table S x2 Table TA x3 Table TB x2 Table TC x1 Table W x4	-2 FATE, -2 LIFE Table A x5 Table N x5 Table S x3 Table TA x4 Table TB x3 Table TC x2 Table W x5	-3 FATE, -2 LIFE Table A x6 Table N x6 Table S x4 Table TA x5 Table TB x4 Table TC x3 Table W x6

PARTY PLAY IN D100 DUNGEON

The following rules can be used when playing D100 Dungeon with more than 1 adventurer. All the adventurers that play together are considered a Party.

- 1. Combat Tracks** - All adventurers each complete their own combat track sheets.
- 2. Choosing a Quest** - When choosing a quest, the adventurer with the lowest REP value makes all of the rolls on Table Q – Quests and determines the forthcoming quest in the normal way.
- 3. Questers and Helpers** - All adventurers in the Party that have not completed the chosen quest are Questers, while those that have completed the chosen quest are Helpers.
- 4. Dungeon Sheets** - The adventurers share the dungeon sheets and map the dungeon as a Party. They are never permitted to split up and must navigate the areas together as a single group.
- 5. End of Turn** - At the end of a turn, the adventurers each compare their Time Track with the others. The adventurer with the most advanced time track need do nothing more, whilst the other adventurers, one at a time, must shade in clocks until they have a matching number shaded as the adventurer with the most advanced time track. Each non-encounter effect that is triggered by the Time Track, such as Oil and Food is dealt with by the individual adventurer. However, if a Wandering Monster is triggered, all adventurers will need to roll for an Encounter on Table E – Encounter.
- 6. Encounters** - When any adventurer is instructed to roll on Table E – Encounters, each adventurer alive in the Party rolls 1d100 for an encounter, and adds the monster they rolled to their own combat track sheet (don't forget to apply the quest modifier). With each combat round, each adventurer performs an attack against their monster in the usual way, rolling for their monster reaction, making an attack or taking a combat action etc. and then their monster will react.



7. Looting – Adventurers may only loot monsters that have been recorded on their combat track.

8. Hand Weapon Attacks (Str) - Once an adventurer using a hand weapon has defeated their monster (and not before) they may move to aid a comrade still fighting a monster; see Ganging Up below.

9. Ranged Weapon Attacks (Dex) – Ranged attacks made during combat may target any monster on any combat track sheet and not just the monster the ranged attacker is fighting; see Ganging Up below.

10. Spell Casters - Spells that are cast during combat may be directed at any adventurer or monster, and not just a monster on the spell caster combat track.

11. Ganging Up - Each adventurer beyond the first that is attacking a monster, adds +5 to the first adventurers attack roll, spell or scroll test for the current combat round, just as it would for a monster with the pack ability. The first adventurer is always the adventurer who has the monster recorded on their combat track sheet.

Example: The adventurers, Tom, Dick and Harry are each fighting an orc. Round 1: Tom using a mighty claymore kills his orc with one blow. Dick using a bow, ignores his orc and instead attacks the one fighting Harry. Harry gets +5 to his attack roll because of Dicks ranged attack and wounds it. Round 2: Tom, without an opponent, decides to attacks Harry's orc, and Dick decides to shoots at Harry's orc again. With the help from his friends, Harry gets +10 this time to his attack roll, and the orc dies. Round 3: With no opponents, both Tom and Harry gang up on Dicks orc, and this time Dick gets +10 to his attack roll.

12. Death – When an adventurer has been killed and cannot use a Life point or a previously cast resurrection spell, any of the adventurers companions can cast a resurrection spell from their spell book or a scroll to try and restore their dead friend back to life. If they are successful the dead companion is brought back to life just as if they had spent a Life point themselves (see LIFE, P11 of the main rulebook). Whilst the adventurer is dead, the other party members are not permitted to leave them behind and are dragging their friends corpse around with them, and so, a resurrection can take place at any time during the quest, even during combat (by using a combat action). If the dead adventurer is not resurrected by the end of the current quest they have been lost forever, and the player of the dead adventurer will need to create a new adventurer. Dragging corpses around is very time consuming for the Party, therefore, each dead adventurer in the party requires one additional clock face ⌚ to be shaded on the Time Track during step 1 of each turn. If death occurs due to an encounter, the surviving monster automatically escapes and is removed from the dead adventurers combat track.

13. Passing Items - Observing the rules for “Adjusting Equipment” (see page 20, of the main rulebook) members of the Party may give and receive items and gold to and from each other freely. However, in combat, to give an item to another Party member is considered a Combat Action (see page 14, of the main rulebook). The adventurer may pass one equipped Main/Off hand item or a Belt slot item to any other party member by forfeiting their attack, and may then equip any one item from their backpack to their Main/Off hand item or Belt slots. The recipient must then forfeit their attack to receive the item, and can then unequip one item from their Main/Off hand or Belt slot to their backpack before adding the passed item to a Main/Off hand or Belt equipment slot.

14. Search – Each adventurer in the Party may take it in turns to search the current area and will suffer the consequences or rewards independently. If a monster is encountered, all adventurers must roll independently on Table E – Encounter to see what they will fight. After the area has been searched by at least one adventurer, it is marked as searched (S) in the usual way, and should the party ever return to an area that was previously marked as searched it cannot be searched again.

15. Geographic – When a green area is mapped to the dungeon sheet, only one player rolls on Table G – Geographic to see what the area contains. All adventurers must adhere to the areas features. However, when dealing with a Geographic that needs to be interacted with and ticked, the players should select just one adventurer to interact with the feature, unless it is stated otherwise below. Once a feature has been used and ticked it cannot be used again.

- 1. Barrels/Crypt/Carved Circle** - If a Monster is revealed (Giant Spider or Skeleton), there are an equal number of Monsters encountered as there are adventurers alive in the party.
- 2. Chests** – When successfully opened, each adventurer still alive rolls for a reward.
- 3. Portcullis/Boulder** - Select just one adventurer to make the test. However, for each extra adventurer that is alive with a Str of 50 or more, the test gains a +5 modifier.
- 4. Carved Circle/Shrine/Altar** – When a Curse or Bonus result is rolled, choose only 1 adventurer to make the roll, and all adventurers will be affected by the result. In the case of the Carved Circle, if a result causes an adventurer to fall into a pit, then all adventurers will fall into the pit.
- 5. Forge/Treasure Troves** – Each adventurer may roll on the tables indicated the required number of times.
- 6. Fountain/Mushrooms** – Each adventurer may use the fountain or cook up some Mushrooms. However, choose only 1 adventurer to make the roll for the effect.
- 7. Tree/Grate** – Choose only one adventurer to interact with the Tree or Grate.

16. Key and Lever Tracks – One Adventurer should be selected as a “Key Holder”. The Key Holder will record all keys and lever pips on their adventure sheet regardless of which actual adventurer made the discovery, and all Key and Lever tests are made by this adventurer.

17. Time Track Bonus – All Time Track Bonuses are tracked individually by each adventurer as they are acquired, and are applied to their own adventure sheets.

18. Completing Quests – Only Questers can meet the quest requirements. Helpers do not qualify for any of the quest requirements. For instance, if a quest requires that an item is looted, it must be looted by the Quester and not a Helper, or if the quest specifies a Monster must be killed, that monster must be recorded on the Questers combat track and not on a Helpers. Collected and Objective Items must be added directly to the Questers adventure sheet from a result rolled on a Table by the Quester and may not be passed to them from a Helper. However, Objective Rooms act normally.

THE ENCOUNTER RULE

Sometimes when applying the encounter modifier, you may find the adventurer is constantly scoring either below 1 or above 100 for an encounter. The game then defaults the score to a minimum of 1 and a maximum of 100, and so, the adventurer is constantly encountering a lot of the same monsters, either Giant Rats or a Golden Dragons. The Encounter Rule is an optional rule that you can apply to the game at the start of any quest, and will provide you with a variation of monsters instead of the lowest or highest monster from the Encounter table. When scoring 0 or less, or over 101 or more on any Encounter Table you are using, you instead use the following rules to determine which monster you will encounter.

When scoring 0 or less - roll 2d10+15 and look up the result on the current Encounter table.

When scoring 101 or more - roll 2d10+80 and look up the result on the current Encounter table.



NEW MONSTERS

Below is a new Encounter Table that you can use to introduce some new monsters to your games. At the start of any quest, you must decide which encounter table you will use, and for the duration of the quest, whenever you are asked to roll on an Encounter Table, you must roll on your chosen table.

EA – ENCOUNTER A (D100)							EA
After rolling for an Encounter add the Quest Modifier before looking up the result							
D100	Monster Encountered	AV	Def	Dmg	HP	[K]	Monster Ability *New
1-10	GIANT OOZES	20	0	-3	3/3/2/2	1d10 GP	Pack, Web (Sticky Ooze), Regenerate
11-20	HOBGOBLINS	25	1	-2	4/4/3	Table I/W	Pack
21-25	LIZARDMAN	25	1	-1	6	Table A/I/W	Poison
26-30	LIZARDMAN ROCK SLINGER	25	1	-1	6	Table A/I/W	Poison, Surprise
31-33	REVENANT ELF ARCHER ☹️	30	0	+0	5	Table A/W	Surprise, Fear
34-37	REVENANT DWARF ☹️	30	1	+0	5	Table A/W	Fear
38-41	REVENANT ELF CHAMPION ☹️	30	0	+0	6	Table A/W	Surprise, Fear
42	REVEN. DWARF CHAMPION ☹️	30	1	+0	6	Table A/W	Fear
43-44	MOUNTAIN LIONS	35	0	+1	5/5/4	Table P3	Pack, Leap*
45-46	BEASTMAN	35	1	+1	8	Table A/I/W	Frenzy*
47	BEASTMAN ARCHER	35	2	+1	10	Table A/I/W	Frenzy*
48-49	GIANT BOAR	40	1	+2	12	Table P3	
50-51	GIANT MOTH	40	2	+2	8	2d10 GP	Fly
52	CENTAUR	45	2	+1	8	Table A/I/W	
53-55	GIANT WASPS	40	1	+0	5/5/3/3	Table P1	Pack, Stun,
56-57	GIANT CENTIPEDE	45	2	+2	8	Table P1	Poison
58-59	SUCCUBUS 🐉	40	1	+1	12	Table P4/I/W	Fly, Dark Magic
60-61	GIANT CRAB	45	3	+2	10	Table P1	
62-65	DIRE WOLVES	40	2	+1	6/5/5/5	Table P3	Pack, Leap*
66	BEASTMAN CHAMPION	40	2	+1	16	Table A+10/I/W+10	Frenzy*
67	CENTAUR CHAMPION	45	3	+2	16	Table A+10/I/W+10	
68	VALKYRIES	50	2	+1	12	Table A+15/I/W+15	Fly
69-70	DOPPELGÄNGER	-	-	-	14	Table TA	Doppelgänger*
71	WEREWOLVES ☹️	45	1	+2	7/7/6	Table P2/TA	Pack, Leap*, Frenzy*
72	BEASTMAN WITCH	45	2	+1	16	Table A+15/I/W+15	Frenzy*, Dark Magic
73	GIANT SCORPION	55	4	+2	15	Table P1	Poison, Leap*, Stun
74	SHADE ☹️	60	4	+1	15	Table TA+10	Death Touch, Ethereal, Fear
75	HELL HOUNDS 🐉	55	2	+3	6/6/5	Table P3/TA+10	Pack, Leap*
76	SIREN 🐉	55	3	+3	18	Table I/W/TA+	Dark Magic
77	BANSHEE ☹️	50	4	+2	24	Table TA+15	Death Touch, Ethereal, Fear
78	WENDIGO 🐉	55	4	+3	22	Table TA+15	Fear
79	BASILISK	60	4	+3	24	Table P3/TA+15	Petrify*, Poison, Fear

80	SPHINX	65	4	+4	25	Table P3/TA+20	Dark Magic
81	GRIFFON	60	3	+3	30	Table P4/TB	Fly, Fear
82	GIANT ROC	65	3	+4	28	Table P4/TB	Fly, Fear
83	MUMMY ☠	55	3	+5	30	Table TB	Fear, Disease, Regenerate
84	HARPY	65	5	+4	28	Table P4/TB+5	Fly, Dark Magic
85	CYCLOPS	65	5	+3	35	Table P2/TB+5	Fear, Large, Stun
86	STONE GOLEM	60	6	+5	35	Table P2/TB+10	Large, Stun
87	MANTICORE	65	4	+3	37	Table P4/TB+10	Fear, Large, Poison
88	CERBERUS 🐾	60	5	+4	10/10/10	Table P3/TB+15	Pack (Heads), Fear
89	COCKATRICE	65	6	+3	40	Table P4/TB+15	Petrify*, Fear
90	FIRE ELEMENTAL	65	7	+4	39	Table P2/TB+20	Fire, Large, Ethereal (Fire)
91	CHIMERA	70	6	+5	40	Table P4/TC	Fly, Attacks 2, Fire, Fear
92	ECHIDNA 🐾	75	6	+5	38	Table TC+5	Petrify*, Poison, Fear
93	LAMIA 🐾	75	7	+5	44	Table TC+5	Dark Magic, Poison, Fear
94	VAMPIRE LORD ☠	75	7	+4	48	Table A+20/I/W+40	Dark Magic, Fly, Phase, Resurrection
95	WYVERN	80	8	+6	50	Table P4/TC+10	Fire, Fly, Fear, Attacks 2, Large
96	NEMEAN LIONS	75	7	+6	22/20	Table P3/TC+10	Pack, Leap*, Fear
97	TITAN	85	7	+7	46	Table P2/TC+15	Fear, Large, Stun
98	MEDUSA 🐾	90	7	+6	47	Table P2/TC+15	Petrify*, Poison, Fear
99	HYDRA 🐾	70	8	+6	10/9/9/8/8/7	Table P3/TC+20	Pack, Large, Fear, Fire, Allies 7*
100	PHOENIX	95	9	+7	55	Table P4+90/TC+20	Fire, Fly, Fear, Large, Resurrection



NEW MONSTER ABILITIES

On the new Encounter table (above) a few of the monsters have some new abilities not found in the main rulebook. Below are details of these abilities -

ALLIES – The monster has lesser monsters that they can call upon or summon during a fight. At the start of each combat round roll 1d6. If a 1 is rolled, an Ally comes to the monsters aid, so add /X to the end of its current HP value, with X being equal to the number shown after the monsters Allies ability.

Example: A Monster with HP “16/4” with an Allies 4, if a 1 was rolled at the start of the combat round, you add /4 at the end of its HP value giving it a new HP value of “16/4/4”.

DOPPELGÄNGER – The monster transforms into an exact copy of the adventurer and has an AV equal to the adventurer's Str or Dex, depending on which was last used to attack the monster. The attack gains any bonuses for the adventurer's equipment and weapon such as to Str, Dex or Dmg, but does not gain any bonuses the adventurer may have from the time track, or any potions or spells the adventurer has, or is using. When a hit is scored to the monster, the location is rolled normally and any damage bonuses for location are applied. Next, check to see if the adventurer is wearing any armour in the location hit. The monster will have the same armour too, except the monster is not able to deflect damage like the adventurer can. If any armour is present, its A value deducts from the damage scored. If the adventurer has a shield equipped, it has no effect for the monster. Note that if any equipment the adventurer is wearing at the start of the combat is destroyed, due to deflecting damage, it is not destroyed for the monster, who may continue to gain its benefit.

FRENZY – The monster at times during a combat may go into a maddening rage. When a natural roll of 1 has been scored on its damage dice, it gains another attack and the player repeats step 5 of combat. Note that if another 1 is scored on the damage die for the second attack, it will gain another free attack and so on.

LEAP – The monster is very agile in combat and will often pounce to attack. When a natural roll of 1 has been scored on its damage dice, the monster has pounced, causing some extra damage. The player rolls the damage die again for the monster, and adds it to the monsters damage total. Note that if another 1 is rolled, the player rolls again for extra damage and so on.

PETRIFY – The monster has the ability to turn an adventurer into a solid stone statue from which there is no return. If the monster rolls a natural 1 on its damage die, the adventurer must make an Avoid Petrify test. If the test fails, the adventurer can use a Life Point or a Resurrection effect to negate being turned to stone, otherwise they will make a nice life-sized ornament for the monsters lair and their adventure is now over.

AVOID PETRIFY – Test: Int +20 [S: No Effect] [F: Turned to Stone] (*Aware, Lucky*)

NEW HERO PATHS

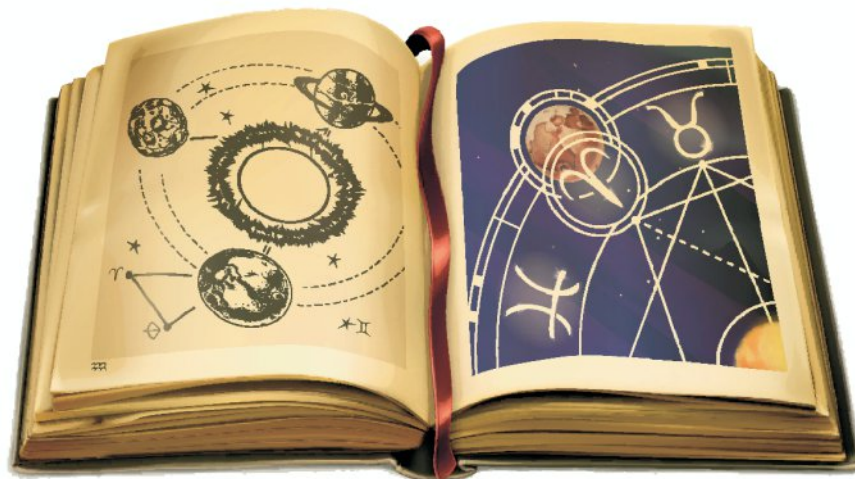
When creating a new adventurer, you may also choose from the following extended Hero Paths, or roll on Table HA – HERO PATH A in addition to those from the main Rulebook.

HA - HERO PATH A (D100)						HA
Shade in all of the ★ shown for the Adventurers Hero Path on the Adventurers Sheet						
D100	Hero Path	Primary Modifiers			Skill Bonus	
1-11	Knight	★+5 Str	+5 Dex	-10 Int	★+5 Strong	★+5 Dodge
12-22	Paladin	★+5 Str	+5 Int	-10 Dex	★+5 Bravery	★+5 Magic
23-33	Assassin	★+5 Dex	+5 Str	-10 Int	★+5 Escape	★+5 Aware
34-44	Scoundrel	★+5 Dex	+5 Int	-10 Str	★+5 Agility	★+5 Lucky
45-55	Warlock	★+5 Int	+5 Str	-10 Dex	★+5 Magic	★+5 Bravery
56-66	Druid	★+5 Int	+5 Dex	-10 Str	★+5 Magic	★+5 Aware
67-77	Barbarian	★+10 Str	-	-10 Int	★+10 Strong	★+0 Bravery
78-88	Hunter	★+10 Dex	-	-10 Str	★+10 Aware	★+0 Agility
89-100	Arcane Wizard	★+10 Int	-	-10 Dex	★+10 Magic	★+0 Lucky

NEW RACES

When creating a new adventurer, you may also choose from the following extended races, or roll on Table RA – RACE A in addition to those from the main Rulebook.

RA - RACE A (D100)		Shade in all of the ★ shown for the Adventurers Race on the Adventurers Sheet			RA
D100	Race	Primary Modifiers		Skill Bonus	
1-20	Halfling	+10 DEX	-10 STR	★+5 Agility Skill	
21-40	Half Elf	+10 INT	-5 DEX, -5 STR	★+5 Escape Skill	
41-60	Half Giant	+10 STR	-10 INT	★+5 Bravery Skill	
61-80	High Elf	+5 INT, +5 DEX	-10 STR	★+5 Magic Skill	
81-100	Mountain Dwarf	+10 STR	-5 DEX, -5 INT	★+5 Traps	



WITCHERY

This section adds a new step to the “Before Your Next Quest” Phase of the game called “**10. WITCHERY (optional)**”. During this step adventurers may attempt to create special potions and anointments from parts they have looted from monsters by making a WITCHERY test. If the test is successful the adventurer not only gains a potion or anointment with a special effect when drunk or used, but also unlocks its formula, making it easier to create the potion again.

To make a new potion/anointment and attempt to learn its formula, follow the steps below-

1. Select 3 different parts from the adventurers backpack. They must all be different from each other. Uncommon, Scarce and Rare parts do not set themselves apart from their lesser counter parts. For instance, you could select 1 Giant Rats Ear, 1 Giant Spiders Leg and 1 Giant Apes Blood, but not 1 Giant Rats Ear, 1 Giants Spiders Leg and 1 Uncommon Giant Spiders Leg.
2. Make the WITCHERY test shown below, because you do not yet know the formula, it is made with no modification.
3. If the test fails, the parts are ruined, and you must remove them from the adventure sheet and roll on Table O – Witchery, using the column for a Mishap.
4. If the test is successful, remove the parts used from the adventure sheet and you gain 1 Witches Potion/Anointment and have learnt its formula. Roll on Table O – Witchery using the column for Potions/Anointments for its effect and how it is used. Add “Witches Potion of” or “Witches Anointment of” before the name of the Formula rolled when adding it to the adventure sheet (i.e. add Witches Potion of Stronger, if you happened to have rolled 1-5 on the Potions/Anointments Table).
5. Next write down the formula for the newly created potion on the adventure sheet in the notes section. The next time you create a Witches potion/anointment using this combination of parts it will always produce the same effect, but, you will gain a bonus to the Witchery test based on the rarity of the parts used. Normal Parts provide a +5 modifier, Uncommon Parts a +10, Scarce Parts a +15 and Rare Parts a +20 modifier. Your finished formula should end up looking something like this.

Witches Potion of Stronger (+5 Strength)

Giant Rats Ear (+5), Giant Spiders Leg (+5), Scarce Giant Apes Blood (+15).

WITCHERY – Test: Int +Formula [S: Create Witches Potion] [F: Roll Mishap) (*Magic, Lucky*)

You may attempt to create as many potions or anointments as you like providing you have the parts available during the “Before Your Next Quest” phase. When a formula has been learnt, it is recorded on the adventure sheet in the notes section, or to a separate piece of paper, and when an adventurer combines those parts together again, the Witchery test is made with the formula bonus applied. If the test is successful, the potion or anointment is created with the effects recorded for the formula, however if the test failed, then the adventurer must roll for a Mishap. In some cases a combination of different monster parts will create the same potion or anointment and this is entirely acceptable. The adventurer will now have the ability to combine different parts together to create the same potion or anointment.

Potions and Anointments are always selected and used (remove from the Adventure Sheet) at the start of a quest, and will provide bonuses to the adventurer until the quest is over or an item with an Anointment has been removed from the adventure sheet. If a test of witchery goes wrong and the adventurer is suffering a penalty due to a mishap, it also lasts for the duration of the quest or until an affected item is removed from the adventure sheet. Any number of Potions or Anointments can be used, and all mishaps that were acquired during the witchery step must be recorded before beginning a new quest. All effects should be written at the top of the adventure sheet as a reminder that they are in play, and when the quest comes to an end, all effects of witchery also end, and they are removed from the adventure sheet.

If the adventurer wishes, they may sell potions and anointments during the Witchery step. The value of a single potion or anointment is calculated by using the original cost of all the parts used, plus the bonuses they provide as a formula, and then multiplied by 2. In the example below, each Witches Potion of Stronger is worth 528gp (Giant Rats Ear 10gp + Giant Spiders Leg 14gp + Scarce Giant Apes Blood 215gp + their formula bonus of 25gp (5+5+15) =264gp x2 =528gp).

Witches Potion of Stronger (+5 Strength)

Giant Rats Ear (+5), Giant Spiders Leg (+5), Scarce Giant Apes Blood (+15)

During the Before your Next Quest phase, in Step 6. Search the Market (Optional), the adventurer may look for monster parts to buy. First, they roll on table E – Encounter and if a monster is rolled that offers a part as a reward when it is killed, the player rolls on table P – Parts to see what is for sale. Each time the adventurer searches the markets for a monster part, it uses up one of their allocated rolls, as explained in the main rulebook, p26 for Step 6. Search the Market.



O - WITCHERY (D100)		O
D100	(P) Potions / (A) Anointments	Mishap
1-4	Stronger (P): +5 Strength.	Weaker: -5 Strength.
5-8	Faster (P): +5 Dexterity.	Slower: -5 Dexterity.
9-12	Wisdom (P): +5 Intelligence.	Dumbness: -5 Intelligence.
13-16	Toughness (P): +0.5 Defence.	Vulnerable: -0.5 Defence.
17-20	Mightier (P): +1 Damage.	Fatigued: -1 Damage.
21-24	Healthier (P): +1 Adjusted HP.	Sickness: -1 Adjusted HP.
25-28	Witches Influence (P): The adventurer has 1 Witches Influence point that can be used at any time when rolling on a table (1-100) to add or deduct between 1-10 from the result (the players choice) even after rolling.	Curse of the Witches: Each time the adventurer rolls for a reward after killing a monster they suffer -10 to the result.
29-32	Strength (A): Apply to a weapon or armour, it gains +5 Strength Bonus.	Cursed Strength: Apply to a random equipped weapon or armour, it gains -5 Strength Bonus.
33-36	Dexterity (A): Apply to a weapon or armour, it gains +5 Dexterity Bonus.	Cursed Dexterity: Apply to a random equipped weapon or armour, it gains -5 Dexterity Bonus.
37-40	Intelligence (A): Apply to a weapon or armour, it gains +5 Intelligence Bonus.	Cursed Intelligence: Apply to a random equipped weapon or armour, it gains -5 Intelligence Bonus.
41-44	Health (A): Apply to a weapon or armour, it gains +1 HP Bonus.	Cursed Health: Apply to a random equipped weapon or armour, it gains -1 HP Bonus.
45-48	Defence (A): Apply to a weapon or armour, it gains +0.5 to Defence Bonus.	Cursed Defence: Apply to a random equipped weapon or armour, it gains -0.5 to Defence.
49-52	Durability (A): Apply to a weapon or armour, shade in ½ Pip instead of 1 Pip each time it suffers damage.	Weakness: Apply to a random equipped weapon or armour, shade in 1 additional Pip each time it suffers damage.
53-56	Reinforce (A): Apply to armour, it gains +1 A.	Vulnerable: Apply to a random equipped armour it gains -1A. A negative A rating will provide a bonus to the monsters damage when striking the armours location (i.e. -1A = +1 Dmg, -2A = +2 Dmg etc.)
57-60	Venom Poison (A): Apply to a weapon to give it +1 Damage.	Powerful Foes: All monsters gain +1 Damage.
61-64	Anti Venom (P): Shade ½ Pip instead of a 1 Pip each time the adventurer suffers Poison.	Susceptible: shade in 1 additional Pip each time the adventurer suffers Poison.
65-68	Immunity (P): Shade ½ Pip instead of a 1 Pip each time the adventurer suffers Disease.	Plagued: shade in 1 additional Pip each time the adventurer suffers Disease.

69-72	Adept (P): Roll for a Random Skill*, it gains +5 Skill Bonus.	Unskilful: Roll for a Random Skill, it gains -5 Skill Bonus.
73-76	Learning (P): Roll for a Random Skill*, its Experience Star is considered shaded (if the Experience Star is already shaded, roll again).	Forgotten Learning: Roll for a Random Skill, its Experience Star is considered unshaded (if the Experience Star is not shaded, roll again).
77-80	Witches Fate (P): The adventurer has 1 Witches Fate point that can be used in the same way as a Fate Point.	Cursed Fate: The adventurer may not use any Fate points. This effect does not stack, roll again if this mishap is already in play.
81-84	Witches Life (P): The adventurer has 1 Witches Life point that can be used in the same way as a Life Point.	Cursed Life: The adventurer may not use any Life points. This effect does not stack, roll again if this mishap is already in play.
85-88	Witches Magic (P): All spells in the adventurers spell book gain +5 spell bonus to their current spell bonus value.	Cursed Magic: Each time the adventurer attempts to cast a spell, roll 1d6, on a result of a 1 the spell automatically fails. This effect does not stack, roll again if this mishap is already in play.
89-92	Greed (P): All gold pieces that are added to the adventure sheet are doubled (this effect will not stack).	Luckless: All gold pieces that are added to the adventure sheet are halved. This effect does not stack, roll again if this mishap is already in play.
93-96	Ability (P): An Ability is unlocked. Roll 1d6*, 1-2 Mighty Blow Ability unlocks, 3-4 Perfect Aim is unlocked, 5-6 Spell Caster unlocks.	Ability Curse: All abilities are locked and the adventurer is not permitted to use Mighty Blow, Perfect Aim, or Spell Caster. Note that, the Witches Potion of Ability may counter this curse. This effect does not stack, roll again if this mishap is already in play.
97-100	Time Slip (P): The adventurer has 1 Time Hex point that can be used instead of shading a ⌚ on the time track.	Delayed: Each time the adventurer refreshes the time track shade in the first two ⌚ on the time track.
* Whichever result is rolled during the learning of this formula will always be the effect the formula will produce, and you do not roll for an effect each time you use the learnt formula to create the Potion or Anointment.		

QUEST MAKER

This section details a unique way to create new quests for your adventurer, that you can attempt yourself and share with friends. Follow the steps below in order, and with each step, keep note of the Quest Reward (QR) value, which, at the end of the process will be used to define a reward or penalty for completing or failing the quest.

1. QUEST OBJECTIVES

The first task in creating a quest is to set the objective of the quest. It might be to kill a monster, or to find a lost treasure, or may even involve both. Either choose or roll from the table below to determine the main objective of the quest. To create tougher quests you can always choose or roll multiple times on the table. The more objectives you set the harder and more challenging the quest will become.

QUEST BUILDER

D100	Quest Details	QR
1-2	Loot 3 Items	1
3-5	Loot 3 Parts	1
6	Loot 1 Uncommon Part	2
7	Loot 1 Scarce Part	3
8	Loot 1 Rare Part	3
9	Loot 1 Part, 1 Weapon and 1 Armour	1
10	Loot 3 Parts from Monsters 43 or Higher	1
11	Loot 3 Parts from Monsters 58 or Higher	2
12	Loot 2 Parts from Monsters 66 or Higher	2
13	Loot 1 Part from a Monster 83 or Higher	3
14-15	Loot 3 Weapons	1
16-17	Loot 3 Armour	1
18	Loot 1 Treasure from Table - TA	1
19	Loot 1 Treasure from Table - TB	2
20	Loot 1 Treasure from Table - TC	3
21	Loot 1 Objective Item	1
22	Loot 2 Objective Items	1
23-24	Collect 1 Objective Item	1
25	Collect 2 Objective Items	2
26	Collect 3 Objective Items	3
27-28	Collect 1 Treasure from Table - TA	1
29-30	Collect 1 Treasure from Table - TB	1
31-32	Collect 1 Treasure from Table - TC	1
33-34	Collect 2 Treasures from Table - TA	1
35	Collect 2 Treasures from Table - TB	2
36	Collect 2 Treasures from Table - TC	2
37-38	Collect 1 Objective Item from Table - TA	1
39-40	Collect 1 Objective Item from Table - TB	1
41	Collect 1 Objective Item from Table - TC	1
42	Collect 1 Treasure 86 or higher from Table - TA	2
43	Collect 1 Treasure 89 or higher from Table - TB	2
44	Collect 1 Treasure 83 or higher from Table - TC	2
45	Collect 1 Legendary Item (Any)	3
46	Collect 1 Legendary Ring	3
47	Collect 1 Legendary Necklace	3
48	Collect 1 Legendary Weapon	3
49	Collect 1 Legendary Armour	3
50-52	Collect 1 Brew, Armour, Weapon, Potion or Elixir * of Finer or 1 Objective Item	1

53-54	Collect 1 Brew, Armour, Weapon, Potion or Elixir * of Greater or 2 Objective Items	2
55	Collect 1 Brew, Armour, Weapon, Potion or Elixir * of Superior or 3 Objective Items	3
56	Collect 3 Brews	2
57	Collect 3 Potions	2
58	Collect 3 Elixirs	3
59	Collect 3 Keys	1
60-61	Explore 2 Yellow, 2 Green, 2 Red and 1 Blue Areas	1
62-63	Explore 5 Yellow and 5 Green Areas	1
64-65	Explore 5 Yellow and 5 Red Areas	1
66-67	Explore 5 Yellow and 2 Blue Areas	1
68-69	Explore 5 Green and 5 Red Areas	1
70-71	Explore 5 Green and 2 Blue Areas	1
72-73	Explore 5 Red and 2 Blue Areas	1
74-75	Explore any 15 Areas	1
76-77	Explore any 20 Areas	2
78	Explore any 25 Areas	2
79	Explore and open 3 Chests	2
80	Explore and activate 3 Levers	2
81	Explore 10 Areas after descending a Stairs (Table – G, 88-90), Stairs can be found in 2nd Blue Area.	2
82	Explore until the Adventurer has interacted and changed 4 door codes to (O) Opened	1
83-84	Kill any 5 Monsters	1
85-86	Kill any 10 Monsters	1
87	Kill 5 Monsters 34 or higher on Table - E	1
88	Kill 3 Monsters 45 or higher on Table - E	1
89	Kill 10 Monsters 34 or higher on Table - E	2
90	Kill 5 Monsters 50 or higher on Table - E	2
91	Kill 5 Monsters marked with a 	2
92	Kill 5 Monsters marked with a 	2
93	Kill 1 Monster 85 or higher on Table - E	3
94	Kill 1 Monster 94 or higher on Table - E	3
95	Kill 1 Random Monster - roll on Table – E or EA to determine Monster	1
96	Boss** Kill 1 Random Monster - roll 1d10+50 on Table – E or EA to determine Monster	2
97	Boss** Kill 1 Random Monster - roll 1d10+60 on Table – E or EA to determine Monster	2
98	Boss** Kill 1 Random Monster - roll 1d10+70 on Table – E or EA to determine Monster	2
99	Boss** Kill 1 Random Monster - roll 1d10+80 on Table – E or EA to determine Monster	3
100	Boss** Kill 1 Random Monster - roll 1d10+90 on Table – E or EA to determine Monster	3

* Roll 1d10 - 1-2 = Brew, 3-4 = Armour, 5-6 = Weapon, 7-8 = Potion, 9-10 = Elixir

** Boss Monster's lairs are found when an Objective Area (Blue) is discovered ***, all Escape Reaction results are ignored and they begin with +10 HP.

*** Choose or roll 1d6 to determine in which objective Area the boss is encountered, 1-3 = the second Objective Area added to the Dungeon Sheet, 4-6 = the third Objective Area added to the dungeon sheet.

2. ENCOUNTER MODIFIER

You will next need to set the Encounter Modifier for the quest, and this will greatly depend on the objective/s of the quest that have already been set. For instance, if the adventurer is required to **Loot** parts or armour, you should select a range of monsters that will offer parts or armour as a reward for killing them. Quests with an **Explore** Objective could potentially have any range of monsters, whilst, **Loot** and **Kill** objective will most probably need a specific monster range. Choose or roll a Monster Range from the table below and apply the Encounter Modifier to the quest. Note that the Monster Range determines where the Monsters are most likely to be found on the Encounter Table specified for the quest objective, but this need not, or always be the case, and you could potentially make a quest a lot harder by applying an Encounter Modifier that falls outside of the appropriate Monster Range.

D100	Monster Range	Encounter Modifier	QR
1-10	1 to 60	-40	1
11-20	1 to 70	-30	2
21-30	1 to 80	-20	2
31-40	1 to 90	-10	2
41-50	1 to 95	-5	2
51-60	1 to 100	0	2
61-70	6 to 100	+5	2
71-80	11 to 100	+10	3
81-90	16 to 100	+15	3
91-100	21 to 100	+20	3

3. QUEST DESCRIPTION

With some of the details filled in, its time to create a story and a title for your quest. This is the only part of the Quest Maker rules that is not generated for you, and you may find yourself needing to add extra objectives to fit your description. For example, if you have a quest objective to **Collect 1 Objective Item** from Table – TA, your story might detail that the **Objective Item** is an Ancient Hammer, inlaid with Arcane gems, and gives its wielder supreme strength, but long ago the gems were removed and are now laying in the treasure horde of a dragon and they need to be united. You could add to the quest objectives **Kill 1 Monster** 94 or higher on Table – E, and the adventurer would need to **Collect** the hammer (Objective Item) and **Kill** a dragon (for the gems). How you build upon your description is entirely up to you.

4. QUEST REWARD AND PENALTY

So far as the quest has been compiling, you should have been adding up a Quest Reward (QR) value, using the table below find the quests QR total and either choose or roll 1d10 to select the quest reward and penalty. Once you have completed this section, your quest is complete and ready to be played.

D10	QR = 2	QR = 3
1	[S:+50gp] [F:- ½gp]	[S:+600gp] [F:-5 Skill]
2	[S:+80gp] [F:- ½gp]	[S:+700gp] [F:-5 Skill]
3	[S:+100gp] [F:- ½gp]	[S:+850gp] [F:-5 Skill]
4	[S:+150gp] [F:- ½gp]	[S:+900gp] [F:-5 Skill]
5	[S:+180gp] [F:- ½gp]	[S:+950gp] [F:-5 Skill]
6	[S:+200gp] [F:- ½gp]	[S:+1000gp] [F:-10 Skill]
7	[S:+300gp] [F:- ½gp]	[S:+1200gp] [F:-10 Skill]
8	[S:+350gp] [F:- ½gp]	[S:+1400gp] [F:-10 Skill]
9	[S:+400gp] [F:- ½gp]	[S:+1500gp] [F:-10 Skill]
10	[S:+500gp] [F:- ½gp]	[S:+1800gp] [F:-10 Skill]

D10	QR = 4	QR = 5+
1	[S:+1000gp, +1 Rep [F:-5 Skill, -1 Rep]	[S:+2500gp, +1 Rep] [F:- 1 Rep, -1 Cha*]
2	[S:+1200gp, +1 Rep [F:-5 Skill, -1 Rep]	[S:+2800gp, +1 Rep] [F:-1 Rep, -1 Cha*]
3	[S:+1400gp, +1 Rep [F:-5 Skill, -1 Rep]	[S:+2900gp, +1 Rep] [F:-1 Rep, -1 Cha*]
4	[S:+1600gp, +1 Rep] [F:- 10 Skill, -1 Rep]	[S:+3000gp, +1 Rep] [F:-1 Rep, -1 Cha*]
5	[S:+2000gp, +1 Rep] [F:- 10 Skill, -1 Rep]	[S:+3000gp] [F:-2 Cha*]
6	[S:+2000gp] [F:-1 Cha*]	[S:+3200gp] [F:-2 Cha*]
7	[S:+2200gp] [F:-1 Cha*]	[S:+3400gp, +1 Rep] [F:-1 Rep, -2 Cha*]
8	[S:+2400gp] [F:-1 Cha*]	[S:+3800gp] [F:-3 Cha*]
9	[S:+2600gp] [F:-1 Cha*]	[S:+4500gp, +1 Rep] [F:-1 Rep, -3 Cha*]
10	[S:+2800gp] [F:-1 Cha*]	[S:+5000gp, +1 Rep] [F:-1 Rep, -3 Cha*]
* Roll 1d6 to determine which Characteristic is affected 1-2 = Str 3-4 = Dex 5-6 = Int		

SKILLS AND THEIR USES

Below you will find a brief summary of the skills used in the game, the information may help you to decide which skills you would like to apply experience to and those you can award later on.

Agility	Used to navigate geographic obstacles.
Aware	Used primarily when surprised by a monsters ability.
Bravery	Used when facing a frightening monster.
Dodge	Used in tests to avoid a monsters special targeting ability.
Escape	Used for combat tests when trying to escape or block an escaping monster.
Locks	Used to pick locks on doors and chests found throughout the dungeons.
Lucky	Used with magic tests and traps and some geographic features.
Magic	Used for all tests involving magic.
Strong	Used to force jammed doors and lifting and moving obstacles.
Traps	Used when dealing with all traps.

DEATH KILL

During combat, when your adventurer has delivered an attack that has inflicted so much damage that it has reduced a monsters HP to zero, and there is still plenty of excess damage left to spare, the new Death Kill rules will track those massive killing attacks into a narrative (mainly for Bipedes), that details exactly how the monster has been killed, and provides a bonus to the table you will roll on for the loot reward.

After the attack damage has been fully calculated (i.e. hit location bonus, monster's Def has been deducted and the Adventurer's DMG modifier has been applied), if the result provides 10 or more excess damage, beyond the amount that was enough to kill the monster (i.e. damage remaining after the monster has been reduced to 0 HP), the attack has inflicted a Death Kill, and it's result is looked up on the table below, the player finds the excess damage scored for the Death Kill and the location struck.

Example: James begins a new combat round against a monster with 9 HP remaining. His attack hits the monster in the head for a final damage of 23. He deals the monster 9 points of damage, which kills the monster and James is left with 14 unassigned damage. Because the excess damage is 10 or more it becomes a Death Kill. James looks up the result on the Death Kill Table. He finds the Head result showing 14 excess damage and gets to add +15 to any table he rolls on for his reward. James then reads the Death Kill description.

K – DEATH KILL		K
Location (Damage)	Table Bonus	Death Kill Description for Bipedes
1 - Head (10 Damage)	+5 to Table	The impact ruptures blood vessels in the brain, the monster slumps forward and is easily defeated.
1 - Head (11 Damage)	+5 to Table	One side of the monsters head caves in, causing blood to spray in all directions.
1 - Head (12 Damage)	+10 to Table	Connecting with the neck, and destroying the vertebrae, the monster falls lifelessly to the ground.
1- Head (13 Damage)	+10 to Table	The monsters jaw is torn away and flaps as it turns its head, spraying blood in all direction.
1- Head (14 Damage)	+15 to Table	The monsters skull is shattered and its brain oozes out from the impact, death is instantaneous.
1- Head (15+ Damage)	+15 to Table	The attack decimates the neck, tearing flesh and causing the head to fly off from its body.
2 - Back (10 Damage)	+5 to Table	With its back exposed the impact impales and shatters its spine, bringing the monster to its knees.
2 - Back (11 Damage)	+5 to Table	Shattering its scapula, the monster is flung forward and is easily dealt with in a follow up attack.
2 - Back (12 Damage)	+10 to Table	Tearing through flesh, the attack penetrates a kidney and the monster falls in deadly pain.
2 - Back (13 Damage)	+10 to Table	Fragments of spine splinter and impale a major artery, ending the monster in a heap on the floor.
2 - Back (14 Damage)	+15 to Table	The attack tears open the back severing its spine, and it slumps forward, twitching in pain.
2 - Back (15+ Damage)	+15 to Table	Impacting its back, the attack ploughs through its body, and a shower of blood erupts from its chest.
3 - Torso (10 Damage)	+5 to Table	A direct hit to its chest sends the monster sprawling backwards onto the floor and it is quickly killed.
3 - Torso (11 Damage)	+5 to Table	Crunching into the monsters collar-bone, the devastating impact sends the monster to the ground.
3 - Torso (12 Damage)	+10 to Table	Smashing into the ribcage, causing a rib to penetrate a vital organ, the monster drops dead and lays still.
3 - Torso (13 Damage)	+10 to Table	The devastating attack ruptures internal organs sending the monster squealing to its death.
3 - Torso (14 Damage)	+15 to Table	The impact shatters the ribcage and a splintered bone pierces the monsters heart.
3 - Torso (15+ Damage)	+15 to Table	The force of the impact caves in the chest, rupturing organs and showering blood in every direction.
4 - Arms (10 Damage)	+5 to Table	Ripping through the flesh of the upper arm opens a severe wound, and the monster dies from blood loss.
4 - Arms (11 Damage)	+5 to Table	The elbow takes the full force of the impact and is shattered into pieces, in its agony, it is easily defeated.
4 - Arms (12 Damage)	+10 to Table	Devastating power crushes the arm and bursts an artery, and the monster dies just moments later.
4 - Arms (13 Damage)	+10 to Table	The impact rips away flesh and muscle to the upper arm, crushing the arm bone to dust.
4 - Arms (14 Damage)	+15 to Table	The attack smashes through skin and bone severing the arm from the body and leaving behind a stump.
4 - Arms (15+ Damage)	+15 to Table	Destroying the shoulder, the arm hangs limply, before it falls severed to the ground.

5,6,7 – Hands (10 Damage)	+5 to Table	Shattering the wrist, the thumb is dislocated and the monster falters enabling it to be killed.
5,6,7 – Hands (11 Damage)	+5 to Table	Smashing the monsters hand into tiny fragments, it screams out in pain, clutching it to its chest.
5,6,7 – Hands (12 Damage)	+10 to Table	Mangled and shredded the hand hangs limp and broken at the wrist, and the monster squeals out in pain.
5,6,7 – Hands (13 Damage)	+10 to Table	The attack severs flesh and bone and four tiny sprinklers spray blood from where fingers should be.
5,6,7 – Hands (14 Damage)	+15 to Table	The wrist takes the brunt of the impact severing flesh, and the monster holds up its newly created stump.
5,6,7 – Hands (15+ Damage)	+15 to Table	Raised in defence, both hands tumble to the floor, leaving stumps flailing blood in all directions.
8 - Waist (10 Damage)	+5 to Table	Impacting the groin, the monster drops wincing in pain and is easily dispatched while it lays defenceless.
8 - Waist (11 Damage)	+5 to Table	The abdomen is dealt a powerful attack, and the monster folds over in pain, twitching momentarily before dying.
8 - Waist (12 Damage)	+10 to Table	The hip bone is shattered and sends the monster sprawling. Unable to rise, it is easily dispatched.
8 - Waist (13 Damage)	+10 to Table	Shattering the pelvis, the monster screams, dropping its defences and is easily dispatched.
8 - Waist (14 Damage)	+15 to Table	Ripping though the abdomen, the monsters entrails spill out across the dungeon floor, and death is instantaneous.
8 - Waist (15+ Damage)	+15 to Table	Decimating the abdomen the monster falls to the ground in two separate pieces.
9 - Legs (10 Damage)	+5 to Table	Dislocating the leg from its hip the monster stumbles and falls on its back and is easy prey.
9 - Legs (11 Damage)	+5 to Table	The impact crushes the thigh, severing an artery, and the monster drops, twitches momentarily and dies.
9 - Legs (12 Damage)	+10 to Table	The hip and pelvis shatter on impact, sending fragments of bone into an artery.
9 - Legs (13 Damage)	+10 to Table	The top part of the leg explodes in a blood shower, sending the monster sprawling to the floor.
9 - Legs (14 Damage)	+15 to Table	The impact crushes bones, and flesh is torn wrenching the lower leg from the knee socket.
9 - Legs (15+ Damage)	+15 to Table	Flesh is torn from the hip joint and bone splinters, severing the leg and sending it across the floor.
10 - Feet (10 Damage)	+5 to Table	Shattering the metatarsal bones across the foot, the monster falters enough for it to be dispatched.
10 - Feet (11 Damage)	+5 to Table	Smashing the monster's foot into tiny fragments, it squeals out in pain and attempts to limp away.
10 - Feet (12 Damage)	+10 to Table	The attack impacts the ankle with great force and precision, and remarkably the monster drops down dead.
10 - Feet (13 Damage)	+10 to Table	Severing toes on both feet and after a few bloody footsteps, the monster collapses to the floor in pain.
10 - Feet (14 Damage)	+15 to Table	Smashing into the top of the foot, the impact splinters bone and mangles flesh creating a cloud of blood.
10 - Feet (15+ Damage)	+15 to Table	Pinning the foot to the ground, the monster attempts to pull it free, but instead rips it away from its leg.



NORTHREACH



THE CAMPAIGN QUEST

The new Campaign Quest provided in this book, is made up of 20 separate quests (Shown in yellow on the Map of Northreach, at the end of this book). They must be followed and completed in numeric order. Each quest tells an ongoing story and will detail an entire campaign once played through from start to finish. When a quest is completed, the player places a tick in the white box provided on the Campaign Map, and when a quest is failed, the player adds a cross, just as they would when marking the Quest Tracker on the adventure sheet. Each quest must be completed before moving on to the next one on the Quest Line.

It is recommended that you use a new adventurer that has completed all 5 dungeon training quests prior to beginning this campaign, otherwise you may find it far too easy for a seasoned adventurer, or much too hard for a new adventurer. If you don't have a new adventurer already trained, you can create one using the Adventurer Fast Track rules, supplied within this book.

Once you have a suitable adventurer, you can begin the campaign by reading the Campaign - The Goblin and the Goblet. During the campaign follow all instructions shown in bold.

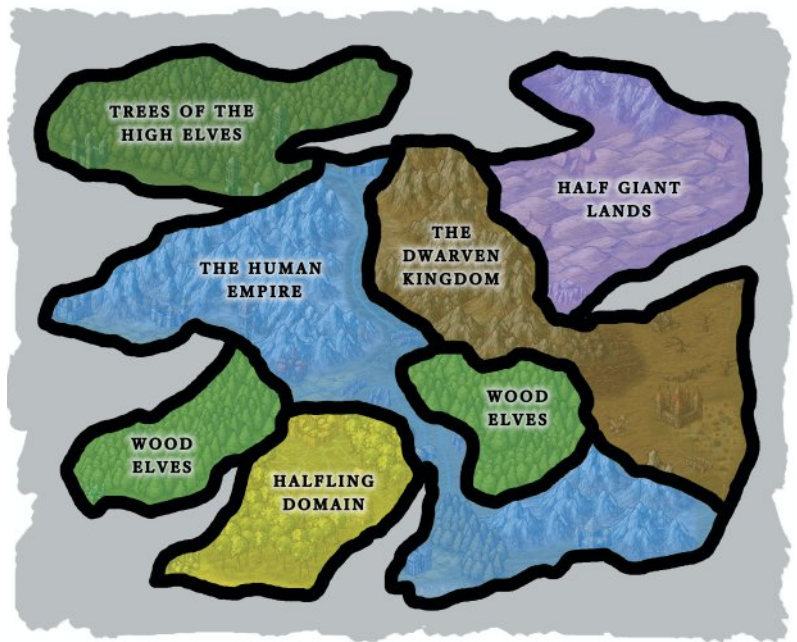
SIDE QUESTS

There are 25 extra side quests that can be played at any time. They do not have to be completed in any particular order, although, it is recommended they are not attempted during a campaign as they would undoubtedly interfere with the progressing story. Any seasoned adventurer with at least 10 completed quests should be able to tackle them. When playing the side quests, you should roll 1d100 on Table QA – QUESTS A (NORTH REACH) found at the end of this book, and follow the normal rules for quests as detailed in the main rulebook. You can use the map of Northreach (at the end of this book), for tracking which side quests have been completed and which have been failed.

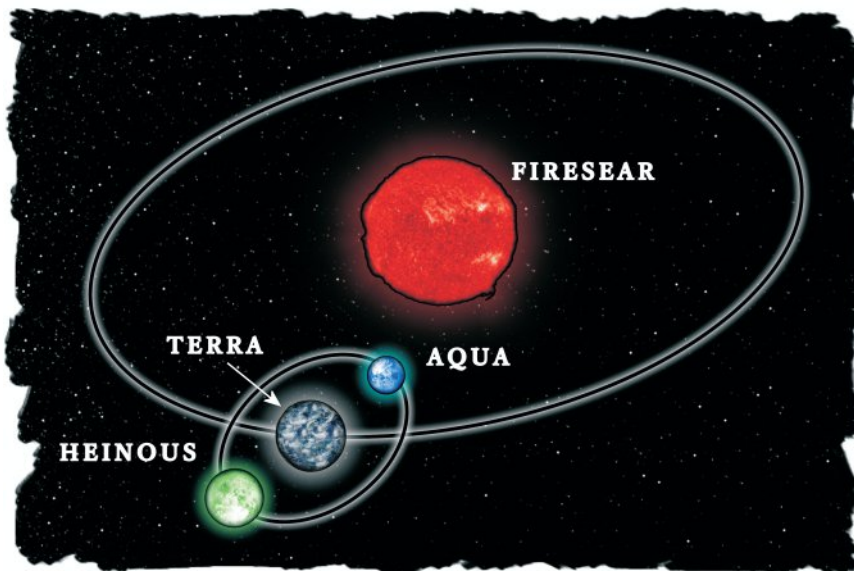


NORTHREACH - A BRIEF DESCRIPTION

Northreach is one of four large continents that protrude high above a vast ocean. The continents provide a safe haven for a multitude of animals and creatures and to a few intelligent species. Elves, dwarfs, humans and halflings dominate the lands and all commonly believe that they live on the great chest of a god named Terra, the father god. As each day breaks his son Firesear rises in the sky to warm his chest. Sometimes Aqua, Queen of the gods, who at night spends half the year watching over her husband as he sleeps, will come and wash his chest with her tears, and Heinous his youngest son will often wish to play, however, his play is not always kind, and he will jump and thump his father's chest, causing him to suffer.



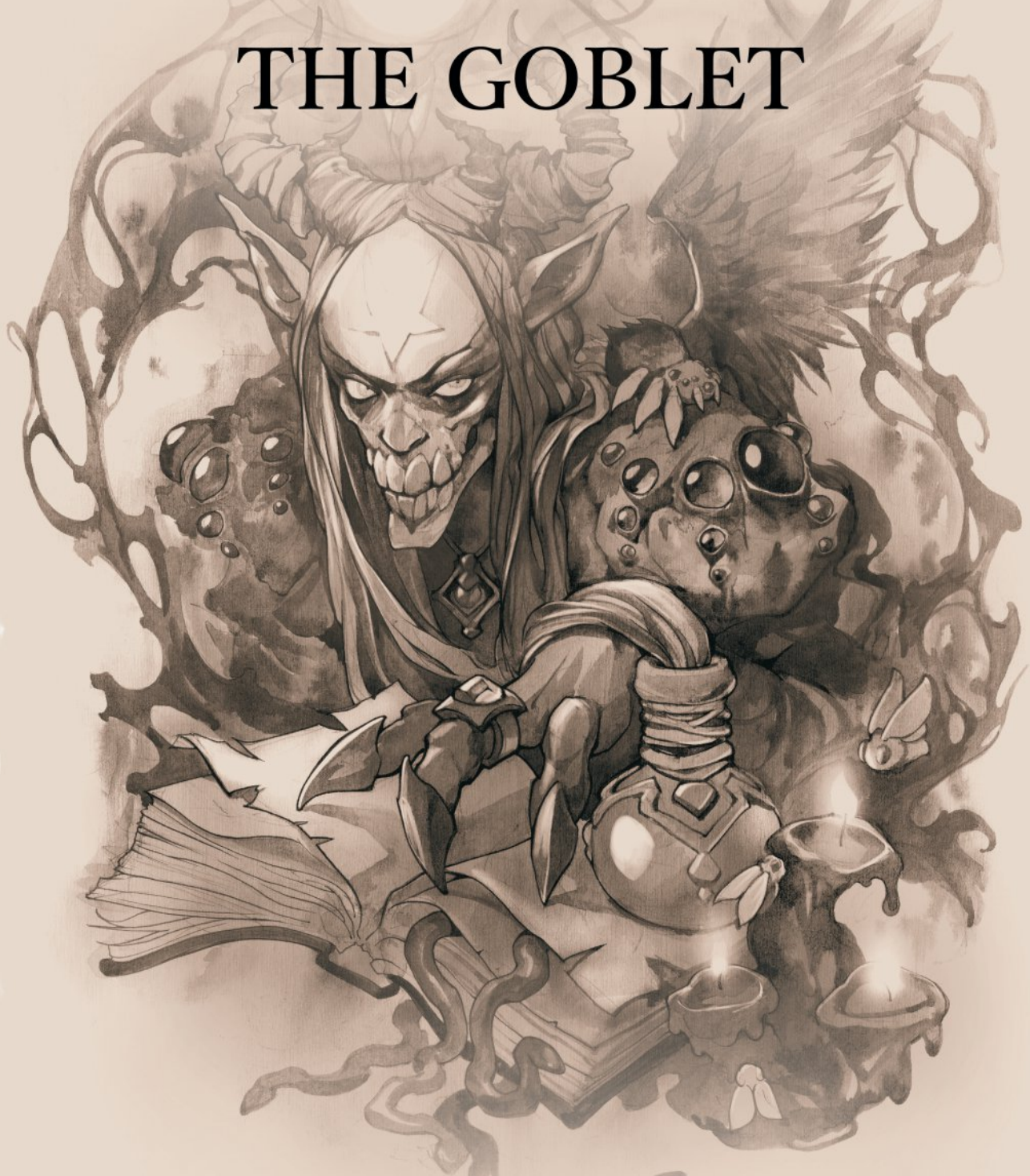
Whilst the gods are in fact planets, there does seem to be a strange force at work making their existence to the inhabitants of Terra a reasonable conclusion, whether caused by several Aztopaz crystals dotted around the globe or perhaps the planets themselves are emitting energy that can be harnessed through a kind of worship. At least some of the inhabitants have embraced this mythology, and through worship can perform the most wonderful or vile effects, whilst others have harnessed this strange power through study and experimentation.



Whatever the planets are, whether gods or just bodies of matter floating in space, the large red sun Firesear sits at the centre of the solar system, whilst the planet Terra rotates every 24 hours as it orbits around the red star. Two moons each orbit Terra on alternate rotations. The small blue moon Aqua or the large green moon Heinous can be seen lighting up the night at various stages of their trajectories, and both moons are clearly visible from the surface of Terra, orbiting the planet at almost the exact opposites, and on a similar trajectory.

They will orbit Terra every 54 days, while Terra will orbit its sun every 365 days. The great sun which is in the early stages of collapsing into a White Dwarf, burns bright red during the day, and at night, the moon Aqua, emits a soft blue glow, whilst its opposite moon Heinous emits a stronger green glow.

THE GOBLIN AND THE GOBLET



CAMPAIGN QUEST

CAMPAIGN - THE GOBLIN AND THE GOBLET

You should begin this campaign with any adventurer that has completed at least the first 5 dungeon training quests as detailed in the main rulebook. To begin, first read the Campaign Story, and then follow the instructions shown in bold. You must complete each quest of the campaign in order from 1 through to 20. If you decide to fail a quest, the next time you play, that quest must be selected. You are not permitted to skip a quest that is proving too challenging, therefore, each quest must be completed in order to progress through the campaign. Once an adventurer has committed to play a campaign, they must follow the story to the end or die in the attempt and cannot ditch the campaign half way through.

READ THE STORY OF THE GOBLIN AND THE GOBLET

“Many years ago a master metalsmith was ordered by a dwarven King to make a golden set of tableware for the Queen as a gift for their fiftieth wedding anniversary. For many months the metalsmith’s Foundry never stopped working to fulfil the Kings order. One week before the big day a set of golden tableware was finished, with enough plates, bowls, goblets, cutlery and serving implements to hold a banquet for a hundred dwarves, and all inlaid with the largest gems in the Kingdom. The metalsmith had worked hard producing some of his finest work, and he was sure the King would be overwhelmed with his creation.

Sending such a gift would require protection, and the metalsmith employed extra guards and a young Wizard’s Apprentice to make the cargo invisible to the eye until it reached the palace. Despite every effort to deliver the Queens gift on time, the wagons ended up being attacked by a band of goblin raiders, and even the extra guards employed for the trip were no match for the vile creatures. They ripped apart the wagons, killing everyone they came across, and were not fooled by the invisibility spell. The golden banquet set never reached the palace, and after a long week of searching, the soldiers of the dwarven King recovered three empty wagons and some half eaten corpses. The cargo was nowhere to be seen.

The Queen was so upset that the King had no gift for her on the special day, she blamed him for not sending an armed escort to protect her present, and in turn the King blamed the metalsmith and had him beheaded. The young wizard was locked up for his part, but managed to escape just before his trial.

The goblin raiders returned with their prize to their nest where it was shared out amongst their leaders. Most had no use for golden tableware and they melted it down to make grotesque jewellery and sacrificial ornaments. However, one who received a goblet, happened to be a warlock, and he decided it was the perfect vessel in which to mix up his potions and ingredients. Many years passed by, and perhaps from all the residue left behind from making potions, or even the original invisibility spell placed upon the tableware, something very strange happened to the goblet.

One morning after the warlock had just finished his latest potion, he noticed that every time he filled a bottle with the liquid, the goblet would refill itself after being emptied. After every spare bottle was filled from his study, he sent a young goblin out for a keg, and later that afternoon a barrel, but no matter how many times he drained the goblet, it would instantly refill. It was not long before the warlock had filled every cup, pot and pan he could lay his hands on, and now with nothing left to fill, he decided to drink from the goblet. Shrugging, he took a long swig and sighed at the bitter taste. Just as he thought, the goblet refilled, however, the potion that was meant to make him strong, instead turned him invisible.

And that, children, is the story of the Goblin and the Goblet”. All the youngsters moved closer and one little boy put up his hand,

“Yes Mickle”.

“Sir, if that’s a true story, sir, why can we see so many goblins around sir, when surely they would all be invisible? Sir!” The boy who had a confused expression slowly and shyly lowered his hand and turned from left to right glancing at his classmates. The teacher stood up and began stroking his long beard and chuckled at the question, which only confused Mickle more.

“Well young man, that is a story all by itself, but in short, once the goblet was revealed to the others, the nest went berserk and they fought over it. The warlock, when the invisibility potion had worn off, was ripped to shreds and eaten alive whilst trying to defend himself and the goblet from the others. The goblet was ripped from his hands and they set about each other. It is believed that just one goblin survived and took the goblet to a place not far from here, where he tried to hide it away until the fighting had stopped and the dust had settled. Many years have passed since then, and some believe that because the goblet never resurfaced, the goblin probably died and the goblet is laying in a crevasse or hole in the depths of some dungeon just waiting to be discovered.

Unfortunately, as the cogs of time turn, the story of the goblet is being told less and less, and its recovery is drifting further from our grasps. When the King and Queen passed away, the story became less important, and with each new generation it is slowly fading into history. There is still one, who knows the full story of the goblet. He is now very old now and lives just outside Dirtwood, in the Dwarvern Provinces. I met him once, and that is how I know this part of the story. Back then he was a kind hearted dwarf going by the name of Yarkwin. During our encounter, he told me that he had been mistakenly captured by the King, and was due to be tried as the young Wizards Apprentice who had failed the kingdom. He managed to escape just before the trial.

Back then Yarkwin was a young dwarf and a Wizards Apprentice studying at the Arcane Tower learning the ancient languages and how to wield them into spells. At around the time of the King's anniversary, Yarkwin was at home, in Dirtwood, on a short break visiting his family when the metalsmith supposedly offered him the chance to try out a new spell he had just learnt. An invisibility spell. Witnesses claimed he had jumped at the chance, and a few days later had cast the spell on the crates before the wagons set off to the palace. This is something Yarkwin has always profusely denied and spent the rest of his life trying to prove his innocence.

Unfortunately, whoever it was that cast the invisibility spell, had chosen the word “Hazar” as the magical trigger that would cancel the invisibility spell and make the banquet set reappear. It was arranged that once the crates were presented to the Queen, they would be opened, and whilst she stood confused, staring at the empty crates, the King would shout out the words “Hazar” three times, and on the third “Hazar” the golden tableware would instantly appear, with a puff of smoke thrown in for good measure. The whole affair would be a spectacular event and everyone including the King who loved practical jokes would fall about laughing.

Sadly, however, “Hazar” was a bad choice of words, because in goblin tongue it means “Death”. The Metalsmith who had been riding a little way ahead of the convoy, later reported back to the King, after he had made a heroic escape from the terrible attack, that he had clearly heard the goblins raiders screaming “Hazar, Hazar, Hazar”. Mickle stop picking your nose, and don’t wipe it on your trousers.”

BEGIN WITH CAMPAIGN QUEST 1

CAMPAIGN QUEST 1 - GETTING TO DIRTWOOD

Enc mod:-20 [S:+150gp] [F:- ½gp]

At a junction, a broken sign that hangs from a rusty nail, directs you off the main road and onto a narrow path towards Dirtwood. With rain beating down and splashing off your long travelling cloak, you laugh and remember the teacher telling the story of the The Goblin and the Goblet to the class. The teacher's long beard was like a ferret hanging from his lip, and why did he always tug and stroke the blasted thing? A little further up the track, a large tree offers shelter from the rain, and is a good place to rest for the night. An hour later and with a full stomach, you sit in front of a warm fire and ponder the journey ahead, hoping that after coming this far, teachers story is true, and not just another fairytale designed to fill the heads of children with nonsense. With less than fifty miles to go, your only hope to recovering the Goblet is to find Yarkwin and hear his story for yourself.

In the morning, you set off for Dirtwood, refreshed and full from breakfast. It is not long before the great Dwarven city comes into view a short way off in the distance. Spurring old "Swiftly" your trusty steed into a gallop, you do not see the cunning tripwire laid across the track. Swiftly's legs tangle and you are thrown from your saddle, landing in a heap on the ground. The battle is short and lasts just a few seconds. The Hobgoblins make a poor defence, and now standing over their corpses you wonder if you should spend the time to bury them or just leave them. You decide to drag their bodies to the side of the track, and after a quick prayer, you kick a little dirt over each. Its more than they deserve and a lot more than they would have given you.

Untangling Swiftly, you mount up and press on, and for a moment you glance back to see a group of ravens have already started tearing out and gulping down the Hobgoblins eyes. By noon you have reached Dirtwood, and being your first time in the City you marvel at the tall buildings and wonder why it has been named Dirtwood. In common tongue, it suggests the place should be dirty and that the buildings are made of wood, but their solid stone structures are bright and freshly painted white and at times the morning sun glares off their surface, forcing you to shield your eyes. You stop and ask a few of the street folk if they know where the dwarf Yarkwin lives, and eventually you learn that the old fool has headed off to the Fire Hole at the base of Mount Brin, in the Burning Lands, on another one of his many missions. After gathering some supplies and getting something to eat and drink in a friendly tavern named the "Giants Head", you set off for the fiery volcano the dwarves have named after their Sun God. Its easily a ten day journey, and on the way you pass the ruins of Ender. It is clear it was once a great city, but after a long and brutal war with the Urg, a race of Half Giants, it has been reduced to the rubble you see now. Deciding to have a quick look you enter the ruins.

YOUR QUEST: Explore until any 10 areas have been added to the Dungeon Sheet.

ONCE COMPLETED CONTINUE WITH CAMPAIGN QUEST 2

CAMPAIGN QUEST 2 - THE SEARCH FOR YARKWIN

Enc Mod:-20 [S:+180gp] [F:- ½gp]

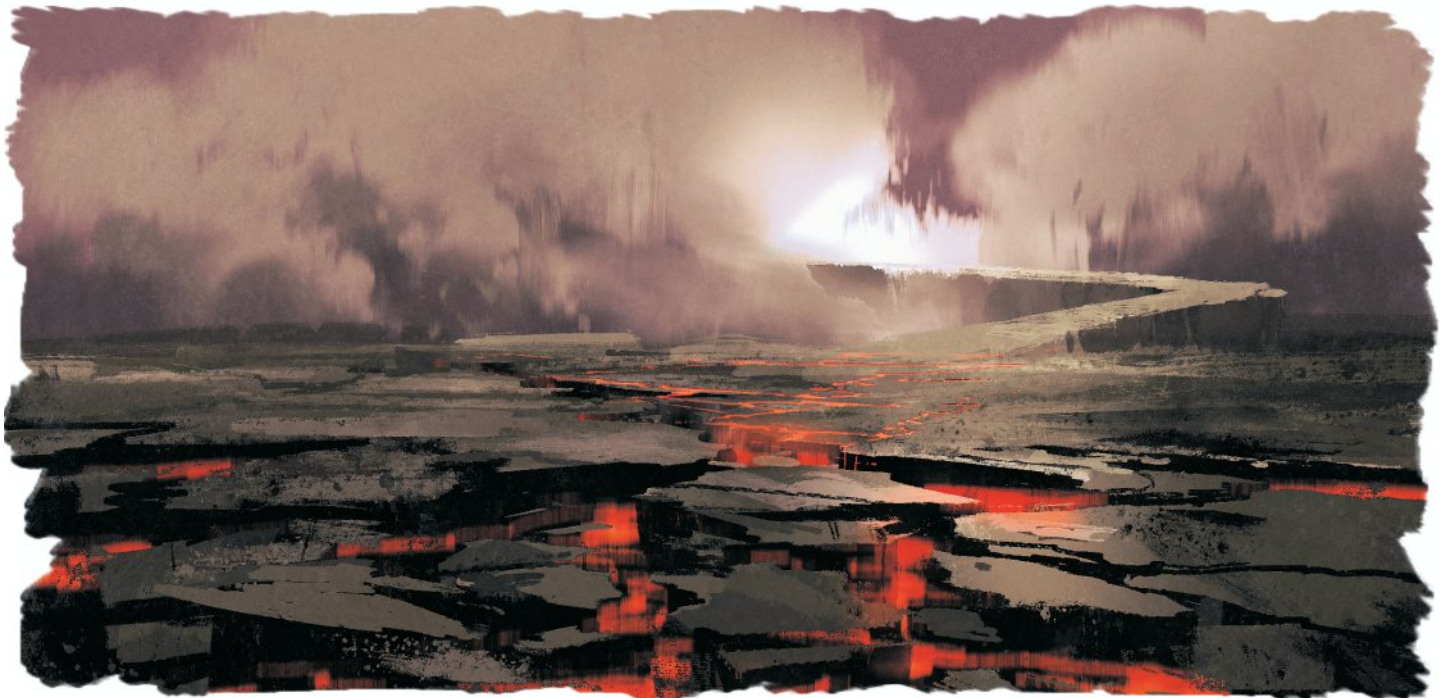
The last three days have been hell. It's not called the Burning Lands for the fun of it. Almost out of water, you hope that the Fire Hole will have some underground springs so you can refill your canteen, even though the name suggests it will not. You gaze up at Mount Brin. The immense heat sends beads of sweat dripping down your head. Its peak glows bright red, and every so often you see the splash of lava burst from its top. After whispering a reassuring word to Swifty, you share out half the remaining water into a food bowl and descend into the Fire Hole.

YOUR QUEST: All Encounters in the Fire Hole are rolled using Table EA – ENCOUNTER A. **Explore** until you have found a Skeleton (41-45 or 96-100 on Table F – FIND) or you **Kill** Skeleton 54 on Table G – GEOGRAPHIC or you **Kill** 3 Monsters 34-37 from Table EA – ENCOUNTER A.

READ THE FOLLOWING WHEN YOU HAVE COMPLETED THIS QUEST

The skeleton remains are clearly that of a dwarf, and after a quick search you are saddened to find items relating to the dwarf you are looking for. Both a Spell Book and a Journal bear his name “Yarkwin”. Opening the spell book you find a few spells scribbled inside, but they don’t appear to be in the ancient texts you recognise, and you are further disappointed, when you examine his Journal, as it appears to be written in the same language. Unable to read either of the books, you stow them carefully in your backpack and promptly leave the Fire Hole. You are desperate for water and have been feeling guilty for leaving Swifty alone for so long. By the time you reach the surface you have decided to head to the Fallen City, which is the Dwarven Capital, and where you will find their Grand Library, which has been collecting ancient scrolls and tomes for thousands of years, and where hundreds of scribes are employed to work day and night trying to decipher them.

ADD “YARKWIN’S SPELL BOOK” AND “YARKWIN’S JOURNAL” TO THE ADVENTURER SHEET AND CONTINUE WITH CAMPAIGN QUEST 3



CAMPAIGN QUEST 3 - THE FALLEN CITY

Enc Mod:N/A [S:+1300gp] [F:- ½gp]

After leaving the Burning Lands, you manage to find a stream, and spend half an hour bathing and drinking its delights before heading onwards. The rest of the journey is uneventful, and it is not long before you are riding through the gates and into the Scholars Quarter of one of the largest cities in the whole of Northreach. It takes a day before you can get to see a scribe, and when you show him the books, he ponders a while before telling you that they are written in an ancient text not used much these days, and for a price of 1,000 gold pieces, he will have them translated into any language you desire by this time tomorrow. With no other choice, you leave the books with him and set out onto the street, wondering how you are going to raise that kind of money and in just a single day. Outside, the streets are filled with merchants, selling all kinds of wares, and whilst you restock your supplies, a sign catches your eye. It reads “ATTENTION! Due to the rising sewer problems within city limits, the Kings Council has offered a reward of 1,000 gold pieces for anyone foolish enough to enter the sewers and exterminate the vermin that now reside down there blocking up our drains. Report to the Palace with proof of at least 8 dead things and immediate payment will be made. A free bath afterwards is provided for each successful applicant. Roughly a days work!” Is this your lucky day or what?

YOUR QUEST: Whilst in the Sewers all Encounters rolls are made by rolling 3d10 on Table E – ENCOUNTER and you must **Loot** 8 Parts from the Monsters you find there.

READ THE FOLLOWING WHEN YOU HAVE COMPLETED THIS QUEST

After the free bath, you head back to the Library and exchange 1000gp with the scribe for the translated books. Looking over Yarkwin’s Spell book you are pleased to find it contains two useful spells.

REMOVE 1000 GP’S FROM THE ADVENTURE SHEET, THEN ROLL TWICE ON TABLE S – SPELLS AND ADD THE RESULTS TO THE SPELL BOOK.

Examining the old wizards journal, it appears to detail all the places he has searched for information about the Goblet, and turning to the last page, you read -

“The heat in the Fire Hole is so fierce it reminds me of the breath from old Brin. I hope the beast is resting in his mountain and not lured by my scent. Like all the other places, this seems to have been a wasted trip. I will make haste for the Forest of Farmendell next, the nesting place of the vile goblins who stole the Queens gift all those years ago. I will not rest until I have the goblet and can prove once and for all, that I am not the wizard who has been blamed all these years. On my travels, I will venture into the Southern Pits of Deepmine. I hear it is overrun with Succubus and I will need a heart from one of the Queens for the Breaking Spell. Afterwards I will visit my brother “Tarin” in Gogorren to see if he has discovered anything new.”.

You find it sad to read the words of the dead dwarf. You wipe away a tear and decide you will follow his plans and travel to Gogorren. The least you can do is inform his brother of his death, and you have a few questions that need answers. What is the Breaking Spell? And where in the Forest of Farmendell is the goblin nest? Tucking away the books you set off for the Pits of Deepmine and wonder how one goes about killing a Succubus Queen.

CONTINUE WITH CAMPAIGN QUEST 4

CAMPAIGN QUEST 4 – THE PITS OF DEEPMINE

Enc Mod:-20 [S:+300gp] [F:- ½gp]

The journey takes you across the Kings Bridge, and you stop a moment to look at the rapid river flowing 60 feet below. It is rumoured to be awash with gold, and a thought crosses your mind to wander down to its bank and try some panning. Who knows, you might get lucky. However, your thoughts are quickly diverted back to the quest at hand, when you spot a large crocodile casually strolling to the edge and disappearing into the rapid waters. You continue across the bridge, through the huge arched legs of two magnificent stone statues, which were once Dwarven Kings and now stand proudly at each end of the bridge making up part of its structure. You press on for the Pits, and after an uneventful week and a half you stand before its entrance.

YOUR QUEST: Explore until 6 Areas have been added to the Dungeon Sheet, from then on add +5 when rolling on Table M - Mapping. The next **Objective Area** added to the Dungeon Sheet, is the Lair of a Succubus Queen and you must **Kill** Monster 58 on Table EA – ENCOUNTER A. During combat with the Succubus Queen all Escape Reaction results are ignored and the Succubus Queen has +10 HP and the following reward instead of the reward shown on Table EA [Succubus Queens Heart, W+20].

READ THE FOLLOWING WHEN YOU HAVE COMPLETED THIS QUEST

The trek back to the road is long and exhausting and you're happy to see old Swifty is still tied up grazing on the grass where you left him a few days ago. After sharing some water, you climb up and ride on towards Gogorren. The road takes you through the mountains and eventually into the lower tier of the city.

CONTINUE WITH CAMPAIGN QUEST 5

CAMPAIGN QUEST 5 – GOGORREN

Enc Mod:-20 [S:+300gp] [F:- ½gp]

The city of Gogorren begins at the foot of the Mountains of Deepmine and is a sight to behold. It was originally built into the side of the mountain, but due to expansion, it grew outwards towards the coast, and there are now three tiers that make up the city as a whole. The upper tier is the original city that was carved out of a dead mine shaft to house the miners and their families. It quickly expanded into more than a place to sleep, and its tunnels extend almost a mile into the side of the mountain. The middle tier was added around 100 years later and extends out from the mountain 50 feet below the main entrance to the old city. It rests on a long supporting wall with hundreds of arches, extending 50 feet above the long road, that winds from Farmendell to the Fallen City in the Dwarvern Lands. Hundreds of holes in the middle tier roof line up, following along the road below, and are used for the loading and unloading of goods, to and from the upper and middle level of the city. The lower tier was added, when the small fishing town of Ren expanded outwards and joined up with the road, and when the two settlements merged, the city's name changed from Gogor to Gogorren, an exercise to satisfy the townsfolk of Ren who had lost their town to expansion.

The road that makes up the middle tier of the city, winds itself along the edge of the mountain, like a long tunnel. During the day, light streams in from the tall arches that support the upper tier and at night, torches secured to the pillars are lit, providing the long tunnel road with light that casts eerie shadows. At various stages on the mountain side, buildings and workplaces have been erected and people are busying themselves with various activities, essential to the well being of the city. Further along the road, you stop and ask a few workers unloading crates, how you can find a dwarf named Tarin in the city. They shrug and say they can't help and then continue loading the crates onto a large platform. Watching for a moment you marvel at the process. The platform is suspended on strong ropes and pulleys mounted to a wooden frame to the tier above. The platform is raised up slowly through a large square hole set in the ceiling. This must be the only way to get goods to and from the middle and upper tiers. Continuing further along the road, you encounter the same set up, bunches of workers loading and unloading goods, using these platforms. You stop and ask again and get the same answer. In the shadows to your right, you can just make out a steep narrow staircase leading up between a stables and a blacksmiths. You drop Swifty off at the stables and ascend the stairs to the upper tier.



Walking out onto cobbles, you immediately notice a difference between the two tiers. Everything is so dusty and shoddy below, but up here with the sun shining brightly its like a completely different city. You stop a passer-by and ask if the city keeps details of its residents, and he points you towards the Office of Public Records. Finding the office isn't a problem, and inside you speak with a clerk and learn Tarin's address and after getting directions you set off to inform the dwarf of his brother's death. When you arrive at his home you find a sign nailed to the front door "Gone to Deepmine, back in 5 days", sighing you set off for the mines to search for him.

When you reach the entrance to the mines, you can't help but notice the array of signs warning of the dangers; "Enter the Mines at your own Risk", "The mines are not safe" and "The City of Gogorren cannot be held responsible for deaths or injuries within the mines". When the ore ran dry, the mines were shut and locked, but somehow vile monsters have managed to find their way in and have taken up refuge. The city doesn't mind anyone entering the mines, as each monster killed, is one less for them to deal with should it try venturing into the city, but they have made it abundantly clear that entering the mine has no support from the city. The entrance is guarded around the clock, and as you pass through, a city guards warns you of the dangers and tells you that this week 5 have entered and so far none have returned.

YOUR QUEST: Explore until any 10 areas have been added to the Dungeon Sheet, from then on add +10 when rolling on Table M - Mapping. The next **Objective Area** found, you find two zombies and watch in horror as they rise from a half eaten corpse. You must **Kill** the Zombie Lord and his minions. During combat with the Zombie Lord all Escape Reaction results are ignored.

ZOMBIE LORD AV:50 DEF:1 DMG: +1 HP:16/4 [K:Table TA+20] (*Disease, Pack, Allies 4**)

READ THE FOLLOWING WHEN YOU HAVE COMPLETED THIS QUEST

When the combat is over, you see the half eaten corpse is a dwarf, and after a quick search, you are saddened to learn that it is Tarin, the dwarf you seek. In his pack you find several pieces of equipment and a large key that must be for his house.

ADD "TARIN'S KEY" TO YOUR ADVENTURE SHEET AND THEN ROLL 5 TIMES ON TABLE N – NEEDED AND ADD ANY RESULTS YOU WISH TO THE ADVENTURE SHEET

As you attempt to leave, Tarin's corpse begins to twitch and animate, and its jaw drops open emitting a terrifying roar. Jumping back in horror, you swiftly remove its head. Its green blood has already been infected, and sprays out in all directions, and the corpse drops lifelessly to the ground.

Leaving the mines, you set off for his home to search for clues, and inside you find it is filled with notes and maps dedicated to helping his brother find the Goblet. Various scrolls and books lay scattered across a large desk and you spot a map showing the rough location of the Goblins Nest in Farmendell Forest.

ADD "MAP OF GOBLIN NEST" TO YOUR ADVENTURE SHEET

Taking the map, you lock up Tarin's home and pay a visit to the Office of Public Records to let them know of Tarin's fate, and they inform you, that unless a next of kin comes forward in the next 3 months, by city law, the house will belong to you, providing you can pay the 10 percent hand over tax. You have never owned a house before, but the tax will be around 10,000gp. Stopping briefly for supplies, you collect Swifty and ride for the Forest of Farmendell.

CONTINUE WITH CAMPAIGN QUEST 6

CAMPAIGN QUEST 6 - THE GOBLINS NEST

Enc Mod:N/A [S:+350gp] [F:- ½gp]

The road is poorly maintained and the pot holes cause old Swifty to stumble on occasion, but after a long ride you eventually reach the edge of the forest. For the first few miles, daylight manages to penetrate through the branches, but the further you go the gloomier it gets, and it is not long before you are almost riding in complete darkness. Apprehensively, you light your lantern, and continue, and after a while your eyes adjust enough for you to check your progress on Tarin's map. Eventually you find the spot and leave the road towards the goblins nest.

Originally, the Forest of Farmendell was part of the Woods of the Elfkin, until an elf wizard named "Zorbeal the Wretched" discovered the secrets of Dark Magic, a vile form of the Arcane Power, and he began teaching its magic to others. In essence it is easier to work than conventional magic, as it is less taxing and draining on the sorcerer, and the spells can be very powerful, but it corrupts those that wield it and everything around them. In less than 5 years, it had spread to an area of 200 square miles, and had caused the trees to change. Their wood turned black, and their trunks and branches twisted and turned into unnatural shapes. The leaves themselves became infected with a silver mould, that gave the appearance of ash sitting on dying leaves.

Once it was clear the corruption was spreading at an alarming rate, the practice of Dark Magic was forbidden on pain of death throughout the Elven Provinces. However, for those that had already tasted its strength, it could not easily be given up. They lusted for its power, and were driven mad in an unsatisfying yearning for more and more of the dark energy to flow through their veins, and so they continued, teaching and practising in secret.

When another 300 miles of woodland became infected the Elf Queen "Meredith the Fair", could see no other option and ordered the great divide. A line of trees 100 miles wide, were chopped down and burnt, dividing the wood in two. For the elves that remained in what is known as Farmendell Forest, over time they became deformed and squat in appearance. Their skin discoloured and became brown and green, and their minds twisted. They were filled with thoughts of evil and greed. In less than a century they evolved from wise, beautiful and good hearted elves, into the evil and destructive creatures known as Goblins. For a few hundred years they were left to their own devices and didn't venture far from the forest in which they evolved and by most were simply forgotten about. However, due to overpopulation they had outgrown the small forests and they ventured outside looking for new places to nest. As they spilled out into the lands, their evil nature was not tolerated by the other races and the Goblin Wars begun. It did little good to stop them and it was not long after that their Dark Magic had spread to all corners of the land and had infected all manner of creatures with its draw of power. Finally the goblin armies were quashed with the "Unity of Five" when the five good races allied together against the goblin scourge, wiping out all but a few thousand. The goblins returned back to the cover of the forests in defeat.

The forest is very eerie, and the only sounds you hear are the rustle of leaves and the breaking of dead twigs underfoot. Eventually you manage to find the entrance to the nest and descend into its depths.

YOUR QUEST: Whenever you are instructed to roll on the Encounter Table, instead roll on the GOBLINS NEST table below. Enter the Goblins Nest and **Loot 1 Objective Item** (Goblin Key, 80gp) from any Monster that is marked with a ➡ on the Goblins Nest Encounter Table and find 2 **Objective Areas**. Each **Objective Area** you find, you will encounter a Goblin King. During combat with a Goblin King, all Escape Reaction results are ignored. When the second **Objective Area** is found, as well as a Goblin King, it also contains a large treasure chest with a lock that cannot be picked by any means (mark its location on the Dungeon Sheet and mark with a ✓ if it is opened). The only way to open the chest is to have found the **Objective Item** (Goblin Key).

You must be at the location of the chests and have the Goblin Key in order to open the chest, once it is opened it contains 1d100gp, and a piece of legendary Armour (roll on Table A – Armour and then on Table L – Legendary), and a filthy piece of dried Goblin Skin, on which has been drawn a crude diagram of a Goblet with various sections of writing in a language that looks like it could be goblin.

ADD THE GOLD, LEGENDARY ARMOUR AND “GOBLIN SKIN OF THE GOBLET” TO THE ADVENTURE SHEET AND CONTINUE WITH CAMPAIGN QUEST 7

GOBLINS NEST (D100)								
D100	Monster Encountered	AV	Def	Dmg	HP	[K]	Monster Ability	*New
1-15	HOBGOBLINS ➡	25	1	-2	4/4/3	Table I/W	Pack	
16-30	GIANT SPIDER	30	2	-1	6	Table P1	Web	
31-45	GOBLINOIDS ➡	25	0	-2	3/3/2	Table I/W	Pack	
46-60	GOBLINS ➡	25	1	-1	2/3/3	Table A/I/W	Pack	
61-75	GOBLIN ARCHER ➡	25	1	-1	2/3/3	Table A/I/W	Pack, Surprise	
76-90	GOBLIN WARLOCK ➡	30	1	-1	7	Table I/TA	Dark Magic	
91-100	GOBLIN KING ➡	50	2	+1	16/3/3	Table TB, I/TA	Dark Magic, Surprise, Pack, Allies 3*	



CAMPAIGN QUEST 7 – THE WIZARDS TOWER

Enc Mod:-20 [S:+500gp] [F:- ½gp]

Leaving the Goblin Nest, you retrace your steps back to the road and search for Swifty, however, he is nowhere to be seen. The tree you tethered him to, shows no signs of how he could have escaped, and with no other option you head off along the road towards Farmendell on foot.

The journey takes twice as long, and you are thoroughly exhausted when you enter the main gates. A guard stops you and asks what business you have in the city, and you tell him that along the road your horse was stolen and you are here to buy a new one. He suggests you report the crime officially to the Town Guard, and gives you directions to their offices. On the way you pick up some supplies and stop off for a bite to eat at a Tavern called the “Drunken Goblin”, the sign outside shows a goblin holding a tankard of ale, and to your surprise when you go inside you find a couple of the evil little buggers chained to a hoop, set in the centre of the bar room floor. A circle of patrons have surrounded them and are taunting and prodding them with spears to fight each other. Their black blood spills out onto the fresh sawdust on the floor. A guy to your left nudges you in the ribs and asks if you want to make a bet on the winner. You find the whole affair disgusting and politely decline and head over to the bar for a meal. The noise of the crowd gets louder and louder until one of the goblins eventually manages to kill the other. Its corpse is dragged outside leaving a trail of blood in the sawdust, and is strung up in an effort to entice any one passing by, inside to sample the taverns delights.

The guy who nudged you earlier, sits on a stool next to yours and strikes up a conversation. You learn that he hosts fights all over the city and often takes a crew into Goblin Woods (another name for The Woods of Farmendell) to capture new contestants and he is very interested to learn that you have just come from there. When you show him the goblin skin, he becomes concerned and whispers “Put it out of sight” and leads you to a quieter area of the tavern. He tells you that it might be a Dark Scroll, a scroll that holds Dark Magic, and if it is, it could get you in a whole lot of trouble. Just having it could get you arrested and hung. You tell him a little of your quest and that it is the only clue you now have of finding the Goblet and he nods as you tell him your story “I would suggest you either get rid of that thing, or take it to the wizard Bendrell, he lives in a tower on the island called Reaching Claw just west of here. The tower is easy to spot once you land on the shores of the island. It sits high on top of a mountain, and can only be reached by passing through a labyrinth of tunnels and caves. He speaks the vile tongue of the goblins and will not persecute anyone if it is a Dark Scroll. He would be your best choice if you are foolish enough to pursue this venture. Otherwise, why not work for me. I am always looking for people like you, not afraid to face a bit of danger. I pay well and we have another convoy heading out first thing tomorrow to capture some more goblins.”. You thank him for the information and the offer of work but politely decline, telling him you must find the goblet. After another hour or two of sharing stories, the pair of you part ways and you head off to find a ship that will take you to the Island.

You ask around and after some time you find a boatman who is willing to take you. However, he will not anchor and wait as he believes the whole island to be cursed, but instead will return tomorrow at noon to take you back. The passage to the island is swift, and even before you are dropped off on the shores of Reaching Claw Islands, you can see the mountain and the wizards tower sitting on its top.

The mountain wall is sheer and like a sheet of glass. No crags or handholds are visible, and it would be impossible to scale, even for a skilled climber. A large hole at the base of the mountain must be the entrance to the labyrinth, and the darkness beyond is uninviting. Waving the boatman goodbye, you take a deep breath, light your lantern and enter the labyrinth.

YOUR QUEST: Explore until 12 Areas have been added to the Dungeon Sheet, from then on add +10 when rolling on Table M – Mapping. The next **Objective Area** found, is where the labyrinth enters the wizards tower and you meet the Wizard Bendrell. Unfortunately the old wizard is in a spot of bother and as you enter, he is being attacked by some Hell Hounds and has been knocked unconscious, you must **Kill** Monster 75 on Table EA – ENCOUNTER A, during combat with the Hell Hounds all Escape Reaction results are ignored.

READ THE FOLLOWING WHEN YOU HAVE COMPLETED THIS QUEST

After the Hell Hounds have been defeated, you rush to the aid of the wizard, splashing his face with some water. He comes around, and you help him into a chair as he explains “An experiment gone badly wrong I’m afraid. Those blasted hounds should not have been summoned. It is like some unusual evil is at work here.”. You open your pack and show him the Goblin Skin. His eyes widen and he grabs the scroll tossing it to the ground and yells out “Oglack, Narrash, Boonezz!”, rising from his chair, he booms out the strange words again and the scroll begins to glow and vibrate on the stone floor, “Oglack, Narrash, TENZZEE!” Suddenly his arms fling outwards and he raises them in an arc above his head “Oglack, Narrash, FARSCREEL”, small shoots of lightning crackle and dance between his fingers, and you step back just in time, as the wizard’s arms thrust forwards and small bolts of lightning explode from each of his fingers. As each strike hits the scroll, you hear the sound of crackling thunder. Then a brilliant light engulfs the chamber, spreading outwards from the scroll, and you are forced to shield your eyes, and a strong force pushes you back a few paces. You hear the old wizard scream out in pain, but you dare not open your eyes, for fear of being blinded by the over-powering light. Suddenly as soon as it all started, everything goes dark and still. When you return your gaze, you see the old wizard has been flung across the floor, writhing in agony and out of breath and the scroll is gone.

REMOVE “GOBLIN SKIN OF THE GOBLET” FROM THE ADVENTURE SHEET

“Oh blast, why do they do that, don’t worry I have an idea where its gone, but we must move quickly, the Dark Magic will draw others to its power, especially now I have cast an Unveil Spell on it. We have just a few days and then who knows where it will go” The old wizard gets up off the floor and grabs his hat and staff “what are you waiting for, to the top of the tower!” He charges off like a man possessed, and you follow, desperately trying to keep up. After an exhausting climb you reach the tower roof and are greeted by the most magnificent sight you have ever seen. A white Pegasus is casually eating from a trough. She raises her head and flaps her large wings as the wizard leaps onto her back. Leaning down with an outstretched hand, Bendrell yells out “Come on, climb up, we have at least a days flight ahead.”. She must be at least 20 hands high and you struggle to climb up behind the wizard, and even before you have grabbed on, she takes off and you are flying away from Reaching Claw Island at breath taking speed.

CONTINUE WITH CAMPAIGN QUEST 8

CAMPAIGN QUEST 8 - THE BURIAL GROUNDS OF THE RESTING

Enc Mod:-15 [S:+400gp] [F:- ½gp]

You have never been so high, and looking down everything looks so small. Every so often the Pegasus needs to flap her large wings to keep you up, then she glides. During the quieter periods of gliding, you learn that the wizard has cast an Unveil Spell to banish the Dark Magic from the scroll. It leaves only clean magic behind, magic that will not destroy and tarnish the lands in its wake. Once cleansed the scroll can be read without concern, but Unveil Spells can do strange things as they react to the rejection of the Dark Magic, and in this case the scroll has been transported to one of the four Mystic Pools to be cleansed, washing away the Dark Magic with its waters. The closest pool, lays deep in the Burial Ground of the Resting, so this will be the first place to check.

The Pegasus begins a long slow descent and your ears feel like they will burst. When her hooves touch down on the ground in front of a cave entrance on a secluded beach, you slide off, and are surprised that Bendrell does not follow, “This is the entrance to the Burial Ground, watch out in there, as the further you explore, the viler the creatures will become. Once you have found the pool, be careful, because if it contains the scroll, it will have attracted all kinds of monsters to savour the expulsion of the Dark Magic. I will head for The Elven Trees and search the Bogs of the Dead, where lays another of the pools where it might have gone. We meet again at Saltwater, at the Inn of the Wizards Hat, good luck and watch your back”. He mutters something else you do not hear, and when he places his staff on your head, a strange feeling surges through your body.

ADD +1 DEF TO THE TIME TRACK ON THE ADVENTURE SHEET

Shocked, you stand watching as the Pegasus flaps her feathered wings and they rise high into the sky. “I will be at the Wizards Hat in Saltwater in four days time, and hopefully one of us will be in possession of the scroll”. The Pegasus turns and flies off, and you watch until they are just specs on the horizon.

YOUR QUEST: Inside the burial grounds, use Table EA – Encounter A for all of your encounters, any Monster marked with a C on the Encounter Table has +10 AV and all of their Escape Reaction results are ignored. Any Monster you defeat in a Red Area, adds +5 to the Quest Encounter Modifier.

Explore until 4 Green Areas have been added to the Dungeon Sheet. Do not roll for the forth Green Area’s geographic feature, instead it contains a pool of water, with a strange green mist floating above its surface. You have found the Mystic Pool. Roll 2 times on Encounter Table EA – Encounter A and **Kill** the Monsters rolled, one at a time in the order they are rolled. They have been lured to the pool by the remnants of the Dark Magic the pool has expunged. When the last Monster has been defeated, you find that the Mystic Pool has attracted and cleansed a scroll. Grabbing it from the water, you are disappointed to find it is not the Goblin Scroll, but another (roll once on Table S – Spells, add “Scroll of” before the spells name and add it to the Adventure Sheet). You leave the Burial Grounds for the City of Saltwater, hoping that Bendrell has had better luck.

ONCE COMPLETED CONTINUE WITH CAMPAIGN QUEST 9

CAMPAIGN QUEST 9 - SALTWATER CITY

Enc Mod:-10 [S:+200gp] [F:- ½gp]

The once great city of Saltwater, is now nothing more than a dilapidated shanty town. The buildings are small, and fitting for its residents. The smallfolk of Northreach appear as children to the taller elves and men, but are only a head shorter than their cousin the dwarves. A hardy people, their size does not do them justice, as they are intelligent and cunning and their lack of strength is more than made up for with wit and wisdom. When required to, they can raise a formidable army, embellished with a wealth of tactical advantages that will outsmart the strongest of enemies.

During the Elven Wars, the Dragon Riders did so much damage to the city, that its little stone buildings could never be fully repaired to their original stature. The Resting Jungles that once encroached into the city were cut back miles from its boundaries to supply enough timber for the rebuild, and after two hundred years the city still shows signs everywhere of the destruction.

You quickly find the Wizards Hat Inn and sit down for a pint of ale by a roaring fire, and wait for the wizard Bendrell. By evening you have counted the days over and over, and you are convinced today is definitely the forth day since your parting outside the entrance to the Burial Grounds. By midnight and still with no sign of the wizard, you book a nights lodgings and decide to ask around after breakfast, however, whilst everyone seems to know of the wizard, no one has seen him for many months.

Stepping out into the fresh morning air, you see a halfling woman pouring her heart out to anyone and everyone for help. Her son has fallen into a cave whilst playing on some rocks on the shore and he has disappeared into its depths. Everyone she asks for assistance sympathetically declines, and when she spots you, she rushes over telling her story. She pleads and cries never letting go of your arm until you agree to help. Leaving a message for Bendrell at the Inn, you follow the woman to the entrance of the cave.

YOUR QUEST: Explore the cave, when the second **Objective Area** is found, you find a Skeleton Spider carefully winding a small halfling child into a perfect cocoon, the decaying silver web wraps the entire body leaving only the head exposed. You must **Kill** Monster 67 on Table E – Encounters, during combat with the Skeleton Spider all Escape Reaction results are ignored. Unbeknown to you, the cave has been named Spiders Hole by the locals and contains several nests of Skeleton Spiders. After rescuing the boy, you must retrace your way back to the dungeon entrance, one Area per turn. At the start of each turn there is a chance that a Skeleton Spider has been alerted to your presence. Roll 1d10 and if the result is equal to or less than 5, you encounter another Skeleton Spider and must **Kill** the spider to continue.

READ THE FOLLOWING WHEN YOU HAVE COMPLETED THIS QUEST

Stepping out of the cave you carry the boy back to the city and his waiting mother. She is overwhelmed with joy and cannot thank you enough. Checking in at the Inn of the Wizards Hat, you are disappointed to learn the wizard has not shown up yet. You decide to head for the Elven Trees and the Bog of the Dead to search for him, as it has been six days now and your concerns are mounting.

CONTINUE WITH CAMPAIGN QUEST 10

CAMPAIGN QUEST 10 - THE SEA SERPENT

Enc Mod:-10 [S:+200gp] [F:- ½gp]

With no idea where the Bog of the Dead is, you ask around and are given directions to a Cartographers Office in the heart of the city. By the end of the morning you find the office and are asked to make a small donation for the information.

REMOVE ANY NUMBER OF GOLD PIECES FROM THE ADVENTURE SHEET. IF YOU DONATE 0-50 GP, THE MAP MAKER SHARES THE INFORMATION RELUCTANTLY. IF YOU DONATE 51 GP OR MORE THE HALFLING DRAWS YOU A DETAILED MAP. ADD “MAP OF THE ELVEN TREES” TO THE ADVENTURE SHEET

You learn the Bog of the Dead lies just across Longfire Gulf, almost directly north from Saltwater, and around 10 miles inland from the coast, deep within the elven treeline. Finding a ship to take you is challenging, as the 700 mile trip means sailing the coast and then crossing the gulf, which is home to a large sea serpent the locals have named “Jormungander”. She is a mile long and can swallow ships whole.

After a great deal of haggling, you find a ship and agree to pay the captain 200 gold pieces when you are safely delivered to the elven side of the gulf. Next morning the ship sets sail for its 9 day voyage and for the best part the water is very calm and still. Gulls screech and fly overhead, trying as best as they can to dive bomb the crew for scraps of food. On the forth day, a young halfling in the crows nest, shouts “land, land ahead”. The captain rushes to the bow, removes a long eyeglass from his pocket, and raises it to his unpatched eye. Panic spreads across his usually calm face, and he pushes past you muttering under his breath.

“That’s not Land, that be the Lady Jormungander” you rush to the front of the ship to take a look, whilst behind you chaos is spreading amongst the crew. Orders to change course are being yelled, and several halfling harpoonists appear alongside you, aiming at the advancing serpent. Slowly the ship is turned, but everything is all too late, and you drop to the deck in horror and just in time as the serpents mouth opens and engulfs the ship, lifting it up out of the ocean. Laying on your back you watch in terror as large teeth pass overhead, and then the roof of its mouth spreads a terrifying darkness over the vessel as its jaws clamp shut, extinguishing all light for only a moment until it takes another bite. Each time you are plunged into darkness, and then light cascades in as it opens its jaws, preparing for the next bite. With the ship broken in two, you are tossed in all directions, which is the least of your troubles, as masts and sails swing across the broken ship striking anyone in their wake. Again and again its jaws open and close and the ship is crunched into pieces.

Amongst all the devastation, you are flung from the deck and barely manage to grab hold of some rigging as it swings past your head, holding on, with all your strength. You watch the ship below as you violently swing high up into the monsters mouth. Below, in all directions, you can see the crew falling from the wreckage and disappearing out of sight, as they are swallowed down by the monster. Grasping hold of the ropes as hard as you can, you’re determined not to follow the crew. Your knuckles turning white, you swing around and are thumped into a large incisor. The impact causes you to let go of the rigging and instinctively grab hold of the tooth. Shocked for a moment, you peer out of the serpents mouth and can see a long way below the surface of the ocean. You take a deep breath and hold on to it as the creature dives head first into the depths. Its mouth fills with water and you hug the tooth for dear life. Glancing over your shoulder, you watch the last of the ship being swallowed down, and then you are thrown into darkness again as the beast closes its mouth.

For a minute or two you sense the serpent is travelling at speed through the seas and you cling onto the tooth desperately, with each second passing feeling like a week. You pray to the gods that she doesn't open her mouth, as you will surely be washed down her throat and be gone forever. After a terrifying few more minutes, your prayers are answered. The serpent comes to a halt and her jaw relaxes and opens, spilling you and the water out onto a sandy beach, and inside a dark cave. Now exhausted, cold and wet through, you manage to get to your feet and move away from the sea monster. She is sound asleep and begins snoring, and the smell of her vile breath fills the underground cavern. This must be her lair.

As your eye adjust to the light, you explore the back part of the cave and find a man sized hole in the rock face. Cold air flows out from the hole so this must be a way to the surface. Checking your equipment you find that surprisingly, most is intact, and just items attached to your belt are damaged. With one last look at the Lady Jormungander, you head off through the hole in search of the surface.

REMOVE ALL EQUIPPED BELT ITEMS FROM THE ADVENTURE SHEET

YOUR QUEST: Explore and when the third **Objective Area** has been added to the Dungeon Sheet, you have reached the surface and escaped the Sea Serpents Lair. After the first **Objective Area** has been added to the Dungeon Sheet, add +10 when rolling on Table M – Mapping.

READ THE FOLLOWING WHEN YOU HAVE COMPLETED THIS QUEST

Leaving the Sea Serpents Lair you make for high ground to get some idea of where you are. It seems to be early afternoon and you can hear the ocean breaking on the shore. After a short walk, you leave some grasslands and find yourself on a beautiful sandy beach. Near a rocky inlet you see some gannets feeding on unlucky fish caught in the rock pools after the tide went out. Disturbing them to climb over the rocks you are surprised to spot just off shore a small fishing boat. Managing to draw its attention, it is not long before you are safely aboard their ship and telling them your story of the sea serpent. As sceptical as they appear to be, they inform you that you are on the main island south of Longfire, and after the days fishing they will gladly take you to the city of Longfire. By evening and after sharing a bite to eat with the crew at a tavern named “The Jolly Pirate”, you shake their hands and bid them farewell. It has never felt so good to have both feet firmly placed on dry land, a feeling that you hope to have for a long while.

CONTINUE WITH CAMPAIGN QUEST 11



CAMPAIGN QUEST 11 - THE CITY PORT OF LONGFIRE

Enc Mod: -5 [S:+200gp] [F:- ½gp]

The City Port of Longfire is the wood elves only trading point with the rest of Northreach, and is home to hundreds of thousands of the woodland dwelling people. Everywhere you look the forest has been brought into the city in one shape or form. Tree shaped structures support bridge sections that weave paths over rivers, whilst leaf shaped boats ferry passengers along the waterways. All of the buildings have been made to look like great trees, and no matter how high they reach into the sky, they are all interlinked somehow with bridges made to look like stretching branches. The elven people are obsessed with cleanliness and order, and as you wander and marvel at the sights, you see several elves busy wiping away marks and clearing away rubbish as soon as it appears. The city is immaculate throughout.

Asking around for a guide, you are eventually acquainted with a young elfling. He will only guide you to the edge of the bog and warns you “It is not a place to go, especially alone. Its called the Bog of the Dead because most who enter are never seen again, and any that have returned, lived very short lives. The place is cursed and a terrible stain on our Kingdom.”. You share with him the details of your quest, and he is genuinely saddened when you mention the wizard Bendrell did not meet you at the Wizards Hat. He leads you to the edge of the city and the pair of you set off through the forest for the Bog of the Dead.

YOUR QUEST: Enter the Woods as you would a normal dungeon, but any narrative that contains the words “Dungeon” or “Dungeon Wall” replace with the word “Forest”, and re-roll any result that corresponds to finding or using a lever or stairs. In the forests you will not come across any doors. Any results on Table M – Mapping that shows a doors can be added to the Dungeon Sheet, but do not add any doors. Whenever you are instructed to roll on the Encounter Table, instead roll on the FOREST table below. The elf guide will help you fight any Monster you encounter and will give you +10 to your combat roll, while he is alive. Any damage that you sustain in or out of combat can be applied to your guide instead of you. However, he has a starting HP of 10 and can not be healed by any means.

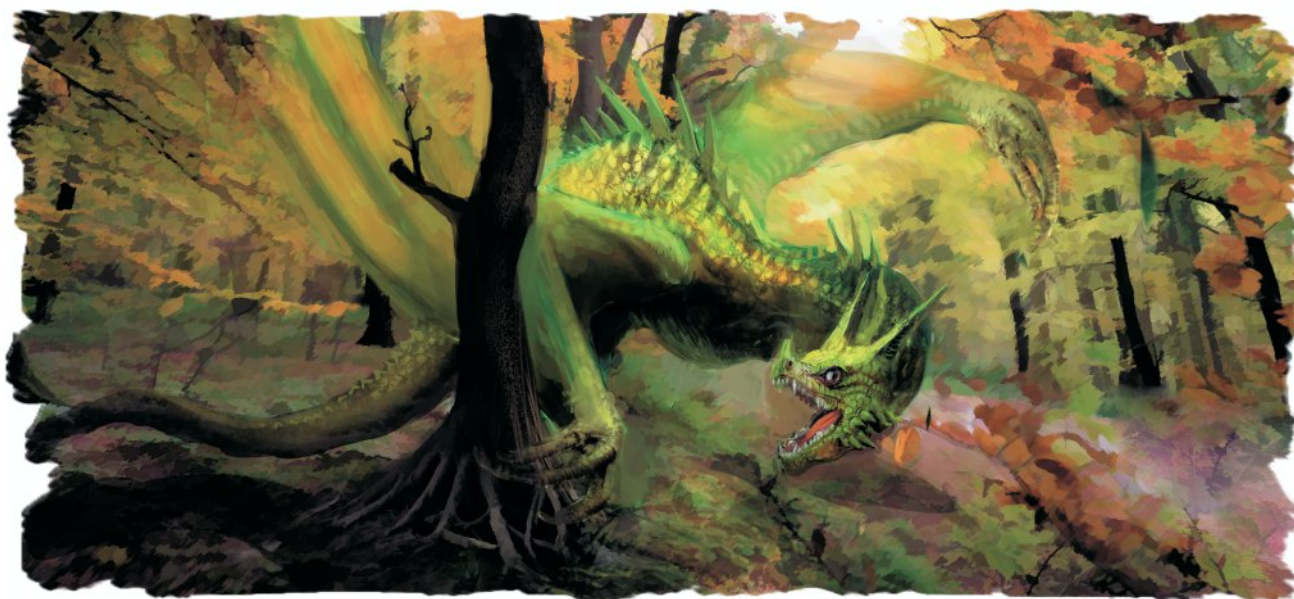
ADD GUIDE - HP: 10, TO THE TOP OF THE ADVENTURE SHEET

If the guide, at any time has 0 HP, he has been slain, and you must try and find the Bog of the Dead on your own. While the guide is alive you must **Explore** until 3 **Objective Areas** have been added to the Dungeon Sheet, however if your guide has been slain, you must **Explore** until 5 **Objective Areas** have been added to the Dungeon Sheet in order to find the Bog of the Dead. After the second **Objective Area** has been added to the Dungeon Sheet, add +10 when rolling on Table M – Mapping. Once you have found the Bog of the Dead you part ways with the elf guide and must remove him from the top of the Adventure Sheet.

ONCE COMPLETED CONTINUE WITH CAMPAIGN QUEST 12

FOREST (D100)

D100	Monster Encountered	AV	Def	Dmg	HP	[K]	Monster Ability	*New
1-10	GIANT OOZES	20	0	-3	3/3/2/2	1d10 GP	Pack, Web (Sticky Ooze), Regenerate	
11-20	GIANT ANTS	20	2	-2	3/2/3/3	Table P1	Pack	
21-25	GIANT SPIDER	30	2	-1	6	Table P1	Web	
26-30	BEAR	40	2	+0	10	Table P2		
31-35	FOREST LIONS	35	0	+1	5/5/4	Table P3	Pack, Leap*	
36-40	GIANT BOAR	40	1	+2	12	Table P3		
41-45	GIANT MOTH	40	2	+2	8	2d10 GP	Fly	
46-50	GIANT WASPS	40	1	+0	5/5/3/3	Table P1	Pack, Stun,	
51-55	GIANT CENTIPEDE	45	2	+2	8	Table P1	Poison	
56-60	DIRE WOLVES	40	2	+1	6/5/5/5	Table P3	Pack, Leap*	
61-65	SPIDER QUEEN	40	3	+2	14	Table P1	Web, Surprise, Poison	
66-70	GIANT APES	40	2	+2	8/8/9	Table P2	Pack	
71-74	GIANT SCORPION	55	4	+2	15	Table P1	Poison, Leap*, Stun	
75-78	GIANT SNAKE	55	3	+2	16	1d100 GP	Poison	
79-81	BASILISK	60	4	+3	24	Table P3/TA+15	Petrify*, Poison, Fear	
82-84	GRIFFON	60	3	+3	30	Table P4/TB	Fly, Fear	
85-87	GIANT ROC	65	3	+4	28	Table P4/TB	Fly, Fear	
88-89	HARPY	65	5	+4	28	Table P4/TB+5	Fly, Dark Magic	
90	MANTICORE	65	4	+3	37	Table P4/TB+10	Fear, Large, Poison	
91	COCKATRICE	65	6	+3	40	Table P4/TB+15	Petrify*, Fear	
92	TROLL	60	5	+3	36	Table P2/TB+10	Large, Fear, Regenerate	
93	CHIMERA	70	6	+5	40	Table P4/TC	Fly, Attacks 2, Fire, Fear	
94	WYRM	70	6	+4	40	Table P3/TC	Fear, Attacks 2, Large	
95	FIRE WYRM	75	7	+4	42	Table P3/TC	Fire, Fear, Attacks 2, Large	



CAMPAIGN QUEST 12 - THE BOG OF THE DEAD

Enc Mod: Special [S:+300gp] [F:- ½gp]

Taking a deep breath you ready your weapon and head into the bog in search of the wizard Bendrell. If the old sorcerer is here, you must find him and soon. Already the place is giving you the creeps, and you notice an immediate change from the forest. The ground underfoot is moist and in places you are walking through sludge and pools of tepid water.



YOUR QUEST: Enter the Bog as you would a normal dungeon, and any narrative that contains the words “Dungeon” or “Dungeon Wall” replace with the word “Bog”, and re-roll any result that corresponds to finding or using a lever or stairs. In the Bog you will not come across any doors. Any results on Table M – Mapping that shows a doors can be added to the Dungeon Sheet, but do not add any doors. Whenever you are instructed to roll on the Encounter Table, instead roll on the BOG OF THE DEAD table below. Any Monster defeated in a Red Area, adds +5 to the Encounter Modifier.

Explore until 4 Green Areas have been added to the Dungeon Sheet, but do not roll for the forth Green Area's geographic feature, as instead it contains a pool of water, with a strange blue mist floating just above its surface. You have found the Mystic Pool, and laying unconscious beside it is Bendrell. He is clutching the Goblin Skin in his Hand, and two undead Monsters loom over him. Roll 2 times on the BOG OF THE DEAD table below and **Kill** the Monsters rolled, one at a time in the order they are rolled. During combat with these monsters all Escape Reaction results are ignored.

READ THE FOLLOWING WHEN YOU HAVE COMPLETED THIS QUEST

When the last Monster has been defeated, you rush over to the wizard, and revive him, “stupid me, I cast the wrong spell, a slumber spell instead of a thunder spell, Ha, put myself into a deep sleep, well at least I don't feel tired any more, and good job you turned up when you did or I would be joining those dead rotters”. You help him up and brush off the dirt from his robe “We must get out of here before more of the wretches feel the draw of the diminishing dark power and turn up. With the scroll washed clean we have a fighting chance to decipher what its all about, and I know just the person who can help us. To the beach! Peggy is waiting. We must fly to Merryton with haste.”. Before he has even finished his over dramatic sentence, he rushes off leaving you standing alone. Sighing, you give chase and wonder what sort of a madman would name his pet Pegasus “Peggy”

CONTINUE WITH CAMPAIGN QUEST 13

BOG OF THE DEAD (D100) 							
D100	Monster Encountered	AV	Def	Dmg	HP	[K]	Monster Ability *New
1-10	REVENANT ELF ARCHER 	30	0	+0	5	Table A/W	Surprise, Fear
11-20	REVENANT DWARF 	30	1	+0	5	Table A/W	Fear
21-30	REVENANT ELF CHAMPION 	30	0	+0	6	Table A/W	Surprise, Fear
31-40	REVEN. DWARF CHAMPION 	30	1	+0	6	Table A/W	Fear
41-50	SKELETON SPIDERS 	45	4	+2	15	Table P1	Regenerate, Resurrection, Web, Surprise
51-60	G. VAMPIRE BAT 	45	3	+1	10	Table P4	Fly, Surprise, Phase, Resurrection
61-70	WEREWOLVES 	45	1	+2	7/7/6	Table P2/TA	Pack, Leap*, Frenzy*
71-80	ZOMBIE MASTER 	50	1	+1	16	Table TA+10	Disease
81-89	SKELETON 	50	4	+1	13	Table A+15/W+15	Fear, Regenerate, Resurrection
90	SHADE 	60	4	+1	15	Table TA+10	Death Touch, Ethereal, Fear
91	GHOUL 	50	3	+3	18	Table P2	Phase, Fear
92	WIGHT 	55	4	+3	20	Table I/TA+15	Fly, Fear, Resurrection
93	BANSHEE 	50	4	+2	24	Table TA+15	Death Touch, Ethereal, Fear
94	GHOST 	60	4	+2	24	Table TA+15	Death Touch, Ethereal, Fear
95	VAMPIRE 	65	5	+3	25	Table I/W+15/TA+15	Dark Magic, Fly, Phase, Resurrection
96	WRATH 	60	4	+3	28	Table TB	Death Touch, Ethereal, Fear
97	MUMMY 	55	3	+5	30	Table TB	Fear, Disease, Regenerate
98	LICH LORD 	70	7	+3	35	Table I/W+20/TB+15	Dark Magic, Regenerate, Resurrection
99	VAMPIRE LORD 	75	7	+4	48	Table A+20/I/W+40	Dark Magic, Fly, Phase, Resurrection
100	SKELETON DRAGON 	90	9	+6	48	Table P4/TC+15	Ethereal, Fly, Fear, Attacks 2, Large

CAMPAIGN QUEST 13 - MERRYTON IN TURMOIL

Enc Mod:-5 [S:+400gp] [F:- ½gp]

From the wings of Peggy you look down at the changing landscape and by night time Merryton comes into view. From your current distance, you can see hundreds of tiny torch lights and open fires throughout the city, and you ask Bendrell why a city would have so many fires burning. “I don’t know, but something does not look right, I have flown this way many times before and I have never seen it look so bright as it does tonight”. He snaps the reins and Peggy surges forward, and soon you are close enough to see the destruction that has engulfed the city. A large goblin army is tearing its way through the streets and is destroying everything in its wake. “The halflings do not stand a chance, there are too many, we must fly to the Sanctuary of the Elder and find Pendrit, there must be a way we can help them”. Bendrell steers the Pegasus over the rooftop of a tall tower nesting in the north section of the city. For a moment you peer down over a wooden balustrade and watch the street below, and see that a few hundred goblins are already advancing towards the tower.

Rushing through a rooftop doorway, you descend hundreds of spiralling steps, ignoring many floors, until Bendrell shoots off along a corridor. Several halfling guards you pass move out of the way, and some nod or say a greeting to the old wizard. The passage ends at a large wooden door and two guards either side open them widely as you approach.

Once you are through the doorway you are greeted by a halfling War Council. A large stone table has been laid out with a map of the city, and several smallfolk are using long sticks to push crude green carvings of goblins around various positions on the map. At the head of the table is a female halfling, her eyes are shut and she stands with her arms outstretched, and appears to be in a trance. Every so often she calls out a position on the map and one of the smallfolk repositions a carving to its new location. Bendrell whispers to you “That is Pendrit, the Elder we seek. She is scrying the city and telling the officers where the goblins are going to attack next.”. Pendrit’s eyes then open and she leaves the trance “Bendrell, your arrival has been foreseen, but I had not anticipated it to be so soon, this means the goblin invasion is further along than I had expected. We need your help and the help of Peggy.”.

“Just four days ago the goblin army launched its attack from the jungle, first taking the towns of Halflings Rest, Plunder, and Drinn and then pushing north and are now breaching our city. The few surviving halfling that have made it to the city, have brought terrible news of orcs and stone ogres, but as yet I have not been able to see them.” Pendrit lowers her head and both you and Bendrell immediately offer to help in any way you can. After a short discussion, it is decided that Bendrell will fly to Kingsport to council the King for help, whilst you will leave the city through a network of ancient tunnels and head east to the military town of Drud, to seek their help. You are escorted to the tunnels entrance at the base of the tower, and just before you head into the gloom, Bendrell assures you that after he has counselled the King, he will take the Goblin Scroll to the Arcane Tower, to have it looked at, and you arrange to meet him there as soon as you have alerted Drud of the Goblin invasion.

YOUR QUEST: Enter the catacombs and **Explore** until either a stairs is added to the Dungeon Sheet, or you have added 3 **Objective Areas** to the Dungeon Sheet, the third **Objective Area** will contain a stairs. After the second **Objective Area** has been added to the Dungeon Sheet, add +10 when rolling on Table M – Mapping. The stairs will not descend to a lower section of the Dungeon, but will instead ascend to the surface. However, protecting the stairs is a Minotaur, and you must **Kill** Monster 85 on Table E – Encounter. During combat with the Minotaur all Escape Reaction results are ignored.

ONCE COMPLETED CONTINUE WITH CAMPAIGN QUEST 14

CAMPAIGN QUEST 14 - THE JUNGLES OF DRUD

Enc Mod:-5 [S:+600gp] [F:- ½gp]

Leaving the catacombs, you find yourself in the middle of the Drud jungles and must now head east towards the small military town of Drud. It is situated at the most northerly point of the inlet of the Reaching Claw, and shouldn't be too hard to find, once you emerge from the jungle. Your instructions once you have located Drud is to head to its Fort and speak with Commander Grey. Only he has the authority to send military aid to the halflings. You set off through the undergrowth looking for a path or trail, but do not find either and are forced to chop and fight your way through the vegetation.

YOUR QUEST: Enter the Jungles as you would a normal dungeon, and any narrative that contains the words “Dungeon” or “Dungeon Wall” replace with the word “Jungle”, and re-roll any result that corresponds to finding or using a lever or stairs. In the Jungle you will not come across any doors, any results on Table M – Mapping that shows a doors can be added to the Dungeon Sheet, but do not add any doors. Whenever you are instructed to roll on the Encounter Table, instead roll on the JUNGLE table below. You must **Explore** until 20 Areas have been added to the Dungeon Sheet.

ONCE COMPLETED CONTINUE WITH CAMPAIGN QUEST 15

JUNGLE (D100)							
D100	Monster Encountered	AV	Def	Dmg	HP	[K]	Monster Ability *New
1-10	GIANT OOZES	20	0	-3	3/3/2/2	1d10 GP	Pack, Web (Sticky Ooze), Regenerate
11-20	GIANT ANTS	20	2	-2	3/2/3/3	Table P1	Pack
21-25	GIANT SPIDER	30	2	-1	6	Table P1	Web
26-30	BEAR	40	2	+0	10	Table P2	
31-35	TIGERS	40	1	+1	5/5/4	Table P3	Surprise, Pack, Leap*
36-40	GIANT BOAR	40	1	+2	12	Table P3	
41-45	GIANT MOTH	40	2	+2	8	2d10 GP	Fly
46-50	GIANT WASPS	40	1	+0	5/5/3/3	Table P1	Pack, Stun,
51-55	GIANT CENTIPEDE	45	2	+2	8	Table P1	Poison
56-60	DIRE WOLVES	40	2	+1	6/5/5/5	Table P3	Pack, Leap*
61-65	SPIDER QUEEN	40	3	+2	14	Table P1	Web, Surprise, Poison
66-70	GIANT APES	40	2	+2	8/8/9	Table P2	Pack
71-74	GIANT SCORPION	55	4	+2	15	Table P1	Poison, Leap*, Stun
75-78	GIANT SNAKE	55	3	+2	16	1d100 GP	Poison
79-81	BASILISK	60	4	+3	24	Table P3/TA+15	Petrify*, Poison, Fear
82-84	GRIFFON	60	3	+3	30	Table P4/TB	Fly, Fear
85-87	GIANT ROC	65	3	+4	28	Table P4/TB	Fly, Fear
88-91	HARPY	65	5	+4	28	Table P4/TB+5	Fly, Dark Magic
92	MANTICORE	65	4	+3	37	Table P4/TB+10	Fear, Large, Poison
93	COCKATRICE	65	6	+3	40	Table P4/TB+15	Petrify*, Fear
94	TROLL	60	5	+3	36	Table P2/TB+10	Large, Fear, Regenerate
95	CHIMERA	70	6	+5	40	Table P4/TC	Fly, Attacks 2, Fire, Fear

CAMPAIGN QUEST 15 - DRUD IS UNDER ATTACK

Enc Mod: N/A [S:+600gp] [F:-5 Skill]

At last you can see daylight streaming through the trees and you emerge from the jungle a short way south of the town of Drud by the coast. You head northwards, and as the town comes into view, you are forced to dive back into the jungle when you spot two very large ogres pounding away at the front gates, and several battalions of orcs waiting patiently behind them with siege equipment and barricades. For a while you just stare out wondering what to do next, but then you feel a tap on your shoulder, and you spin around readying your weapon.

Staring into the jungle you blink twice before you realise that there is actually a figure standing in front of you. It looks like a large jungle fern. Bits and pieces of vegetation have been stuffed all over its body, tucked into belts and straps and hanging off a huge multi-shaded green backpack, that looks really heavy. Slowly raising your gaze from its feet to its head, you reach a face, that has been painted in various shades of green, and cunningly matches its green backpack. None of the figure's actual skin colour is visible, and at times its hard to make out that it is actually there in front of you.

When it raises a finger to its lips, you, understanding the universal sign language to be silent, decide it is best to oblige, and then you become very nervous, when it removes a very large serrated knife, the size of a small sword, and begins to prise away a huge leech that until now you hadn't noticed was attached to your arm. Leaning forward it whispers softly "Good day mate, that was a Vampire Leech, and if you don't get them off early, just one will drink you dry, dead as a dodo in just under a minute. Judging by how white ya face is, I'd say its probably had at least half ya blood already.". After it has spoken you realise that the thing in front of you, is in fact a man dressed to blend in with the vegetation. Before you can say thank you, he raises a finger to his lips again and motions you to move further back into the jungle.

Following the stranger is not easy, and every now and then, he disappears as his outfit blends in perfectly with the flora. At a safe distance, you explain your mission and the goblin invasion. He listens patiently "I sympathise, I really do, mate, but Drud has its own problems now. I'm going in there and I'll pass on ya concerns. Commander Grey is a pal of mine, and I know if he can help, he will. You need to head through the Lizards Tail, bypass Drud and head north to the Alliance Stones, and instruct the elves to light the Halfling Stone and the Stone of Man, on the authority of General Fullbear, Keeper of the Seven Swords, Heir to the Throne of Ironorn, and Slayer of the Silver Dragon "Wrathdriect". Once the great beacons are lit, the black smoke will alert the nations and each will be duty bound to send a thousand strong arms to the aid of the lit beacons. The Dwarven Mountains, The Woods of the Elfkin, The Elven Trees, The Elven High Born, the Barbarians from Bladesworn the city with no King and the King of the Irons from the Ironorn Mountain, and in four days, five thousand will be answering the call of Drud and the Resting Lands. Meanwhile I will sneak into the town and inform Commander Grey of the goblin attack on the smallfolk. This is looking more like an invasion force of orcs and goblins and god knows what else they have mustered to fight with them. If we don't unite the five races now, we are all doomed."

You agree to the plan and set off to head through a network of naturally eroded subterranean tunnels known as the Lizards Tail. The tunnels must be entered from the mouth of a cave a short swim below the surface, just south off the coast of Drud, and they emerge half a mile inland to the north.

Wishing each other the best of luck, you part ways, and it is not long before you reach the sea and dive in close to the mouth of the cave. Swimming downwards your eyes sting at first, but quickly adjust, and as you reach the cave, you are struggling to hold your breath. Inside it is very dark and you are relieved when you finally find the shore. Dragging yourself onto its small sandy beach, you lay still for a while, in a puddle, gasping in air, and are happy to be breathing normally again, even if the air is damp and salty. When you are fully recovered, you investigate and find the large entrance, that marks the beginning of the Lizards Tail.

YOUR QUEST: Inside the Lizards Tail your aim is to reach the opposite side of the Dungeon Sheet from the Dungeon Entrance. **Explore** until you have added at least 1 Area to any of the 8 squares shown in red on the diagram. The red squares are on the opposite side to the dungeon entrance, which is shown in blue.

ONCE COMPLETED CONTINUE WITH CAMPAIGN QUEST 16



CAMPAIGN QUEST 16 – THE ALLIANCE STONES

Enc Mod:+0 [S:+700gp] [F:-5 Skill]

Leaving the Lizards Tail, you head north at a steady run and manage to reach the Alliance Stones by the end of the third day. They each stand over three hundred feet high, and even from a distance of thirty miles away, they are clearly visible. Their bases are set deep into the ground in a rough circle, around one hundred feet in diameter. Five hundred miles to the south-east, is an identical set of stones. The stone circles also go by the name “The Claws of Dreadstorm”, and it is believed that before the time of the Giant King, a thousand year old dragon, named “Dreadstorm”, was slain by a giant called “Goll”, in a fierce battle that lasted over a hundred years. The giant eventually got the better of the old dragon and cut its feet from its legs, and the dragon took to the skies and was never seen again. The stones are the claws of Dreadstorm and all that remain of its severed feet. One day he will return to destroy Northreach with his fire, in revenge for the mutilation he has suffered. Goll was celebrated and made the King of Northreach, a decision that was regretted by all. His rein was merciless and fuelled by greed and was to last three hundred years. Not long for a giant, but seemed like an eternity for mankind, who suffered the greatest, and were forced to work as slaves in the Giant Hills, digging tunnels to link their cities. The giants worked them day and night, and many hundreds of thousand died at their cruel hands. Then thanks to the elves and a war known as The Great Giant Cull, they contrived and launched a mass attack targetting multiple giant strongholds, and they did not stop until the head of King Goll was hanging in the square at Kingsport. The few surviving giants that managed to escape were relentlessly tracked down and slaughtered, and very few slipped past the elven wrath, who by this time were determined to return some order back to Northreach.

As you approach the elven guards at the perimeter, they raise halberds and ask you to state your business. You tell them all that has happened and of the attack on the Resting Lands and Drud, and demand that they light the beacons, under the instruction of General Fullbear, Keeper of the Seven Swords, Heir to the Throne of Irontorn, and Slayer of the Silver Dragon “Wrathdric”. They glance at each other and instruct you to wait whilst one sets off to a tent a few yards away. When he emerges, he is followed by an elderly man dressed in an officers uniform of the Irontorn Empire. He walks up and as he speaks his long waxed moustache twitches in time with each word. “I am General Fullbear, how is it you have come to speak on my behalf and give the order to light the Alliance Beacons?” You tell the story again, but can see in his eyes, he doesn't believe you. Since the goblin wars, when thousands of them were slaughtered, they have become a rarity in Northreach and only the few nests in the Forest of Farmendell are believed to still exist. You complete your story and then you are asked to leave. The General promises he will dispatch two of his fastest riders to Drud, and if it is true they will light the beacons. Despite every effort to convince them that by the time they have got word to Drud it will be too late, you are escorted to the perimeter. Now you must take matters into your own hands.

Watching from a secluded spot, you study and formulate a plan, and decide you will attempt to light the Alliance Stones yourself. The stones are huge columns of rocks, roughly twenty feet in diameter, and as they reach the top, they taper slightly to a flat peak. Down each side a long wooden ladder zigzags left and right where they intersect with small sheltered platforms, large enough for one person to stop and rest during the long climb up. On top of each claw is a stone pail filled with oil and when lit will emit black smoke. If you can climb one of these stones undetected, you could ignite the oil and attempt to shoot a flaming arrow over to light the other beacon. You wait until the early morning, just before it gets light and head for the Stone of Man, grabbing a bow on the way. The climb up is hard work, but you make it to the top safely, just as the first rays of the morning sun warms your cheeks. Carefully, you prepare five arrows, binding them with rags and soaking them with oil. Lighting the stone pail, is more of a challenge than you had expected. The wind is so fierce this high up that you struggle to get the oil to catch alight, but when it does erupt into flame, it almost knocks you off balance. The heat is like a furnace. You stop a moment to glance down and witness the chaos below.

Your actions have been noticed and several guards are making their way towards your Stone. Wasting no time you begin lighting and shooting the arrows, and on the fourth try, it hits its target. With immense satisfaction you watch the Halfling Stone erupt into flames, and then descend the ladder ready to be arrested.

At the bottom you are surrounded and marched off to the centre of the stone circle, beside a large well. Your equipment is confiscated and as they are about to clamp you in manacles, you hear a horn sounding somewhere off near the edge of the stone circle. Your captors glance around at each other and then rush off in the direction of the horn. Wondering what to do next, you glance around looking for an escape route, but everywhere panic is spreading, as elves and men are charging here and there, putting on armour and rushing to obey orders. An officers runs past yelling “We are being surrounded. Quickly, get the barricades up, orcs are surrounding the Claws”. Your stomach turns over as the news sinks in. Drud has fallen and the invasion is pushing northwards.

Making a quick decision, you grab your pack and jump over the wall of the well, sliding down the rope to the bottom. If Drud has fallen, then the Alliance Stone guards don’t stand a chance. Perhaps if you can hide out in the well, when the invasion force moves off, you can head to Blitsworth and warn them before heading on to the Arcane Tower for help. Splashing into the water below you are surprised to see a tunnel at head height leading off northwards. It smells foul and dank, but it may have an exit and lead you far enough away from the stones to escape the invading orcs.

YOUR QUEST: Enter the tunnel and **Explore** until either a stairs is added to the Dungeon Sheet or you have found 3 **Objective Areas**, the third **Objective Area** will contain a stairs. After the second **Objective Area** has been added to the Dungeon Sheet, add +10 when rolling on Table M – Mapping. The stairs will not descend to a lower section of the dungeon, but will instead ascend to the surface. At the top of the stairs is a large ogre that must have got lost from the advancing army. You must **Kill Monster 84** on Table E – Encounters, during combat with the ogre. All Escape Reaction results are ignored and the ogre has +10 HP.

ONCE COMPLETED CONTINUE WITH CAMPAIGN QUEST 17

CAMPAIGN QUEST 17 - BLITSWORTH

Enc Mod:+0 [S:+800gp] [F:-5 Skill]

You spend the next few days dodging various orc patrols, which are all generally heading in the same direction, northwards through the Great Pass and on towards Bladesworn. You reach Blitsworth by nightfall, and as you enter the city you can see it is all ready aware of the orc invasion, and preparations are well underway. Walking through the stone arches of the walled city, the twin towering iron gates are being prepared for sealing, and a line of blacksmiths are busy fuelling portable furnaces and smelting iron rods to wrap around the bars of the gates, sealing them together. Meanwhile, women and children are being evacuated to the mountains and told to scatter in the old mines and hide. As you are taking it all in, a messenger races through the gates yelling that Tower Pass is full of orcs and they have five trolls. Immediately several men begin yelling orders to seal the gates, and the apprentices begin pumping the bellows of the furnaces. You have no other choice but to leave the city or risk getting trapped inside. You curse your bad luck, you had planned to use Tower Pass as the road to the Arcane Tower, and now you must take the hidden path, through the Lost Mines, a foul and deadly place filled with all manner of vile and dangerous Monsters.

YOUR QUEST: Enter the dungeon and **Explore** until 12 Yellow Areas have been added to the Dungeon Sheet. The last Yellow Area is the exits you seek and will place you just a miles walk from the Arcane Tower.

ONCE COMPLETED CONTINUE WITH CAMPAIGN QUEST 18

CAMPAIGN QUEST 18 – THE ARCANES TOWER

Enc Mod:+0 [S:+800gp] [F:- 5 Skill]

The trek towards the Arcane Tower takes you across the mountains, and when you eventually catch sight of the structure you are forced to stop and gaze a moment at its size, and wonder how it could be made to hold itself up against the elements. When you stood on top of the Alliance Stones, the wind was terrifying, and they are just a third of the height of this colossus. Settling on the theory it must be magic, you descend to the base of the Ironhorn Mountains to find its entrance. On the descent you fondly recap on the lessons you had as a child, and smile as you remember teacher stroking his long ferret-like beard, and telling you all about the Arcane Tower. Back then you would never have believed that one day you would be seeing it with your own eyes.



“A long time ago, many years before the Great Icing and the War of the Five Kings, a great sorcerer named Farquin commissioned a tower to be built on one of the many Arcane sites found throughout Northreach. Artisans and architects were hired from the Dwarvern Mountains to build the structure that stands over a thousand feet high, and has one hundred floors. An elaborate lift mechanism is a much preferred alternative to the two thousand steps of the single staircase that winds itself around the outside. At only twenty feet in diameter, it rises up like a staff plunged into the ground at the base of the Ironborn Mountains. On the lowest level sits the large white Aztopaz Crystal. The Arcane stone pulsates like a beating heart and causes the tower to emit a soft hue of light from its many windows on each beat. The crystal almost fills the entire chamber with just enough space to walk around its circumference, and a cleverly built hollow column hangs down above its centre. Filled with thousands of precisely placed mirrors, it collects and sends the Arcane light up to the various floors of the tower, until it emerges through a hole in its spired roof. As it bursts out from the top, the light spreads out like a flame from a torch. The light itself, is filled with Arcane energy, and from each floor wizards can collect its power and use it to channel their spells and studies. The tower became known over time as the Arcane Tower, and is where the Council of Seven, and the University of Sorcerers reside. It is a place that trains aspiring wizards in the Arcane Arts, and is open to all good races of Northreach, as long as the candidate shows outstanding skills in wizardry.”

Stepping down from the mountain trail onto a beach, you walk towards the tower, and turn to face its entrance. With the sea now behind you, it lashes with every wave onto the rocky coast, and you slowly look up at the tower against the mountain and can see why it is often called the Wizards Lighthouse. Following a stone path that disappears in places due to the sand that has been washed over it during high tide, you trace your way towards the tower and the two giant white doors that mark its entrance. Standing in front of the doors, you search for a handle or knocker, but are completely baffled as it has neither and does not appear to have any furnishings at all, apart from the four large grey hinges that spread out from both sides like gnarled fingers creeping across their smooth surface.

Stretching out you gently rap on the door and wince in pain. It is as cold as ice and burns your knuckles to the touch. From behind, a voice calls out “I wouldn't do that if I was you, its now an ice door and will burn your skin”, you recognise the voice instantly and spin around to see Bendrell peering down at you from the back of Peggy, tucking her wings into her sides the wizard slides down and approaches. “The orc problem has got worse, and most of the Council are away, trying to rally the 5 races to meet the invading forces on the battlefield, somewhere along the Great Pass, and before they reach and sack the City of No King. If they reach Bladesworn, Northreach will be divided in two, and we will each have to face the orc army on separate fronts.” Heading for the door, he places a hand on your burns and whispers “Spectra Valgor”. You feel the pain instantly vanish, and all traces of the ice burn are gone. Shouting at the door, he commands it to open “Open up or I'll turn you into a toad, you vile creature”, he raps loudly on the door with his staff. A moment later it creaks open, and an ugly, bald man, bent over appears in the doorway. “Oh my liege, Magnificent One, High Wizard of the Council of Seven and Keeper of the last Pega...” Shoving him aside, Bendrell pushes through the door, “Out of my way, Winzel you worthless piece of horse dung, there is no time for your grovelling. Anchor your affections, and take care of Peggy properly this time, because if she tells me you haven't fed her again, you'll be hopping from lily pads and living in a swamp by morning, toad boy”. Following the wizard inside, you brush past the man, and smile as he does remind you of a toad.

Inside you manage to catch up with Bendrell, and he explains why he was so cruel to the doorman. “Winzel was once a great wizard, and even had the potential to become one of the Council of Seven, but he didn’t have the patience to wait for the position of power and used his magic to try and overthrow the Council to take control for himself. He tricked and planted doubt in the minds of the Seven, and they believed his lies. The Council was broken, and each thought the other was conspiring and plotting against them. Arguments ensued and finally Winzel had won, and the Seven agreed to leave the tower, taking with them their understudies, initiates and apprentices. The Arcane Tower emptied over night, but Winzel the worm, remained in secret with an army of followers. It was not long afterwards that the Council learned of the deceit and attempted to retake the tower, and the War of the Wizards began. Eventually his army was defeated, with both sides suffering great losses. Six of the seven Pegasus mounts were killed, and thousands perished in the battle that lasted almost three hundred years. Winzel’s army did not give up easily, and fought down to their last man. However, Winzel was found hiding in the privy, and like a coward, he surrendered without a fight. The Council stripped him of everything Arcane, and by combining all Seven Scriptures of magic into one, they cast a powerful spell of anti magic upon him. He is now full of Pazarite, an energy that eats away magic and warmth, and all around him is an aura of intense coldness. This is the reason for the ice doors you touched earlier. He was made to serve the tower as its Door Keeper, and is kept alive for eternity as a constant reminder to anyone who may have the same urges for power.”.

Bendrell walks into a small windowless chamber at the back of the tower. It would probably hold no more than 5 or 6 people, and as you step in behind him you notice three small levers set into a panel beside the door. “Close the door will you”. You close the door and Bendrell shuffles over to the panel. “Okay, you may wish to hold on to the rail for this”. He pulls a lever marked "Down" and the room slowly begins to jostle and move downwards. Outside the room you hear groaning and squeaking as pulleys and cogs burst into life. You grab hold of the rail just in time as the lift begins to plummet at high speed, and whilst you start to feel sick, Bendrell fills you in about the Goblin Scroll.

“Now this scroll of yours. After we cleaned it of Dark Magic, it was safe to bring it to the Arcane Tower. The tower has been built upon a large white Aztopaz stone, its Arcane energy will destroy anything made of Dark Magic that is brought to the tower, or in range of the stone, but don’t worry, the scroll is safe and up in the meeting hall at the top of the tower.”. A little confused you interrupt the wizard and ask why are the pair of you going down and not up. “Well this is where things get interesting, because this scroll of yours is, in fact, a formula. A list of instructions if you like. It is probably one of many, and details each step that is needed to create an Invisibility Goblet, just like the one from the story of the Goblin and the Goblet. It seems like the goblins have been busy, and this could be something to do with the invasion. If they have managed to replicate several of the Invisibility Goblets, it would explain how their forces have managed to attack the various settlements throughout Northreach relatively undetected. Now, the old wizard Yarkwin, he was on the right track, his Breaking Spell will break the magic protecting the scroll, but we need to know if any of the Goblets actually do exist and if so where they are, or where they are likely to be moved, with an army for instance, and to do that, we need to cast a Seeing Spell, at the exact time the Breaking Spell is cast, and this is where you come in. We will need the eye of a Basilisk, and lucky for us, at the bottom of the tower is a dungeon, that over the years has been filled with all manner of vile beasts and monsters, and which we use for just this type of occasion. When fresh reagents are required for spells, we can drop in and grab them from the dungeon. Its all very handy. After a quick stock check, I know that we have at least four, maybe five Basilisks down there.

Now get ready, and when the lift reaches the bottom and the doors open, I'll shut down the Arcane barrier, and you dive in and go and find the eye. Meanwhile I'll be up top, working on the preparations for the spells. Good luck now and don't look directly at the eye, it will turn you to stone".

YOUR QUEST: Enter the Dungeon and **Explore** until 10 Red Areas have been added to the Dungeon Sheet or you have added a Basilisk Eye to the Adventure Sheet. The tenth Red Area added to the Dungeon Sheet will contain a Basilisk and you must **Kill** Monster 79 on Table EA – Encounter A. During combat with any Basilisk, all Escape reaction results are ignored. During the quest, whenever you **Kill** a Basilisk, do not roll for a reward, but instead, you will cut out its eye, and can add Basilisk Eye to the Adventure Sheet. The quest is completed as soon as you have added a Basilisk Eye to the Adventure Sheet.

READ THE FOLLOWING WHEN YOU HAVE COMPLETED THIS QUEST

With the dead Basilisk at your feet, you drop to your knees and carefully begin cutting, all the while trying not to look at its eye. After a few moments it comes free and you drop it into the leather pouch Bendrell shoved in your hand earlier when you stepped out of the lift. Retracing your steps, you go back the way you came and enter the lift, and move the lever to the up position. When the lift reaches the top you step out hurriedly, glad to be on a steady surface once again, and you find yourself in a sizeable chamber.

A large circular stone tablet rests all the way around the central column of the tower, and you can see the Goblins Scroll has been laid out neatly near one of the many closed shutters, that holds back the Arcane light, stopping it from spilling out from the column until it is required by a wizard. Bendrell turns towards you as you enter the chamber "Did you get it?" he asks, and when you nod, he smiles and motions you to step up to the tablet.

Carefully you place the basilisks eye and the succubus heart in each of the two prepared bowls, and step back for Bendrell to take up position. Using his staff, he slides opens one of the bolts to a shutter, and immediately the two of you are flung back by the sudden outburst of bright white energy as it gushes into the chamber. Fighting against its power, you both push forward and manage to reach the table. In all the turmoil, Bendrell's hat flies off hitting you in the face, and you swat it away sending it to the floor where it is pinned against a bookcase on the far wall. "Up here the Arcane energy is at its strongest, and this is what we need to cast the Breaking Spell. Hold on to your hat, this is not going to be pleasant." you can barely hear the wizard, even though he is shouting. The noise of the escaping pressure is so intense it reduces his usually loud voice to less than a whisper. Straining forward, you help steady the frail old wizard as he stumbles. "I seek the light, I command the light, I will take the light", the wizard's hands stretch out, and he grabs some of the escaping energy, and beings curling it into a ball, "Light show me, Light teach me, LIGHT BECOME ME". He harvests more and more of the light, until it has filled both of his palms, and then begins combining and working it from one hand to the other. The light dances, leaving an illuminated trail in its wake. "QUICKLY THE SHUTTER". You grab his staff and use it to slam shut the shutter, and then everything goes still. Bendrell relaxes a little, but he is in deep concentration. The light breaks in two, filling each hand with Arcane energy that pulsates and crackles. Suddenly he plunges his right hand into the bowl with the succubus heart, and grabs hold. You hear it crackle and spit and he holds it over the scroll "I am Bendrell, Son of Farquin the All-Knowing, Keeper of the Last Pegasus, High Wizard of the Council of Severn and Sorcerer of the Esoteric Order. I COMMAND YOU TO BREAK THIS SPELL AND REVEAL ITS TRUE POWER." The heart bulges in his tightening grasp and bursts, dropping pieces of it all over the scroll, and where they land, they begin to burn holes in its surface. Seeing the scroll is in danger of being destroyed, you reach out to stop the burning, but Bendrell violently thrusts you aside and continues "Show me its power, I COMMAND TO SEE ITS POWER!"

As the last piece of the scroll burns away, it leaves an imprint on the table, and you both peer down and watch a ghostly image unfold. One after the other it shows seven goblins drinking from goblets, and then disappearing. After the last image is shown, it slowly fades from view, and the imprint on the tablet transforms back into the original scroll.

Bendrell smiles at you “Now the fun part”. Plunging his left hand into the bowl he grabs hold of the basilisks eye. The Arcane light spits and crackles around its exterior, and he turns its pupil to stare down at the scroll. Now engulfed in light, the eye begins to stretch and elongate as it is sucked into the scroll. When it has vanished, Bendrell’s hand begins to follow. “Show me the path of the seven Goblets of Invisibility, I COMMAND YOU TO REVEAL THE GOBLETS!” Bendrell is flung forward and is being pulled into the scroll. You watch in horror, as the old wizards hand, arm and then shoulder all disappear into the scroll. He lunges forward and looks back at you and winks, and then his head stretches and elongates as it too is pulled into the scroll. Flinging out his free hand, you instinctively grab hold and try to pull him back, but there is no stopping him, and eventually you too are being pulled in to the scroll.

Somewhere in your mind you hear Bendrell whispering “Don’t resist it, everything will be fine”, and with little choice you give up. You feel a strange elation and then a brief moment of pain, as you pass through the scroll, and you scream out and then immediately feel foolish as the pain is gone. Bendrell smiles and says “Now sit back and enjoy the ride”.

You are floating in the sky. It is a bright afternoon and below is a marching army. You scream out again, as suddenly you drop at speed to the ground and hover a few feet above the soldiers. Standing in seven orderly lines on the north side of a bridge, are thousands of orcs and goblins, squabbling amongst themselves, whilst several ogres are tearing and dismantling the bridge. At the head of each line stands a goblin warlock holding out a golden goblet, and one by one the troops are stepping forward and taking a sip, and then they turn invisible.

As fast as you dropped before, you are flipped over and sent shooting up into the sky. Feeling sick you are swept along in the air at lightning speed until you flip back over and once again plummet downwards towards the ground. You are now over a mountain range, and as you descend down, you pass through rock. This time both you and Bendrell yell out in pain, but it quickly passes and you are now in an underground chamber surrounded by goblins. In the centre a warlock is holding a golden goblet high above his head and chanting Dark Magic. The goblet is shrouded in a thick black mist, with several strands stretching out from it. They grasp and wrap themselves around several smaller goblets like fingers that are floating and dancing in the air. Standing around the warlock are seven other goblins, all of them are in a trance with their eyes closed, and they are chanting dark incantations. Their arms and hands are stretched outwards, and more black mist is spreading from their fingers towards the goblin warlock.

Again, both you and Bendrell scream out in pain. Your heads feels like they are about to explode and Bendrell nods in the direction of the goblin warlock. You look over and notice that he is watching you, and he breaks a moment from the ritual, shouting “Granix Cantrile DOOOMBA” and then you pass out.

When you wake, you are back in the Arcane Tower and Bendrell is standing over you. “Good you are awake. That was one hell of a ride, don’t you think. That warlock was on to us at the end and broke the Seeing Spell, but I think we have learnt enough of its secrets. It appears that they are unable to create more of the goblets, and need to share the original ones power. They have to constantly channel it with the dark mist, the energy and power source of all Dark Magic to create the others, and the bridge that we saw being dismantled, is the Bridge of the North, which rests at the foot of the Great Pass and links the road from the Dwarvern Mountains to the Resting Lands. The goblin warlock is channelling the original goblet somewhere in the goblin city of Urackhire, you would know of it as Winterhall. Once a place of refuge during the long hard winters, it was abandoned a long time ago by the race of Men, when the city of Kingsport grew large enough in size to sustain the province through the cold months of the year. However, it wasn’t long before the goblin scum infested its halls. I recognised the crest of Irontorn on the stone work from our vision, two crossed blacksmith hammers over an anvil. The warlock must be channelling the other goblets from inside the Stolen City.” Helping you to your feet, Bendrell moves towards the lift and you follow. “This is the plan, if you’re up for the challenge. The fate of Northreach is now weighing heavily on our shoulders.”

Inside the lift, Bendrell explains the plan. You are to head to the town of Hopen, and from there you will take the secret tunnels of Winterhall and enter the City of the Goblins. Inside you will search for, and slay the goblin warlock, and then destroy the Goblet of Invisibility. Bendrell hands you a Scroll of Destruction. Meanwhile he will fly to the Bridge of the North, and try to slow down the advancing invasion. He has a few tricks he can try, and a Reveal Spell, that may cancel the effects of the goblets power.

REMOVE THE BASILISK EYE AND SUCCUBUS QUEEN'S HEART FROM THE ADVENTURE SHEET AND ADD SCROLL OF DESTRUCTION AND THEN CONTINUE WITH CAMPAIGN QUEST 19

CAMPAIGN QUEST 19 – TUNNELS OF WINTERHALL

Enc Mod:+0 [S:+800gp] [F:-5 Skill]

The journey to Hopen is thwart with danger, and you find yourself constantly avoiding goblin and orc patrols. When you catch sight of Hopen, your heart sinks and you slump behind a rock. Smoke and burnt buildings are all that remain of the once thriving town, and closing in, you walk amongst the carnage and find no survivors of the cruel attack. It is a sight of complete devastation. The few corpses that remain, appear to have died by the brutal hands of the invaders, or burnt alive, having been trapped inside their homes after they were set on fire. Gathering what supplies you can, you follow Bendrells instructions, and head into the Secret Tunnels of Winterhall.

YOUR QUEST: Explore until any 25 Areas have been added to the Dungeon Sheet.

ONCE COMPLETED CONTINUE WITH CAMPAIGN QUEST 20

CAMPAIGN QUEST 20 – URACKHIRE, CITY OF GOBLINS

Enc Mod:+0 [S:+800gp, +1 Rep] [F:-5 Skill, -1 Rep]

The entrance to the city is proving hard to find, and after hours of searching you sit for a while and ponder the instructions the old wizard gave you. “To find the gates of Winterhall, don’t look too hard, they are hidden and it will be a surprise when you find them.” Repeating the words over in your head, you think to yourself, it makes no sense at all, and you lean back against the wall and close your eyes to think over your next action. Instead of resting against stone, you tumble backwards through the wall and land in a heap in front of the city gates. Quickly you rise to your feet and glance around, checking your surroundings. Grinning, you repeat the words from the old wizard aloud. “To find the gates of Winterhall, don’t look too hard, they are hidden and it will be a surprise when you find them.” Now you must find and kill the goblin warlock and his initiates and destroy the Goblet of Invisibility.

YOUR QUEST: Enter the Goblin City of Urackhire and **Explore** until 10 **Objective Areas** have been added to the Dungeon Sheet. After each **Objective Area** has been added to the Dungeon Sheet, add +5 when rolling on Table M – Mapping (i.e. When you have mapped one blue area add +5 when rolling on table M, when you have mapped two blue areas, you add +10 when rolling on table M and so on). Whenever you are instructed to roll on the Encounter Table, instead roll on the Urackhire table below.

The tenth **Objective Area** is where the goblin warlock is channelling the Goblet of Invisibility, however, before you can **Kill** him, you must first defeat his 7 goblin initiates, **Kill** 7 Monsters 50-54 on the Urackhire Table below, fight them one at a time and when they have been killed, you must **Kill** the goblin warlock. **Kill** Monster 50-54 on the Urackhire Table below. During combat with the goblin initiates and the goblin warlock, all Escape reaction results are ignored, and the goblin warlock has +10 AV and +10 HP.

URACKHIRE (D100)							
D100	Monster Encountered	AV	Def	Dmg	HP	[K]	Monster Ability *New
1-5	GIANT RATS	25	0	-2	3/2/2	Table P2	<i>Disease, Pack</i>
6-10	GIANT BATS	25	0	-3	2/3/3	Table P4	<i>Fly, Surprise, Pack</i>
11-15	GIANT ANTS	20	2	-2	3/2/3/3	Table P1	<i>Pack</i>
16-20	HOBGOBLINS	25	1	-2	4/4/3	Table I/W	<i>Pack</i>
21-22	GIANT SPIDER	30	2	-1	6	Table P1	<i>Web</i>
23-29	GOBLINOIDS	25	0	-2	3/3/2	Table I/W	<i>Pack</i>
30-39	GOBLINS	25	1	-1	2/3/3	Table A/I/W	<i>Pack</i>
40-49	GOBLIN ARCHER	25	1	-1	2/3/3	Table A/I/W	<i>Pack, Surprise</i>
50-54	GOBLIN WARLOCK	30	1	-1	7	Table I/TA	<i>Dark Magic</i>
55-57	BEAR	40	2	+0	10	Table P2	
58-59	GOBLIN KING	50	2	+1	16/3/3	Table TB, I/TA	<i>Dark Magic, Surprise, Pack, Allies 3</i>
60-69	DIRE WOLVES	40	2	+1	6/5/5/5	Table P3	<i>Pack, Leap*</i>
70-79	ORC	45	3	+1	10	Table I/A+10/W+10	
80-84	ORC ARCHER	45	2	+1	9	Table I/A+10/W+10	<i>Surprise</i>
85-89	SPIDER QUEEN	40	3	+2	14	Table P1	<i>Web, Surprise, Poison</i>
90-94	ORC CHAMPION	55	5	+2	16	Table I/A+15/W+15	
95-99	OGRE	60	5	+3	30	Table P2/TB+5	<i>Fear, Large</i>
100	TROLL	60	5	+3	36	Table P2/TB+10	<i>Large, Fear, Regenerate</i>

READ THE FOLLOWING WHEN YOU HAVE COMPLETED THIS QUEST

The goblin warlock, laying in a pool of blood, speaks through gritted teeth “Grack Isac spal velsko Isk” and then slumps dying with his last word. You translate the vile language as best you can and believe it has said “Nothing will stop the invasion now”, you only hope that you are not too late. Grasping the goblet, you pull out the Scroll of Destruction and then hesitate.

WILL YOU CAST THE SCROLL OF DESTRUCTION AND DESTROY THE GOBLET OR KEEP IT FOR YOURSELF. YOU MUST CHOOSE ONE OF THE FOLLOWING TWO OPTIONS AND THEN READ THE STORY END.

1. CAST THE SCROLL – Holding out the Scroll of Destruction, you read out the ancient texts, and as the last word is spoken, the scroll crumbles to dust. Brushing away its fragments you look down at the goblet and watch satisfyingly as it smokes and melts down into a pool of molten gold. Leaving Urackhire behind, you head for the city of Kingsport, and already news has spread of the invasion. Everywhere they are talking of a great battle, led by Bendrell at the Bridge of the North, and of a lone hero who braved the depths of the City of Goblins, to seek out and destroy the ancient Goblet of Invisibly that was hiding the invading army. Each tavern you pass by, you hear your name, being sung in songs and mentioned. You will be remembered for a long time and have now become a part of history.

If you have 10,000 gp’s you may visit the city of Gogorren to make a claim on Tarin’s house. As a next of kin has not come forward, you may pay the tax and add “Medium Home” to the Adventure Sheet in the notes section. Owning property will be explained in further detail in the next instalment of D100 Dungeon.

REMOVE THE SCROLL OF DESTRUCTION AND ADD 2000GP TO THE ADVENTURE SHEET, AND INCREASE YOUR REP BY 2 POINTS.

2. KEEP THE GOBLET – With the Goblet safely stowed in your pack, you leave the City of Goblins and head to the Mountains of Irontorn to lay low. You are sure that the five races will unite and triumph over the invading forces like they have done so many times before, and why should this time be any different? After a few months, you head to a tavern for news, and learn that you were right, the five races did managed to overthrow the invasion, but at great cost. The City of No King, Bladesworn, was burnt to the ground, and over half of its buildings were destroyed. A bard in one tavern you visit is singing a song of a legendary hero named Bendrell, Son of Farquin, Keeper of the Last Pegasus, High Wizard of the Council of Severn, Sorcerer of the Esoteric Order and Destroyer of all Goblins and Orcs. It tells a story of how he fought and killed the armies of the green skins, but was slain along with his steed, a magnificent Pegasus, outside the gates of the City of No King. A statue of him riding upon the winged Pegasus will be built on the Red Island and will stand for all time as a memory of the sacrifice he made for the kind people of Northreach. When the song ends, you try to blend into the shadows as the bard begins another song that mocks a betrayer and a traitor, who instead of destroying the Goblet, stole it for himself, and when your name is sung, you feel compelled to leave and vow you will never use your name ever again.

REMOVE THE ADVENTURER’S NAME FROM THE ADVENTURE SHEET AND CHOOSE A NEW ONE, THEN REDUCE YOUR REP DOWN TO 1 AND ADD THE GOBLET OF INVISIBILITY (BELOW) TO THE ADVENTURE SHEET

GOBLET OF INVISIBILITY (3000gp) (Belt Slot)

Gain +15 Dex bonus to all Escape Combat Tests and it ignores all Belt Checks

STORY END

However you have decided to deal with the Goblet of Invisibly, the story is over for now, and against great odds you have won the campaign.



1-4	(A) THE WELL OF DESPAIR Enc Mod:+0 [S:+1000gp, +1 Rep/F:- 5 Skill, -1 Rep] Each year the halfling folk open up an entrance to a large hole they have named the Well of Despair. It is a natural cave that descends directly downwards for around a mile, and at the bottom spreads out in all directions. It has never been mapped as anyone who has ever entered the well, has never returned. Each year its large iron doors are opened to the public, and anyone foolish enough to enter is lowered down into the cave in a large basket. They have 24 hours to explore the network of caves and return back with a detailed map of what they have found. This year the Elder of Merryton will pay 1000gp to any returning applicant, who will no doubt gain recognition for their efforts. Enter the Dungeon and Explore until any 20 Areas have been added to the Dungeon Sheet, which must be before you have shaded the last ⌚ on the time track for the second time, (i.e. 24 hours).
5-8	(B) THE WATER PRINCESS Enc Mod:+0 [S:+1000gp, +1 Rep/F:- 5 Skill, -1 Rep] An underwater cave entrance at the north part of the Island off the coast of Kingsport is home to an abomination known as the Water Princess. She is a Siren, and is often the cause of ships leaving Kingsport to end up shipwrecked off the coast of her island, having been lured by her enchanting calls. The ships crash onto the rocks dotted around her lair, and when the sailors have drowned, she feeds off their souls to keep her young and beautiful, despite being over 1000 years old. Enter the Sirens Lair and when the Second Objective Area is found, it is the resting place of the Siren, and you must Kill Monster 76 on Table EA – Encounter A. During combat with the Siren, all Escape Reaction results are ignored and the Water Princess has +10 HP.
9-12	(C) Highborn on High Alert Enc Mod:+0 [S:+1200gp, +1 Rep/F:- 5 Skill, -1 Rep] A few days ago, a group of elven architects were excavating part of the city of Highborn, and their builders uncovered the entrance to an ancient crypt, that was long ago covered over. Now all manner of vile creatures are sneaking into the city, and it is now under constant guard. Anything that gets out is promptly executed, however, in an effort to purge the problem once and for all, the high elf King, has asked for brave adventurers to enter the crypt and sweep through its tunnels, destroying anything evil in their path. Enter the Crypt and Kill any 5 Monsters marked with a ☠ that is 38 or higher, from either Encounter Table E or EA.
13-16	(D) THE MISSING HALFLING Enc Mod:+5 [S:+1000gp, +1 Rep] [F:- 10 Skill, -1 Rep] A halfling wizard from the city of Plunder has gone missing and a handsome reward has been offered for his safe return. When you investigate the disappearance, it appears he was on another of his fool missions in search of the exoskeleton of a Giant Scorpion, probably another ingredient he needs for one of his spells. The northern beach of Reaching Claw Island is well known for Giant Scorpion activity, with many of the creatures using it as a nesting place. The wizard was last seen entering a cave on the beach by the boatman who dropped him off 3 days ago. Enter the cave and Explore until any 20 Areas have been added to the Dungeon Sheet, which must be before you have shaded the last ⌚ on the time track for the second time, (i.e. 24 hours). The last Area added to the Dungeon Sheet is where you find the halfling wizard. He is in a battle with a Giant Scorpion, and as you enter, his concentration wavers and he is swiped aside and knocked unconscious by one of its huge Pincers. You must Kill monster 73 from Encounter Table EA to save the halfling. During combat with the Giant Scorpion, all Escape reaction results are ignored.

QA – QUESTS A (NORTH REACH) (D100)	QA
17-20	(E) THE LOST HAMMER OF KINGS Enc Mod:+5 [S:+1350gp] [F:- 10 Skill] In an effort to end the constant fighting and bickering amongst the dwarves of the Dwarven Mountains, the Arcane Tower gifted 5 hammers to each of the dwarven Kings, and for a time it worked. For 1000 years there were no disputes, and the dwarves got back to doing what they are good at, mining and crafting. Recently, old disputes have begun to stir again. Unknown to the Dwarves, the Hammers were secretly infused with a calming spell, that constantly emits an aura of peace and tranquillity. The spell is only known by a few, and great lengths were gone to, to keep it secret. The Calming Hammers work by relaxing anyone within range, and in the hands of the foul tempered and fiery dwarfs, its power balanced their nature well enough to place reason before anger and bring some order to their empire. Sadly one of the hammers was lost during the recent goblin and orc Invasion, and this has already started to caused unrest. King Ungor, Son of the great dwarven King Ilmurak who led the dwarven armies to victory against the centaurs in the Battle of the Five Horsemen, has offered a handsome reward for its safe return. The Hammers of the Kings are one part of a group of artifacts known as The Antiquities of Power. They are thousands of years old, and this loss will have dire consequences if not returned soon. You have tracked down a band of ogres that were reported to have looted the hammer from the battlefield and are ready to enter their lair and retrieve the hammer. Inside the lair, every 4th Monster you encounter will always be an ogre, and you must Kill Monster 84 on Encounter Table E. During combat with an ogre, all Escape reaction results are ignored. When any ogre is defeated, do not roll for a reward in the usual way, but instead you must roll 2 times on Table TB – Treasure B and if you happen to roll an Objective Item it is the lost hammer you seek and the quest is completed. If you do not roll an Objective Item, you may instead choose any one of the 2 results you made as your reward.
21-24	(F) WATER OF THE GODS Enc Mod:+5 [S:+1 Primary HP] [F:- 1 Primary HP] A cave buried deep in the Elven Trees is said to have a natural spring that flows with the Water of the Gods. Anyone who drinks from its pool will be cured of all their ailments, and it is said it will even extend their life. With a recent plague sweeping through the land, you have been infected and are now in the early stages of the deadly disease. Your only hope is to venture into the cave and drink from the Water of the Gods. After a day of searching, you find the cave entrance and descent into its depths to find the cure. Enter the cave and Explore until 3 Blue Areas have been added to the Dungeon Sheet, or you find a Fountain (66 on Table G – Geographic). The Fountain or the third Blue Area you have added to the Dungeon Sheet is where the spring emerges into the cave, and you drink, curing all of your diseases (Remove all Disease Pips from the Adventure Sheet). At the start of this quest shade in one Disease Pip on the Adventure Sheet. Whilst you are in the cave you may not remove any Disease Pips from the Adventure Sheet. Each time you shade a ☉ on the time track, you must shade in 1 Disease Pip on the Adventure Sheet.
25-28	(G) LOST IN IRONTORN Enc Mod:+5 [S:+1500gp] [F:- 10 Skill] Over 3 weeks ago, an expedition party lead by a group of geologists, set out from the town of Hopen into the mountains in search of new Dragon Iron deposits. Dragon Iron is twice as strong as ordinary iron, and is highly sort after. It is very resistant to fire and requires the hottest furnaces to smelt and work it. With so many of the mines drying up of the special iron, several expeditions have been launched over the past 6 month and so far none have returned. You and many brave adventurers like you, have been commissioned to search the mountains for the lost expeditions. You have congregated in Hopen, and have all drawn straws to see which expedition group you will be searching for, and you have drawn the Demon Hole. Enter the Demon Hole and Kill any 5 Monsters Marked with a 🐉 that is 58 or Higher on Encounter Table E or EA. Each of the 5 Demons you kill will have a Geologists Rock Hammer (40gp) hanging from its neck as a trophy of its latest kill. When the fifth Demons is killed, it leads you to believe that all of the geologists have been eaten by Demons, and you take their rock hammers back to Hopen as evidence that this is the case.
29-32	(H) THE LOST GRIMOIRE Enc Mod:+5 [S:+1500gp, +1 Rep] [F:- 10 Skill, -1 Rep] A roaming wizard recounted a story a few nights ago in your local tavern, that a number of years ago he lost a book of spells in a dungeon he was exploring near The Bridge of the North, and would pay dearly to have it returned to him someday. With nothing better to do, you set off for the dungeon at first light. Enter the dungeon and Collect 4 spells in your Spell Book, any 2 Objective Items can be used as 1 Spell for the purpose of completing this quest, and you may remove any 2 Objective Items from the Adventure Sheet, and roll on Table S – Spells and add the result to your Spell Book.

33-36	(I) THE THREE HEADS OF SACRIFICE Enc Mod:+5 [S:+1600gp] [F:- 10 Skill] Bladesworn was once ruled by a kind King, long ago even before the great Arcane Tower was built. His people grew in number but with little farming land they began to starve. He opposed any who would plunder and steal to survive, and planned a great voyage to find lands across the sea for his people to farm and settle on. He commissioned a mighty fleet to spread out across the Great Sea of the North to search and map any lands they came across. However, when they returned it was not with news of farming and agriculture, instead, their ships were laden with gold and treasure they had stolen. They had ravaged the lands they came across and killed many in their wake. The King was furious and ordered each captain and every tenth sailor to be offered as a sacrifice to the great Wolf God Cerberus. On the day of the ritual the priests prayed to Cerberus to accept their offering, and as always, a great crowd gathered to witness the event. The ritual had been performed many times before, and would call forth the three headed wolf to eat the victims prepared for the sacrifice. However, on this day, the priests who opposed the Kings sacrificial decision, instead tricked their god into eating the King. The crowd gasped in horror, and the Kings Guard forced the creature back to its lair and arrested the priests. The city would never appoint a new King, and it was forbidden to worship the Wolf God Cerberus, on pain of death. All the priests were executed and their order torn apart, and Cerberus's lair was sealed for all time. In later years Bladesworn opened its gates to the strangers of the South, and they allied themselves with the other kind races of Northreach, and trade routes became forged. Daily their great barges, laden with all kinds of goods, travel up and down the Swen River, through the Great Pass to Drud, or by road to the Resting Lands and Blitsworth. It is from one such barge that you learn of a new problem that is facing the City of Bladesworn. Somehow the lair of their old god Cerberus, has become unsealed, and now every full moon the vile creature enters the city and eats anyone it comes across. The city has offered a handsome reward for the three heads of the beast to be brought to the city unattached from its body. Enter the lair of Cerberus and Explore until you have added 3 Blue Areas to the Dungeon Sheet. The last Blue Area added is the lair of Cerberus, and you must Kill Monster 88 on Encounter Table EA. During combat with Cerberus, all Escape reaction results are ignored. If at any time you roll 88 on the Encounter Table during this quest, ignore the result and roll again for a new result (you will only encounter Cerberus when you have found his lair).
37-40	(J) THE DECAY OF THE ELVEN CITY Enc Mod:+10 [S:+1000gp, +1 Rep] [F:- 1 Rep, -1 Str] A giant elven oak tree has stood for centuries in the forests of the Elven High Born, and has been a constant symbolic mark of unity amongst the elven factions. Its branches spread out high above the other trees for miles, and provides shelter to hundreds and thousands of High Elves. Deep inside its trunk, is Equindrell, the capital of the Elven Empire. Wood elves and high elves both favour the great city as a place of sanctuary, and each year thousands travel from all over Northreach, in order to worship the tree Equind, (meaning "Old Tree" in Elvish) Recently however, Equind has been showing signs of decay, and after several weeks investigation, it appears to be dying. The study revealed its roots have become infected, probably due to numerous monsters that have been secretly residing in the feeding tunnels surrounding its root system. Originally the tunnels were used by the Elven Rootkeepers, so they could monitor, and with magic enhance the trees growth. When the tree had grown large enough, the tunnels were no longer needed and they became obsolete. Years later, unbeknown to the elves, hordes of filthy infiltrators moved in and have been feeding off Equind's roots for nutrition, leeching away its magic, and sadly the roots have now become infected and the tree is dying. You are one of five volunteers, that will venture into the tunnels and explore the underground complex, slaying any monsters you find in an effort to clear a path for the Elven Rootkeepers. Once it has been cleared they can enter the tunnels in safety and try to treat the infection. Enter the tunnels and Kill any 15 Monsters there. Each time a monster escapes, or you escape a monster, add +5 to the Encounter Modifier. They are becoming aware of the culling and are pitting more powerful monsters against you.

41-44

(K) THE HORN OF THE DEAD Enc Mod:+0 [S:+2000gp] [F:-1 Int]

The Horn of the Dead, when blown in the presence of anything undead, will cause them great pain and suffering. It was created by a young cleric over a century ago, who was so pleased with his invention, he decided to try it out on the Isle of the Undead. He was never seen again, and it is thought he perished on the island. A treasure like the Horn, will make an excellent addition to your collection, and be invaluable when facing anything Undead. You have tracked down the cleric's last known position on the island to a subterranean cave, and are ready to enter its depths in search of the Horn.

Enter the cave and whenever you are instructed to roll on the Encounter Table, instead roll on the HORN OF THE DEAD table below. You must **Collect 1 Objective Item** from Table TC – Treasure C. The **Objective Item** is the Horn of the Dead you seek.

HORN OF THE DEAD (2,000 gp) (Belt Slot)

As a Combat Action, you may blow the Horn of the Dead to deal any Monster marked with a ☠ 1d10 HP of damage.

When the Horn is found, the Undead become restless and are alerted to your presence. You must now backtrack to the Entrance marked on the Dungeon Sheet in order to complete this quest. From now on, each area you enter will contain a monster and you must roll on the HORN OF THE DEAD table below, unless it already contains an escaped Monster.

HORN OF THE DEAD (D100) ☠

D100	Monster Encountered	AV	Def	Dmg	HP	[K]	Monster Ability	*New
1-10	REVENANT ELF ARCHER ☠	30	0	+0	5	Table A/W	Surprise, Fear	
11-17	REVENANT DWARF ☠	30	1	+0	5	Table A/W	Fear	
18-24	REVENANT ELF CHAMPION ☠	30	0	+0	6	Table A/W	Surprise, Fear	
25-31	REVEN. DWARF CHAMPION ☠	30	1	+0	6	Table A/W	Fear	
32-40	ZOMBIES ☠	35	0	+0	4/4/4/5	Nothing	Disease, Pack	
41-50	SKELETON SPIDERS ☠	45	4	+2	15	Table P1	Regenerate, Resurrection., Web, Surprise	
51-60	G. VAMPIRE BAT ☠	45	3	+1	10	Table P4	Fly, Surprise, Phase, Resurrection	
61-70	WEREWOLVES ☠	45	1	+2	7/7/6	Table P2/TA	Pack, Leap*, Frenzy*	
71-80	ZOMBIE MASTER ☠	50	1	+1	16	Table TA+10	Disease	
81-89	SKELETON ☠	50	4	+1	13	Table A+15/W+15	Fear, Regenerate, Resurrection	
90	SHADE ☠	60	4	+1	15	Table TA+10	Death Touch, Ethereal, Fear	
91	GHOUL ☠	50	3	+3	18	Table P2	Phase, Fear	
92	WIGHT ☠	55	4	+3	20	Table I/TA+15	Fly, Fear, Resurrection	
93	BANSHEE ☠	50	4	+2	24	Table TA+15	Death Touch, Ethereal, Fear	
94	GHOST ☠	60	4	+2	24	Table TA+15	Death Touch, Ethereal, Fear	
95	VAMPIRE ☠	65	5	+3	25	Table I/W+15/TA+15	Dark Magic, Fly, Phase, Resurrection.	
96	WRATH ☠	60	4	+3	28	Table TB	Death Touch, Ethereal, Fear	
97	MUMMY ☠	55	3	+5	30	Table TB	Fear, Disease, Regenerate	
98	LICH LORD ☠	70	7	+3	35	Table I/W+20/TB+15	Dark Magic, Regenerate, Resurrection.	
99	VAMPIRE LORD ☠	75	7	+4	48	Table A+20/I/W+40	Dark Magic, Fly, Phase, Resurrection	
100	SKELETON DRAGON ☠	90	9	+6	48	Table P4/TC+15	Ethereal, Fly, Fear, Attacks 2, Large	

45-48	(L) EYE OF THE CYCLOPS Enc Mod:+10 [S:+2200gp] [F:-1 Int] Deep in the mountains north of the Giant Hills, is the lair of a fierce Cyclops, who has been terrorizing the region for a good number of years. He eats their livestock, and snatches away men, women and children to tease and torment for months at a time, and when he returns them, they will not speak of their ordeal. The hill folk have suffered long enough, and have offered up a hefty reward to anyone who brings them the eye of the Cyclops. Enter the Cyclops lair and Explore until you have added 3 Blue Areas to the Dungeon Sheet, the last Blue Area added is the lair of the Cyclops and you must Kill Monster 85 on Encounter Table EA. During combat with the Cyclops, all Escape reaction results are ignored. If at any time you roll 85 on Encounter Table EA during this quest, ignore the result and roll again for a new one (you will only encounter the Cyclops when you have found his lair). When you have defeated the Cyclops you carefully prise his eye from its socket (add it to your adventure sheet).
49-52	(M) HAS DREADSTORM RETURNED? Enc Mod:+10 [S:+2500gp] [F:-1 Dex] Long ago during the time of the Giants, when Goll the Merciless, King of Northreach ruled the land, several vast underground cities were carved deep into the Giant Hills. They were home to thousands of giants, and as the empire grew, so did the number of cities. During his rein King Goll ordered the cities to be linked with tunnels that would spread for miles under the hills, and for three centuries, human slaves were forced to work day and night to clear away thousands of tons of earth and rock to link up the great giant cities. After the elves released the race of man from its slavery, during the Great Giant Cull, they ransacked the cities, destroying all but three. Tag, Bep and Nap are all that remain of the Giant Empire, and are now inhabited by various tribes of half giants, (an unfortunate outcome from the effects of slavery) The wide open tunnels dug by the human slaves are a constant reminder of the cruel life their ancestors had to endure. These days they have become underground roads, used by merchants to transport all manner of goods to and from the surviving cities. However, they are constantly plagued by all manner of vile creatures and monsters, despite being regularly patrolled. The tunnels stretch for many miles and it is a constant battle to keep the vermin at bay. Recently merchants have been reporting they have seen a particularly large dragon which they fear may be Dreadstorm returning to avenge his defeat and the loss of his legs at the battle with King Goll. You have been recruited to enter the tunnels where he was last spotted, to end the rumour once and for all. Enter the tunnels and Kill any 1 Monster 94 or higher on Encounter Table E. During combat with any Dragon, all Escape reaction results are ignored and they have +10 HP.
53-56	(O) THE CHALLENGES OF KINGSPORT Enc Mod:+10 [S:+2800gp] [F:-1 Dex] After the Breaking of the Seven Swords, during the war at Red Island, when the Seven Bearers of the Swords of Irontorn were defeated in battle along with each of their armies, the noble King Liabold ordered the Resurrection of the Seven, a contest to the death, to decide, who would become the new Bearers to the Swords of Irontorn. Anyone from the lands of Irontorn could enter, and after 30 days of games and challenges, seven great warriors emerged as the new Bearers to the Swords of Irontorn, and Prince Valibold, became their Keeper. The Swords and their Keeper returned to the Red Island one year after the original battle, and defeated the Beastmen invaders from the Western Shores. Once again the Red Island was back under Irontorn control and the great Red Aztopaz Crystal was safe from the forces of Dark Magic. The Castle of Kingsport nests in a sprawling bay, and its ground levels have always been a hub of activity. merchants from all shores can be found buying and selling treasures, goods, and exotic animals from all corners of the world. Once each year the lower cells of the dungeon is filled with all manner of vile beasts and monsters in preparation for the Resurrection Challenges, a 30 day tournament held to honour the original contest, in which the worst of Irontorns criminals are given the chance to fight for their life in the Arena. Those that survive are placed back in captivity and made ready for next years games. This year, after the cells were filled, an agent from the Bealmelth Kingdom (The Beastman Empire) was caught releasing monsters from their cells, and now they are roaming freely in the lower dungeons of the castle and are in danger of escaping into the city. You are the first of a handful, that have agreed to enter the dungeons and eliminate the monsters before they find a way to escape Enter the Dungeon and Kill any 10 monsters, which must be before you have shaded the last ☹ on the time track for the second time (i.e. 24 hours).

QA – QUESTS A (NORTH REACH) (D100)	QA
57-60	(N) A NEW ORE Enc Mod:+10 [S:+2800gp, +1 Rep] [F:-1 Rep, -1 Str] A group returning from a mining expedition reported finding an unusual type of ore they have never seen before. However, before they could investigate and take samples, they were attacked by Monsters and forced to flee. You have accepted the job of entering the cave and searching for several pieces of the ore for further examination. Enter the Cave and Collect 3 Objective Items.
61-64	(P) THE RED AZTOPAZ CRYSTAL Enc Mod:+10 [S:+2800gp, +1 Rep] [F:-1 Rep, -1 Int] After the Beastman Invasion of Red Island, a group of wizards from the Arcane Tower, performed a detailed study on the Red Crystal, and found on its surface, several scars where small pieces of the crystal have been chipped away. After a Location Spell was cast, the wizards learnt that the Beastmen have chipped away four pieces and hidden them away in a cave on the island, probably intending to reclaim them after the battle. A reward for the return of the chips has been offered and you have made your way to the island to enter the cave and recover the Crystals. Enter the Cave and Collect 4 Objective Items.
65-68	(Q) THE LOST CROWN Enc Mod:+10 [S:+2900gp, +1 Rep] [F:-1 Rep, -1 Str] During the war of the Five Kings, three crowns were forged and bestowed with the gift of far sight. When placed on the head, the wearer is able to see what the other crown wearers are seeing, just as if they are seeing it through their own eyes. The elves who were vastly outnumbered during the war were loaned the crowns to help command their armies, but mistook them as gifts, and so far they have never been returned to the Arcane Tower. They were used again recently against the mountain dwarves, in a trade dispute that got out of hand, (a squabble more than a war) however, the elven armies dispatched the dwarves with ease, and since the conflict the Dwarven Empire have appealed many times to the Arcane Tower, insisting that the crowns should be returned. The Seeing Crowns are one part of a group of artifacts known as The Antiquities of Power and are thousands of years old. The three high elf Princes are now the Keepers of the Crowns, and each one commands a division of the Elven Empire. The Griffin Riders, the smallest of the three divisions, offer a great tactical advantage during times of war, as they fly high above enemy targets gathering Intel, as well as raining them with missiles. The High Born Admiralty is the naval division, and supports land attacks, with great arbalests mounted to their ships, and will often sail land and air forces to better strategic positions. Lastly, there is the largest of the division, called the Trees of High Born, which is divided into seven different Commands called Trees. The seven Trees are named Alder, Ash, Birch, Oak, Pine, Willow, and Yew. Each Tree is further divided into seven Branches, with each Branch having seven Shoots. The Shoots are divided into seven Leaves, and because each Leaf commands exactly 20 highly trained warriors, the entire strength of the Trees of High Born is around 48,020 troops. With each Tree having a different name and sigil, it is easy for the Generals to keep track of their forces, and by using the crowns, they can command the battlefield with ease. During the recent conflict with the dwarves, the High Elf Prince and Commander of the Trees, were overpowered when the Third Branch of the Yew Tree was routed from the battlefield and the Prince was taken down by the advancing army. He survived only by the valiant effort of a Griffin Knight who plunged from the skies, swooping down low enough for his steed to grab hold of the fallen Prince in its claws. The Griffin Knight flew directly to the Princes Tower to have the prince healed. However, on the way, the Tree Crown fell from his head, and after weeks of searching, it seems most likely that it has been picked up by “Vangrel” a Fire Dragon, who’s lair is not far from the Princes Tower and close to where the knight saw the crown fall. It is probably now the latest treasure added to her horde. Enter the Lair of the Fire Dragon and Explore until you have added 3 Blue Areas to the Dungeon Sheet. The last Blue Area added is the Lair of Vangrel, and you must Kill Monster 96 on Encounter Table E. If at any time you roll 96 on the Encounter Table during this quest you will encounter Vangrel, and may attempt to kill her. If you manage to kill her, you will still need to find her lair to retrieve the Crown, and must continue to Explore until you have added 3 Blue Areas to the Dungeon Sheet. Once Vangrel has been defeated, any further results of 96 on Encounter Table E are ignored, and you must roll again for a new result. During combat with Vangrel when she is in her lair, all Escape reaction results are ignored, however, during combat with Vangrel when she is encountered outside of her lair, she may escape normally.

69-72	(R) CASUALTIES OF WAR Enc Mod:+10 [S:+3000gp, +1 Rep] [F:-1 Rep, -1 Dex] After the recent invasion was squashed, several units of fleeing orcs and goblins have headed into the Mountains of Irontorn and have set up refuge inside some of the many caves and mines that scatter the area. You are amongst a handful of volunteers that will search the caves and eliminate them before they have a chance of regrouping and becoming a threat. Enter the cave and Kill any 5 Monster with Goblin, Orc, Ogre or Troll in their title.
73-76	(S) THE POWER OF ONE Enc Mod:+10 [S:+3000gp, +1 Rep] [F:-1 Rep, -1 Str] Winzel, the Traitor of the Arcane Tower, has once again betrayed the Council of Seven, and since his downfall has been plotting revenge after he was punished to be a doorman for eternity and expunged of all magic. Whilst the Council believed he had accepted his fate honourably, he has instead been searching for a clue that will undo the magic that has filled his veins with Pazarite, an energy that eats away magic and causes intense cold. Finally he has learnt its secret, and only in death will the spell be ended. He has made a bargain with a Vampire Lord, to turn him into a vampire, and in payment, once the Arcane Tower is under his control, he will present the Vampire Lord with the last known Pegasus alive in the whole of Northreach. Now a Vampire, and with the Pazarite Spell lifted, he has journeyed to the Wizard Stone, where he will begin a ritual that will grant him immense power to conquer the Arcane Tower and destroy the Council of Seven once and for all. Deep below the Blue Aztopaz Crystal is a network of caves that lead directly to a central cavern where it breaks through the rock and reveals its lower section. The crystal here is at its most powerful, and is where Winzel will be performing the Ritual. The chamber resonates with immense Arcane energy and is the place where the Wizard Council first created the Seven Orders of Magic, Alchemy, Illusion, Invocation, Elements, Psyche, Summoning and the Esoteric order that combines them all. The Arcane Tower has dispatched many of its followers to try and stop him. You are the first to enter the caves and must now stop the vile creature Winzel from performing the ritual. But first you must traverse through the monster filled labyrinth to find him. Enter the caves of the Blue Crystal and Kill 5 Monsters 80 or higher on any Encounter Table, then Explore until you have added 1 Blue Area to the Dungeon Sheet. This is the place of the ritual and where you must Kill the newly transformed Winzel, Monster 94 on Encounter Table EA. During combat with Winzel, all Escape reaction results are ignored.
77-80	(T) RESEARCHING THE PAST Enc Mod:+15 [S:+2500gp] [F:-2 Dex] Recently, at a dig site, a group of geologists searching for minerals, have instead discovered several strange artefacts, the likes of which have never been seen before. These exquisite items have been selling for a fair price to scholars and archaeologists throughout Northreach, and you have decided to take a look yourself to see what you may find. The artefacts have all been found in the deeper regions of the site, and where it has been reported to be full of dangerous monsters. Enter the Dig Site and Collect any 15 Items from Table I – Items.
81-84	(U) THE TREASURES OF TITAN Enc Mod:+15 [S:+3400gp, +1 Rep] [F:-1 Rep, -2 Int] The city of Titan, now lays in ruins. It was named after the evil and barbaric Stone Titan, who lives on the largest of the Breaking Rocks, just south of its coast. The city was once ruled by giants, in the age before the Unkind King and the War of the Wizards, and thrived as a border city, trading on its three shared borders with the mountain dwarves, the land dwelling dwarves and the giants of the Giant Hills. Sadly during the Great Giant Cull, when the elves released the race of man from its slavery to the giants, Titan was the first to be ravaged and was left in ruins, the giants retreated to the hills and its walls became a place of sanctuary to whatever vile creature came along seeking refuge. It is a rumour that during the giants hasty retreat, they left many of their greatest treasures behind and now the destroyed city has these prizes just waiting to be found by any foolish enough to enter. Enter the Ruins and Collect 8 Treasures from any of the 3 Treasure Tables, TA, TB or TC.

QA – QUESTS A (NORTH REACH) (D100)	QA
85-88	(V) THE STONE TITAN Enc Mod:+15 [S:+3400gp, +1 Rep] [F:-1 Rep, -2 Str] Every 100 years, a great Stone Titan comes to life, rising from his slumber, and will ravage the lands in search of refreshment. When he has drunk enough wine and his belly is full, he returns to his lair to sleep it off for another 100 years. To pacify the great giant, the tribes of the Giant Hills spend years in preparation, collecting together food and wine, and hope that their offering will satisfy his thirst and hunger and spare their lands from his destructive nature. It is almost 100 years since the Titan last awoke from his sleep, and the good people of the Giant Hills are terrified they do not have enough food saved for the forthcoming offering. This time, when he is at his most vulnerable during the transformation from stone to flesh, you will already be in his lair and will slay the beast, ending the proceedings once and for all. Enter the Titans lair and Explore until you have added 3 Blue Areas to the Dungeon Sheet, the last Blue Area added is the lair of Titan and you must Kill Monster 97 on Encounter Table EA. During combat with the Titan, all Escape reaction results are ignored. If at any time you roll 97 on the Encounter Table EA during this quest, ignore the result and roll again for a new one (you will only encounter the Titan when you have found his lair).
89-92	(W) OLD BRIN Enc Mod:+15 [S:+3800gp for Brin, +400gp per Hydra] [F:-3 Int] Just North of the Fire Hole in the dwarven lands is Brindan, an active volcano that marks the boundary between the Land Dwarves and the Mountain Dwarves. It is also home to a very old Hydra, named Old Brin. His evilness knows no bounds and he has been terrorizing the surrounding lands for centuries. Where he came from no one knows, but every few generations he leaves Northreach for a year at a time, and when he returns, he brings with him several smaller Hydras, that are believed to be his young. Lately Brindan has been rumbling a lot more than usual, and it is speculated that the old mountain is fed up with Brin and his children and will eventually erupt, spitting out the Hydra and his family. In an effort to appease the mountain, a reward has been offered for anyone who can defeat Old Brin, along with a hefty bonus for each of his children that are defeated too. Enter Brin's Lair and Explore until you have added 3 Blue Areas to the Dungeon Sheet. The last Blue Area added is the lair of Old Brin and you must Kill Monster 99 on Encounter Table EA. During combat with Old Brin, all Escape reaction results are ignored. If at any time you roll 99 on the Encounter Table EA during this quest, ignore the result and you will instead have encountered a Lesser Hydra and one of Brin's offspring (see below), each Lesser Hydra you defeat angers Old Brin who gains +1 damage for each one you have killed when you finally fight him. Whenever you are instructed to roll on the Encounter Table, use Table EA - Encounter Table EA. LESSER HYDRA  AV:50 DEF:6 DMG: +4 HP:6/5/5/4/4/3 [K:Table P3/TA+20] (<i>Pack, Large, Fear, Fire, Allies 3*</i>)
93-96	(X) THE LOST STAFF OF WIZARDRY Enc Mod:+20 [S:+4500gp, +1 Rep] [F:-1 Rep, -3 Str] The Seven Staves of Wizardry are one part of a group of artifacts known as The Antiquities of Power. They were forged at the Arcane Tower, not long after the creation of the Seven Orders of Magic. Each has been set with a small Aztopaz stone, chipped away from the various Arcane Crystals that are found throughout Northreach, and they have been attuned to one of the Seven Orders of Magic. They are designed to hold a great deal of Arcane energy, and offer those that wield them access to the energy for the use of powerful spells. It takes many years of training to be able to use the staves correctly, and anyone who has attempted to use them in the past without the correct training has always met with dire consequences. A month ago Anthrail, Wizard of the Council of Seven, Great Invocation Sorcerer and Keeper of the Invocation Staff, was attempting to outwit the Nemean Lions at the Claws of Dreadstorm on the borders of the Woods of the Elfkin. He was overcome and dragged deep into their den. The Council of Seven has offered anyone with the courage, a Kings ransom, to enter the lions den, recover Anthrail's staff and return it to the Arcane Tower. Enter the den and Loot 1 Objective Item from Monster 96 on Encounter Table EA. When rolling for an Encounter, any monster that you roll that has the <i>Pack</i> Ability, is instead replaced with Monster 96 on Encounter Table EA.

97-100

(Y) SAVING THE KING Enc Mod:+20 [S:+5000gp, +1 Rep] [F:-1 Rep, -3 Dex]

Seven wizards gather around the King on his death bed, “He is in bad shape, and probably only has two days of life left in him” the Queen, bursting into tears flops over the still body of her husband, and sobs.

“Surely there is something that can be done! Don’t you have some magic that will save him?” your words are filled with concern. The oldest of the Council wizards steps forward and places a long thin hand over the Kings eyes.

“Everyone’s life must pass by or time would be meaningless.” He sighs “Well, he is young, so maybe the Phoenix Spell? What do you think Belmont, do you think if we have the heart of a Phoenix, we could save the young King from this death?” A wizard dressed in long brown robe steps forward.

“Hmm, the Phoenix Spell. There would be no one foolish enough in all the land, to try and carve out the heart of a dying Phoenix. I mean, what if it was to resurrect during the process. They would be burnt alive.” In your bravest voice you announce to the room.

“I will do whatever it takes, if that is the only chance to save the King. Show me the Phoenix and I will show you its heart”. The Seven Wizards look around at each other and sigh. Later that evening you are standing outside the entrance to the lair of the last known Phoenix.

Enter the Phoenix lair and **Kill** Monster 100 on Encounter Table EA. During combat with the Phoenix, all Escape reaction results are ignored.



EA – ENCOUNTER A (D100)

EA

After rolling for an Encounter add the Quest Modifier before looking up the result

D100	Monster Encountered	AV	Def	Dmg	HP	[K]	Monster Ability ^{*New}
1-10	GIANT OOZES	20	0	-3	3/3/2/2	1d10 GP	Pack, Web (Sticky Ooze), Regenerate
11-20	HOBGOBLINS	25	1	-2	4/4/3	Table I/W	Pack
21-25	LIZARDMAN	25	1	-1	6	Table A/I/W	Poison
26-30	LIZARDMAN ROCK SLINGER	25	1	-1	6	Table A/I/W	Poison, Surprise
31-33	REVENANT ELF ARCHER ☠	30	0	+0	5	Table A/W	Surprise, Fear
34-37	REVENANT DWARF ☠	30	1	+0	5	Table A/W	Fear
38-41	REVENANT ELF CHAMPION ☠	30	0	+0	6	Table A/W	Surprise, Fear
42	REVEN. DWARF CHAMPION ☠	30	1	+0	6	Table A/W	Fear
43-44	MOUNTAIN LIONS	35	0	+1	5/5/4	Table P3	Pack, Leap*
45-46	BEASTMAN	35	1	+1	8	Table A/I/W	Frenzy*
47	BEASTMAN ARCHER	35	2	+1	10	Table A/I/W	Frenzy*
48-49	GIANT BOAR	40	1	+2	12	Table P3	
50-51	GIANT MOTH	40	2	+2	8	2d10 GP	Fly
52	CENTAUR	45	2	+1	8	Table A/I/W	
53-55	GIANT WASPS	40	1	+0	5/5/3/3	Table P1	Pack, Stun,
56-57	GIANT CENTIPEDE	45	2	+2	8	Table P1	Poison
58-59	SUCCUBUS ♠	40	1	+1	12	Table P4/I/W	Fly, Dark Magic
60-61	GIANT CRAB	45	3	+2	10	Table P1	
62-65	DIRE WOLVES	40	2	+1	6/5/5/5	Table P3	Pack, Leap*
66	BEASTMAN CHAMPION	40	2	+1	16	Table A+10/I/W+10	Frenzy*
67	CENTAUR CHAMPION	45	3	+2	16	Table A+10/I/W+10	
68	VALKYRIES	50	2	+1	12	Table A+15/I/W+15	Fly
69-70	DOPPELGÄNGER	-	-	-	14	Table TA	Doppelgänger*
71	WEREWOLVES ☠	45	1	+2	7/7/6	Table P2/TA	Pack, Leap*, Frenzy*
72	BEASTMAN WITCH	45	2	+1	16	Table A+15/I/W+15	Frenzy*, Dark Magic
73	GIANT SCORPION	55	4	+2	15	Table P1	Poison, Leap*, Stun
74	SHADE ☠	60	4	+1	15	Table TA+10	Death Touch, Ethereal, Fear
75	HELL HOUNDS ♠	55	2	+3	6/6/5	Table P3/TA+10	Pack, Leap*
76	SIREN ♠	55	3	+3	18	Table I/W/TA+	Dark Magic
77	BANSHEE ☠	50	4	+2	24	Table TA+15	Death Touch, Ethereal, Fear
78	WENDIGO ♠	55	4	+3	22	Table TA+15	Fear
79	BASILISK	60	4	+3	24	Table P3/TA+15	Petrify*, Poison, Fear
80	SPHINX	65	4	+4	25	Table P3/TA+20	Dark Magic
81	GRIFFON	60	3	+3	30	Table P4/TB	Fly, Fear
82	GIANT ROC	65	3	+4	28	Table P4/TB	Fly, Fear
83	MUMMY ☠	55	3	+5	30	Table TB	Fear, Disease, Regenerate
84	HARPY	65	5	+4	28	Table P4/TB+5	Fly, Dark Magic
85	CYCLOPS	65	5	+3	35	Table P2/TB+5	Fear, Large, Stun

86	STONE GOLEM	60	6	+5	35	Table P2/TB+10	Large, Stun
87	MANTICORE	65	4	+3	37	Table P4/TB+10	Fear, Large, Poison
88	CERBERUS 🐉	60	5	+4	10/10/10	Table P3/TB+15	Pack (Heads), Fear
89	COCKATRICE	65	6	+3	40	Table P4/TB+15	Petrify*, Fear
90	FIRE ELEMENTAL	65	7	+4	39	Table P2/TB+20	Fire, Large, Ethereal (Fire)
91	CHIMERA	70	6	+5	40	Table P4/TC	Fly, Attacks 2, Fire, Fear
92	ECHIDNA 🐉	75	6	+5	38	Table TC+5	Petrify*, Poison, Fear
93	LAMIA 🐉	75	7	+5	44	Table TC+5	Dark Magic, Poison, Fear
94	VAMPIRE LORD 🧛	75	7	+4	48	Table A+20/I/W+40	Dark Magic, Fly, Phase, Resurrection
95	WYVERN	80	8	+6	50	Table P4/TC+10	Fire, Fly, Fear, Attacks 2, Large
96	NEMEAN LIONS	75	7	+6	22/20	Table P3/TC+10	Pack, Leap*, Fear
97	TITAN	85	7	+7	46	Table P2/TC+15	Fear, Large, Stun
98	MEDUSA 🐉	90	7	+6	47	Table P2/TC+15	Petrify*, Poison, Fear
99	HYDRA 🐉	70	8	+6	10/9/9/8/8/7	Table P3/TC+20	Pack, Large, Fear, Fire, Allies 7*
100	PHOENIX	95	9	+7	55	Table P4+90/TC+20	Fire, Fly, Fear, Large, Resurrection

ALLIES – The monster has lesser monsters that they can call upon or summon during a fight. At the start of each combat round roll 1d6. If a 1 is rolled, an Ally comes to the monsters aid, so add /X to the end of its current HP value, with X being equal to the number shown after the monsters Allies ability.

Example: A Monster with HP “16/4” with an Allies 4, if a 1 was rolled at the start of the combat round, you add /4 at the end of its HP value giving it a new HP value of “16/4/4”.

DOPPELGÄNGER – The monster transforms into an exact copy of the adventurer and has an AV equal to the adventurer's Str or Dex, depending on which was last used to attack the monster. The attack gains any bonuses for the adventurer's equipment and weapon such as to Str, Dex or Dmg, but does not gain any bonuses the adventurer may have from the time track, or any potions or spells the adventurer has, or is using. When a hit is scored to the monster, the location is rolled normally and any damage bonuses for location are applied. Next, check to see if the adventurer is wearing any armour in the location hit. The monster will have the same armour too, except the monster is not able to deflect damage like the adventurer can. If any armour is present, its A value deducts from the damage scored. If the adventurer has a shield equipped, it has no effect for the monster. Note that if any equipment the adventurer is wearing at the start of the combat is destroyed, due to deflecting damage, it is not destroyed for the monster, who may continue to gain its benefit.

FRENZY – The monster at times during a combat may go into a maddening rage. When a natural roll of 1 has been scored on its damage dice, it gains another attack and the player repeats step 5 of combat. Note that if another 1 is scored on the damage die for the second attack, it will gain another free attack and so on.

LEAP – The monster is very agile in combat and will often pounce to attack. When a natural roll of 1 has been scored on its damage dice, the monster has pounced, causing some extra damage. The player rolls the damage die again for the monster, and adds it to the monsters damage total. Note that if another 1 is rolled, the player rolls again for extra damage and so on.

PETRIFY – The monster has the ability to turn an adventurer into a solid stone statue from which there is no return. If the monster rolls a natural 1 on its damage die, the adventurer must make an Avoid Petrify test. If the test fails, the adventurer can use a Life Point or a Resurrection effect to negate being turned to stone, otherwise they will make a nice life-sized ornament for the monsters lair and their adventure is now over.

AVOID PETRIFY – Test: Int +20 [S: No Effect] [F: Turned to Stone] (Aware, Lucky)

K – DEATH KILL		K
Location (Damage)	Table Bonus	Death Kill Description for Bipeds
1 - Head (10 Damage)	+5 to Table	The impact ruptures blood vessels in the brain, the monster slumps forward and is easily defeated.
1 - Head (11 Damage)	+5 to Table	One side of the monsters head caves in, causing blood to spray in all directions.
1 - Head (12 Damage)	+10 to Table	Connecting with the neck, and destroying the vertebrae, the monster falls lifelessly to the ground.
1- Head (13 Damage)	+10 to Table	The monsters jaw is torn away and flaps as it turns its head, spraying blood in all direction.
1- Head (14 Damage)	+15 to Table	The monsters skull is shattered and its brain oozes out from the impact, death is instantaneous.
1- Head (15+ Damage)	+15 to Table	The attack decimates the neck, tearing flesh and causing the head to fly off from its body.
2 - Back (10 Damage)	+5 to Table	With its back exposed the impact impales and shatters its spine, bringing the monster to its knees.
2 - Back (11 Damage)	+5 to Table	Shattering its scapula, the monster is flung forward and is easily dealt with in a follow up attack.
2 - Back (12 Damage)	+10 to Table	Tearing through flesh, the attack penetrates a kidney and the monster falls in deadly pain.
2 - Back (13 Damage)	+10 to Table	Fragments of spine splinter and impale a major artery, ending the monster in a heap on the floor.
2 - Back (14 Damage)	+15 to Table	The attack tears open the back severing its spine, and it slumps forward, twitching in pain.
2 - Back (15+ Damage)	+15 to Table	Impacting its back, the attack ploughs through its body, and a shower of blood erupts from its chest.
3 - Torso (10 Damage)	+5 to Table	A direct hit to its chest sends the monster sprawling backwards onto the floor and it is quickly killed.
3 - Torso (11 Damage)	+5 to Table	Crunching into the monsters collar-bone, the devastating impact sends the monster to the ground.
3 - Torso (12 Damage)	+10 to Table	Smashing into the ribcage, causing a rib to penetrate a vital organ, the monster drops dead and lays still.
3 - Torso (13 Damage)	+10 to Table	The devastating attack ruptures internal organs sending the monster squealing to its death.
3 - Torso (14 Damage)	+15 to Table	The impact shatters the ribcage and a splintered bone pierces the monsters heart.
3 - Torso (15+ Damage)	+15 to Table	The force of the impact caves in the chest, rupturing organs and showering blood in every direction.
4 - Arms (10 Damage)	+5 to Table	Ripping through the flesh of the upper arm opens a severe wound, and the monster dies from blood loss.
4 - Arms (11 Damage)	+5 to Table	The elbow takes the full force of the impact and is shattered into pieces, in its agony, it is easily defeated.
4 - Arms (12 Damage)	+10 to Table	Devastating power crushes the arm and bursts an artery, and the monster dies just moments later.
4 - Arms (13 Damage)	+10 to Table	The impact rips away flesh and muscle to the upper arm, crushing the arm bone to dust.
4 - Arms (14 Damage)	+15 to Table	The attack smashes through skin and bone severing the arm from the body and leaving behind a stump.
4 - Arms (15+ Damage)	+15 to Table	Destroying the shoulder, the arm hangs limply, before it falls severed to the ground.

5,6,7 – Hands (10 Damage)	+5 to Table	Shattering the wrist, the thumb is dislocated and the monster falters enabling it to be killed.
5,6,7 – Hands (11 Damage)	+5 to Table	Smashing the monsters hand into tiny fragments, it screams out in pain, clutching it to its chest.
5,6,7 – Hands (12 Damage)	+10 to Table	Mangled and shredded the hand hangs limp and broken at the wrist, and the monster squeals out in pain.
5,6,7 – Hands (13 Damage)	+10 to Table	The attack severs flesh and bone and four tiny sprinklers spray blood from where fingers should be.
5,6,7 – Hands (14 Damage)	+15 to Table	The wrist takes the brunt of the impact severing flesh, and the monster holds up its newly created stump.
5,6,7 – Hands (15+ Damage)	+15 to Table	Raised in defence, both hands tumble to the floor, leaving stumps flailing blood in all directions.
8 - Waist (10 Damage)	+5 to Table	Impacting the groin, the monster drops wincing in pain and is easily dispatched while it lays defenceless.
8 - Waist (11 Damage)	+5 to Table	The abdomen is dealt a powerful attack, and the monster folds over in pain, twitching momentarily before dying.
8 - Waist (12 Damage)	+10 to Table	The hip bone is shattered and sends the monster sprawling. Unable to rise, it is easily dispatched.
8 - Waist (13 Damage)	+10 to Table	Shattering the pelvis, the monster screams, dropping its defences and is easily dispatched.
8 - Waist (14 Damage)	+15 to Table	Ripping though the abdomen, the monsters entrails spill out across the dungeon floor, and death is instantaneous.
8 - Waist (15+ Damage)	+15 to Table	Decimating the abdomen the monster falls to the ground in two separate pieces.
9 - Legs (10 Damage)	+5 to Table	Dislocating the leg from its hip the monster stumbles and falls on its back and is easy prey.
9 - Legs (11 Damage)	+5 to Table	The impact crushes the thigh, severing an artery, and the monster drops, twitches momentarily and dies.
9 - Legs (12 Damage)	+10 to Table	The hip and pelvis shatter on impact, sending fragments of bone into an artery.
9 - Legs (13 Damage)	+10 to Table	The top part of the leg explodes in a blood shower, sending the monster sprawling to the floor.
9 - Legs (14 Damage)	+15 to Table	The impact crushes bones, and flesh is torn wrenching the lower leg from the knee socket.
9 - Legs (15+ Damage)	+15 to Table	Flesh is torn from the hip joint and bone splinters, severing the leg and sending it across the floor.
10 - Feet (10 Damage)	+5 to Table	Shattering the metatarsal bones across the foot, the monster falters enough for it to be dispatched.
10 - Feet (11 Damage)	+5 to Table	Smashing the monster's foot into tiny fragments, it squeals out in pain and attempts to limp away.
10 - Feet (12 Damage)	+10 to Table	The attack impacts the ankle with great force and precision, and remarkably the monster drops down dead.
10 - Feet (13 Damage)	+10 to Table	Severing toes on both feet and after a few bloody footsteps, the monster collapses to the floor in pain.
10 - Feet (14 Damage)	+15 to Table	Smashing into the top of the foot, the impact splinters bone and mangles flesh creating a cloud of blood.
10 - Feet (15+ Damage)	+15 to Table	Pinning the foot to the ground, the monster attempts to pull it free, but instead rips it away from its leg.

The map is also available to be downloaded for free from the following websites -
<https://boardgamegeek.com/boardgameexpansion/265432/d100-dungeon-adventurers-companion/files>
<http://martinknight39.wixsite.com/mk-games/d100dungeon>





D100 Dungeon is a game in which you will steer an Adventurer through underground caves and dungeons, looking for lost treasures and completing dangerous quests. With each game your Adventurer will gain wealth, recognition and become stronger and more skillful in their pursuits, all you will need to play D100 Dungeon is a pencil, eraser, a few dice and your imagination.

Can you beat the Dungeon?