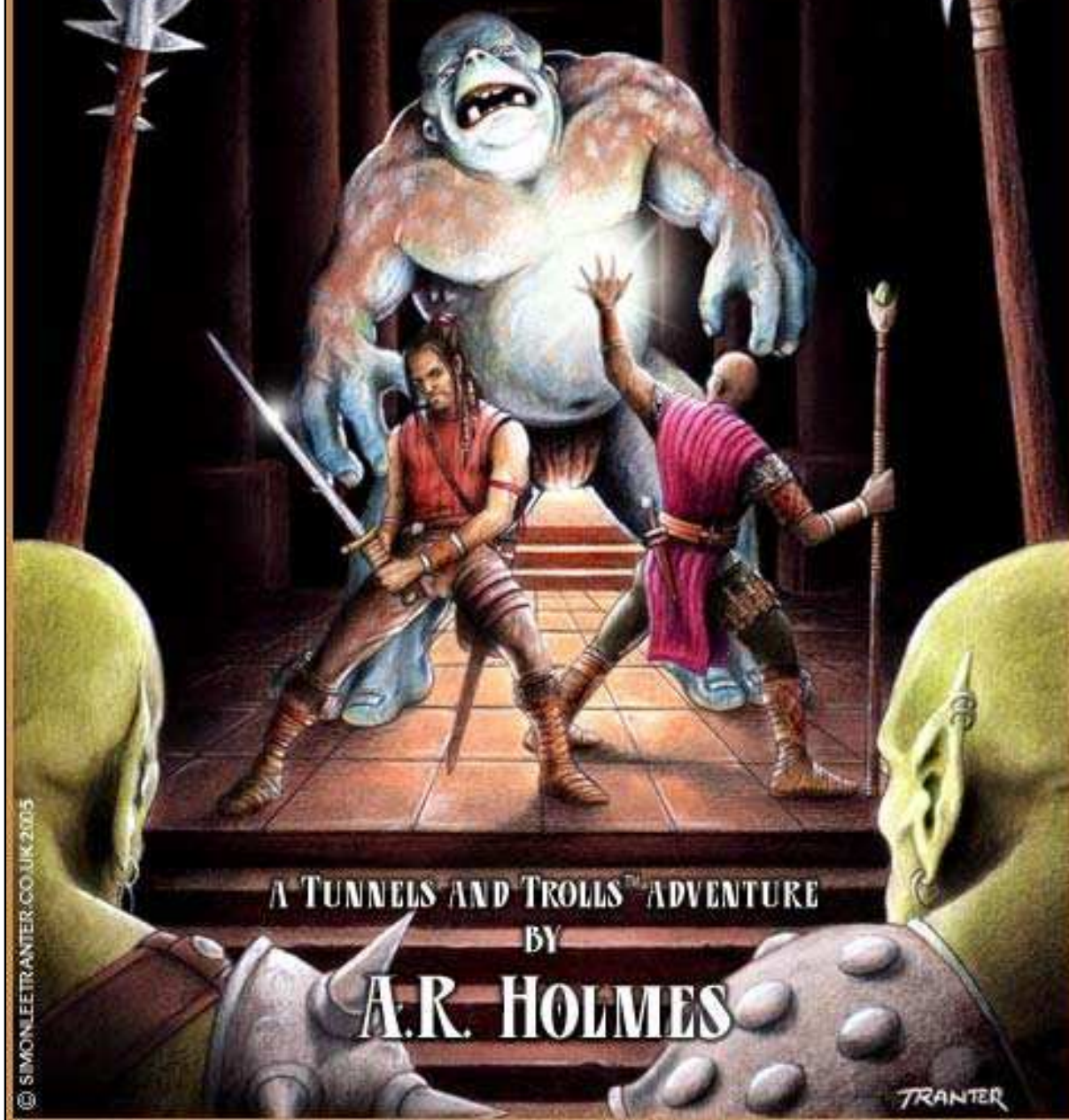


Goblin Crag



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A TUNNELS AND TROLLS™ ADVENTURE
BY

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TRANTER

GOBLIN CRAG

A DUNGEON ADVENTURE FOR TUNNELS & TROLLS

BY A.R. HOLMES 2000

Revised 2005

LEVEL 1

Welcome, one and all, to Goblin Crag. Before we get going, here is a little legend behind the dungeon, and a few pointers to guide you along.

The dungeon is home to the monsters, which live within, and they guard it with their lives. Some will enjoy the excitement and variety a party of delvers brings, some will be openly hostile and fight with all the power they can muster. Goblin Crag has been around for a long time. It was created by a long dead mage, who constructed its many rooms and corridors to house traps and monsters and huge hauls of treasure with which to tempt adventure seekers. After many years of plunder, the dungeon was emptied, and the delvers failed to come. The monsters, which had not been slain moved-on and the dungeon's reputation was destroyed. It closed.

Years later, bands of creatures used the upper levels as hideouts and as bases for raids and smuggling. Eventually, the lower levels began to become populated by monsters and creatures of evil, seeking refuge from the world above, from mighty adventurers seeking to destroy them, and those searching to set-up home. The dungeon was once again attracting attention, as more and more creatures and personalities moved within, and again the treasure began to build-up. Mages moved into the complex, some setting-up challenging rooms as suited their whim, some making parts of the dungeon their home, laboratory or den.

Now, Goblin Crag breathes again.

The entrance lies within the jagged rocks of the Doom crags, a wicked range of mountains far to the north of the land. Goblin Crag lies directly beneath the highest point of the mountains, a point named The Dragon tooth. A cave in the rocks about a day's trek from the base of the mountains marks the entrance, which is gained via a dark tunnel at the rear of the cave, which after around a quarter of a mile becomes another small cavern, in the floor of which is set an iron trapdoor; this opens to reveal a dark chimney of man-made origin, leading down for 60' to another trapdoor, which in turn drops into room 1 of the first level of the dungeon. The chimney has a strong iron ladder set into the side.

Encounters leading to this entrance are left entirely at the discretion of the individual GM. The trapdoors may be locked; this too is left to the GM.

The dungeon is lit poorly by torches here and there set into the walls, and the occasional candle. Some rooms will have their own illumination, sometimes described in the text; those rooms with occupants will almost certainly be lit. Details, if not mentioned in the text, are once more down to the GM. Some areas of the upper level are empty. Encounter tables at the end of the dungeon key text can be used in these areas.

Unless otherwise stated in the text, all rooms are 30' high, and all corridors 15' high. Standard doors are 8' high and 4' wide, generally made of wood. Secret doors being made of stone.

The Dungeon Map

The map is drawn simply, with secret doors being shaded dark, steps with the arrow indicating down, and standard doors appearing clear. In addition to the number references for the main rooms, chambers which stand empty at the moment are labelled E.

Secret Doors

Secret doors will require a saving roll on LK to find and a saving roll on DEX to open. The SR will be at the level of the dungeon; therefore all doors on level 1 require a L1SR on LK to find and L1SR on DEX to open. The level will be 2 for each roll on level 2, and 3 on level 3 etc. All levels from level 4 down require fourth level SRs on LK to find and DEX to open; no door in this dungeon, unless mentioned in the text, will not require a saving roll higher than level 4 to find or open.

Wandering Monsters are scarce on levels 2 and 3, and almost non-existent on level 1. These are handled by individual WM tables with each level. Insert your own if you don't like them.

The dungeon begins quietly, and the player characters will not meet too nasty a foe, but as the levels get deeper, the monsters, magic and mayhem become that little bit tougher. Hopefully the party will have picked up magic along the way with which to combat the horrors below. I suggest a well balanced party of 1st through 3rd level characters. A wizard is essential. The WMs will not cause too much of a problem, but some of the stronger monsters within the rooms will be, and should be, quite difficult to beat.

GOBLIN CRAG: LEVEL ONE

ROOM KEY - (Quick Reference)

- 1) The Entrance Room
- 2) Milwall's Chamber
- 3) The Fountain of Mystery
- 4) The Wish Diamond
- 5) The Summoning Circle
- 6) The Welsh Wizard
- 7) The Chained Demon
- 8) Chamber of the Crown
- 9) Gar's Chamber
- 10) The Mask of Rubilos
- 11) The Desert Tomb
- 12) The Corridor of Alcoves
- 13) The Chaos Temple
- 14) The Magic Circle
- 15) The Iron Golem
- 16) The Roughnecks
- 17) Ominous Thunder!
- 18) Vampire Vault
- 19) Junk Room
- 20) The Rock Elemental

Throughout the dungeon text, magic items will appear in **bold type**.

1) The Entrance Room

Max the Axe and his crew of rowdy Goblin friends inhabit this room, which contains a large chest of their belongings and a circular card table and 6 chairs. The room is lit by lanterns of various sizes scattered round the room.

Max the Axe, Goblin, MR40 (+extra dice for axes...see below)
 Rufus, Goblin, MR25
 Dork, Goblin, MR20
 Diffy, Goblin, MR25
 Dicko, Goblin, MR30
 Redneck, Goblin, MR30

The chest contains 3 applications of lantern oil, a broken lantern, 4 torches, a tinderbox, an iron box (locked) containing 1D20 x 1D6 GP and a small sack of silver pieces (1D100). The chest has a false bottom, which is currently hiding a **Magic Short Sword** which does 6D6 and gets double damage if used against a member of the fighter's own party.... It is called 'Max's Friend' and belongs to Max. If he gets the chance to reach this sword he will do so, but mainly fights with a pair of hand axes, which do 3+1 each, and have been made especially for him. In combat he gets this total added to his MR roll (For a total of 11+22 in combat; Ouch!) The other Goblins fight with small knives, which do not add anything to their normal MR scoring.

On the table are 6 drinking goblets, various half-eaten 'snacks' and an assortment of silver & gold pieces (1D20 silver & 1D6 gold) and the remains of a card game. There is a 45% chance that Max and his band will be playing cards in here when the delvers enter. Roll on the Monster Reaction Chart in the Rulebook* for the reaction of the gang.

GM: Play these characters as roughish but comical critters who would rather take the party to the cleaners at cards rather than engage in combat, though they will fight to the death if need be. The Goblins speak Goblin, and pidgin versions of Common, Dwarvish and Orcish.

Should the player-characters wish to join in with the game, the GM may have the group play a real card game of his choosing. If not, have the players choose how much gold they wish to wager. Then each player makes a SR on the average of IQ & LK at level 1. Failure means they are out of the game. The next round the SR is level 2, after upping the stakes of course. This goes on until the player making the highest level SR wins the total stake money. A character may cheat with a SR on DEX at twice the level of the round the game is at. Success means they make it through to the next round (or win the game if they are the only survivor that round), failure means they do not, but must then also make a SR *at the same level* on LK. Success means they were not spotted, but failure....

The rolls for any Goblins playing are always 'min 5' as they are very good players and cheats!

*Rulebook 5th edition referred to throughout this dungeon text.

2) Milwall's Chamber

This room is home to a large Ogre, Milwall, MR 85, and his Orc partners in crime, Scragg-End, MR 50, and Mortice, MR 45. They hoard a collection of stolen items from other dungeon inhabitants and delvers both slain and living. This booty is hoarded in a large treasure chest covered by a large rug in a corner of the room. Milwall and his friends will always be in here when the delvers enter, and will always act in a guarded manner, attacking if provoked. The room contains a circular table, 4 chairs (one larger to accommodate the Ogre), a small water fountain and a few boxes of provisions. Hangings from the roof are various cuts of 'meat' on hooks, delicacies for Milwall to enjoy later.

The trio will quickly follow adventurers out of the room and attack at the next opportunity should they decide the party is easy pickings. All the delvers' items worth anything will be taken and one or two of the party may end-up hanging from the chamber room. If the party is ambushed by these monsters they may escape slaughter by making CHR based saving rolls, in which case they will only be robbed and their lives spared.

If they are attacked, the monsters will fight to kill but will attempt to escape should the fight be going against them. They will run into the dungeon and perhaps ambush the party later, having found other monsters to help them.

The chest of booty contains;

1D% x 4 GP

1D% x 6 SP

1-6 weapons of the GM's choosing (non-magical)

1-8 pieces of armour again at the GM's choosing (non-magical)

1 minor magic weapon (Add 50% again to dice value, rounded up)

1 minor magic piece of armour (Add 50% again to hits taken, rounded up)

Various items (1D10) of treasure (goblets, belt-buckles, brooches, rings etc.) worth between 10 & 60 GP, all non-magical.

GM: Play this trio as devious dudes. There is no limit to the level of trickery these three will try. Milwall wears a ridiculous hat (similar to a jester's 3-pointed hat but without the bells) and feathered armbands, whilst the Orcs wear various pieces of stolen clothing and armour and resemble high-seas pirates with their colourful, bizarre appearance.

All three speak Common, Ogrish and Orcish, though only pidgin versions of their non-native tongue.

N.B. These characters are bitter enemies of the 'Roughnecks', which live in room 16. Interesting scenarios could result from this fact. The GM could hint at this ill feeling between the two groups to encourage role-playing later in the game.

3) The Fountain of Mystery

This room contains the Fountain of Mystery. It is a fountain in the centre of the room, which is fed by water from the underground spring. However, the rock the water passes through is magical and is affected by the magical powers within the various levels of the dungeon, and therefore as a result its effects on anyone drinking from it are unstable, to say the least. (Rumours that the water somehow comes up from the Subterranean Lagoon on Level 2 are unfounded) Any character drinking from it will suffer the effect of a roll on the table below. Roll 1D%...

Roll Drinking Effect

1-9 Any/all lost CON is restored, and the delver will automatically make his/her next CON based saving roll.

10-19 Any/all lost ST is restored, and the delver will automatically make his/her next ST based saving roll.

20-25 Delver has a random Prime Attribute raised by 1D6 points permanently.

26-31 Delver has a random Prime Attribute raised by 50% permanently.

32-40 Delver reacts badly to the water's properties and loses 1 CON point temporarily.

41-45 Delver reacts well to the magical properties and gains 1 permanent CON & ST point.

46-50 Delver's skin turns a random colour to be determined by GM for 1D6 turns.

51-55 Delver will glow brightly for 1D10 full turns, having a 30' illumination radius.

56-60 Delver gains the permanent ability to see in the dark.

61-65 No immediate effect, but delver will automatically fail his/her next saving roll.

66-70 Delver has a random Prime Attribute dropped by 1D6 permanently.

71-75 Delver is teleported to a random room on this level.

76-80 Delver has ST & CON doubled for 1D6 full turns.

81-85 Delver has ST & CON halved for 1D6 full turns.

86-90 Delver is poisoned and will lose 1 CON & ST point for the next 1D10 turns unless cured.

91-95 Delver falls unconscious for 1D6 full turns. Upon waking roll again.

- 96 1D20 result added to all prime attributes (roll once and add to all).
- 97 Delver increases to the next level of experience.
- 98 All delver's weapons are doubled in attack dice permanently.
- 99 All delver's armour is doubled in hits taken permanently.
- 100 Roll 1D6.
- 1-3 Delver dies.
- 4-6 Delver granted one minor wish at GM's discretion.

Any one character may drink from the fountain once only in any one period of 24 hours. If a second drink is taken there will be no magical effect. Water taken from the room (e.g. carried in bottles etc.) will retain magical properties for 3 turns only, then will become as normal water.

The fountain can take any form the GM wishes. Roll below for quick ideas.

- 1) A huge seashell
- 2) Ornate 3-tier affair of bronze/stone/marble/onyx
- 3) A large stone fish
- 4) A horrible gargoyle figure with cheap gems for eyes
- 5) A large animal
- 6) Small opening in wall with stone basin beneath
- 7) A huge horn
- 8) Statue of a delver as if frozen with surprise...

4) The Wish Diamond

This room is a mess. The floor is covered in ripped-up clothing (bloodstained), shattered weapons, cracked & charred armour pieces and scorched bones. The walls and ceiling are covered with dark stains. The only clear area is a 1' circle in the centre of the room in which sits a huge diamond, through which red and green flecks can be seen. The jewel is obviously worth an absolute fortune and radiates high-level magic vibes.

This is the **Wish Diamond**, and will not allow itself to be taken without a struggle! It will allow any character one wish per year, starting upon acquisition of the gem and each next wish is granted on the character's birthday. Determine this randomly if unknown. The wish is at the GM's discretion and the most it can achieve, as a guide is the resurrection of one being, which must not have been dead for more than 1 week.

However, the gem is difficult to get hold of. The following protects the Wish Diamond:

- 1) Any magic cast on it fails. The wizard must still deduct any ST used in spell casting and if the spell was hostile it will be bounced back at the caster. Projectiles will always miss.
- 2) If the gem is approached, the character must make a saving roll at his/her own level on each Prime Attribute, in the following order; Strength, Constitution, IQ, Dexterity, Luck, Charisma.

Strength. If this is failed, delver collapses with 1 ST. St is regained at 1 per turn.

Constitution. Failure causes the delver to explode. Adios amigos!

IQ. Failure activates a sort of Dum Dum and IQ is reduced to 3; permanently.

Dexterity. Delver must reduce his DEX from current CON

Luck. Unlucky for some! Delver spontaneously combusts. Delver toast.

Charisma. The gem will not allow the delver to touch it and teleports him/her to the door.

After each successful roll the delver may try the next. If he gets to the gem, continue below.

Touching the gem will activate a curse. The person who touches it will automatically fail their next 6 saving rolls. Also, the gem will decide if it wishes to be owned. Roll below;

- 1) The gem allows itself to be owned.
- 2) The gem allows itself to be owned but will vanish after first use.
- 3) The gem does not like the character and will teleport him/her to the room entrance.
- 4) The gem is in a bad mood and halves ST & CON of the character (temp) and vanishes.
- 5) The gem casts a Lightning Bolt at the delver for 1D20 CON damage then re roll.
- 6) The gem will take 1D6 permanent CON from the delver, 1 from all others in the room and vanish!

Any character that successfully wins the Wish Diamond has it to keep. If sold it is worth 100,000 gold pieces. If stolen or lost it will return to this room. It is about the size of a balled fist and weighs just 1 unit due to magic. Good Luck!

5) The Summoning Circle

The room is empty, and wizards will feel magic in the air. On the floor in the centre of the room is a strange arcane symbol, encased within a circle with a diameter of 3'. The symbol is unknown and fills the circle. This is a Summoning Circle. As soon as anyone steps into the room a Wandering Monster is summoned into the circle and attacks the party until death, pursuing them without the room if necessary. The summoning will occur every time the delvers enter the room.

6) The Goblin Wizard

Living in here is Drypfri, a Wizard of 12th level. He has a comfortable life and will aid the party if they are nice to him. If they are in any way hostile he will use his Amulet of Vanishing, which will teleport all the party to anywhere in the dungeon the user wishes. This takes but an instant to use and the party will not be able to counter this magic. Drypfri will not engage in combat of any kind unless he has no alternative. The GM should feel free to provide him with other magic items to deal with troublesome delving parties. (Drypfri speaks with a Goblin accent) He may create minor magic items for the party if they are very nice....

Drypfri the Wizard.

ST: 68 CON: 30 IQ: 48 DEX: 28 LK: 25 CHR: 13 ADDS: 85 MISSILE ADDS: 101

Height: 5'6" Level: 12

Spells: Levels 1 - 12 inclusive

Languages:

All High Tongues, Serpentine, Equine & Rodent Low Tongues + Ancient Goblin.

Weapons:

Pair of magic Kukri daggers called **Star & Garter**. Each will do 4+12 but if used together will get 12+36. If used by a character with negative charisma they will get just 1 dice each.

Staff. 6' long, DMS called **Breen**. Has a strength reserve of 30 and knows all spells Drypfri does. Will not work for anyone with a Charisma of less than 12, but will not be hostile to a new owner. In combat Breen gets 4 dice.

Armour:

Drypfri wears a magic **Balroghide Cloak** that will absorb up to 100 hits of non-magic damage and 50 magic points of damage. He also wears an **Enchanted Skullcap**, which nullifies spells levels 1-6 and surrounds the wearer with a soft green hue, which absorbs a further 100 points of magic & non-magic damage.

Drypfri will feed and water the delvers if he likes them and will cast spells for a fee, usually 10 x Strength cost in gold pieces plus 50 as '*Consultancy Fee...*' He will entertain the delvers for up to 6 turns then will tire of them and hint that they be on their way.

He is basically a friendly mage who will provide help to the party if they treat him with respect, but beware, he has a fiery temper, and does not like anyone teasing him about his Goblin accent! This room is a welcome break from monsters and combat...hopefully!

7) The Chained Demon

The room is home to a well-muscled, dark red Demon, who is currently chained to one of the walls, upon which are painted numerous symbols and runes, all indecipherable. The Demon is called Gynn-Larr, and has an MR of 300. It can take any form the GM wishes, and speaks any languages the characters do. He will plead to be released, promising one of the following to the party:

- 1 Fight for the delver with the highest CHR or the one who frees him for 1 full hour.
- 2 Lead the party to a secret treasure store in the dungeon on this level (Room 7a).
- 3 Answer 3 yes/no questions about the dungeon to the best of his ability.

Surprisingly, Gynn-Larr will uphold his promise, and keep his word. Following this service, he will wander the dungeon. If they encounter him again, one of the party must make a CHR SR at 3rd level to persuade him not to attack them, otherwise he may attack; roll on the Monster Reaction Table as for all Wandering Monsters on this level.

To release Gynn-Larr, a magic silver key must be used to unlock the chains. This is the only way. The chains cannot be harmed in any way, and cannot be removed from the wall, which is also protected. The key is worn by Gar, in room 9...

7a) This is a secret treasure store, containing a mound of gold pieces totalling 8000, 24000 silver pieces and 1D20 assorted treasure 'items', e.g. candleholders, trinkets, crowns, bracelets etc., each worth between 10 and 100 GP (Roll 1D10). There will be 1D3 minor magic items in here of the GM's choosing also.

8) The Chamber of the Crown

This chamber is a trap. In the centre a glowing golden crown rests upon a 3' high stone pedestal. If lifted a magic spell will summon a Wandering Monster to each entrance to the room, which will attack the party. The crown is worth 1000 GP and is otherwise free for the taking. It is slightly magical and will allow the wearer to automatically make any 3 CHR based saving rolls. No magic will be felt in this room as the pillar contains traces of meteoric iron. If destroyed, the pillar will reveal a large ruby gem worth 150 GP hidden within a secret compartment. The pillar is set into the floor and cannot be moved.

9) Gar's Chamber

The chamber is empty apart from a large mound of boulders. Anyone making a L2SR on LK will notice a sparkling object within them. This is a small silver key; it's one use being to open the magic shackles holding Gynn-Larr in room 7. This chamber is home to Gar. Gar is a Rock Troll, with an MR of 500.

As soon as the rocks are touched, they take the form of a large Rock Troll, Gar. The shining object vanishes. As Gar stands guarding his chamber, a L1SR on LK will allow the key to be spotted being worn around Gar's neck. The key cannot be obtained prior to this. If any magic is cast in the room (e.g. a wizard tries to levitate the key from within the boulders) this will also trigger the appearance of Gar. The above method is very clever; my players did not think of it, so perhaps award a few AP if they try it!

Gar is the toughest foe on this level. If he is slain, the delvers will have the key and can free Gynn-Larr should they so desire. Fighting Gar will not be easy, but a *Slush-Yuck* will halve his MR each time it is cast upon him. If any delver wishes to dodge Gar, as he is such a slow monster, they must make a SR at 2nd level on the average of their DEX & SPEED. If this is failed, the delver will fumble his attack and take 1D20 CON damage, and will have delivered no hits. If the roll is successful, the delver may have 2 combat rounds worth of damage inflicted on the Troll.

A further bonus to slaying this Troll is that within the rubble that constitutes his mortal remains will be found 1D10 small gems by each delver searching. Roll these up on the treasure generator in the rulebook or have them worth between 10 and 60 GP each for quickness.

10) The Mask of Rubilos

Hanging on one of the walls in this room, at a height of 10' from the floor, is a bronze facemask. It depicts a happy face, and can be worn by strapping it onto the head. It appears to be free for the taking, and the room is otherwise empty. Neutral magic can be felt from the mask, and if an *Omnipotent Eye* spell or similar is cast, the magic will reveal itself only as transformation magic. Any character attempting to remove the mask from the wall must roll 2D6. If a double is rolled, the mask is free to take. If not, the character receives an electrical shock via a strike of lightening from the mask, doing 1D4 CON damage. Any character can try as often as he or she wishes.

Upon rolling a double the mask is taken without harm. Any character wearing it will undergo a transformation (see below), but will not realise it until told or shown a reflection of himself.

The Mask of Rubilos

The Mask of Rubilos will transform the first character to wear it into a Bronze Living Statue. The character will undergo the following attribute changes, and the Mask will vanish.

Strength x4
Constitution x10
IQ x1
Dexterity x1
Luck x1.5
Charisma x10
Weight x10

The character will not need to eat nor breathe air. He/she becomes a magical creature, retaining all personality, knowledge, powers, spells, languages etc.

If not worn, the Mask will lose all magic if removed from the dungeon and will be worth 350 GP.

11) The Desert Tomb

The stone door to this room is locked, requiring magic to open. It will slide up into the ceiling when magically opened. On both sides of each door is an elaborate painting in Desert style. The doors can depict any creature, design or artefact the GM desires. Inscribed onto the door are hieroglyphics, reading "*Venture not beyond this portal*". Can any of the party read hieroglyphics? I seriously doubt it, but you know what they say just in case!

Within, the room is decorated in the same style, with hieroglyphics (make them up), ornate designs and wall friezes depicting the burial rites of ancients. The ceiling is dark blue with silver stars painted upon it. Anyone examining the ceiling closely and making a level 1 SR on LK will notice that some of the 'stars' are actually inset gems. There are a total of 50 small

gems each worth 25 GP. Do not encourage the players to search the ceiling; if they do not think of it then they do not deserve the treasure!

In the centre of the room is an ornate Desert-style sarcophagus. (Surprise-surprise!) The tomb is 10' long and in two parts. The lid is carved in the image of a human male, obviously of great importance. (So important he ended-up in this grotty dungeon...c'est la vie!) The lid is sealed to the base with wax and the whole affair gives-off high-level magic vibes....

Also present in this chamber are 2 large sealed urns, a small magical flame contained within a stone pot at the foot of the tomb on the floor and 2 statuettes of a small cat. The rear of the room has a riddle inscribed upon it. On solving the riddle, the secret door will slide upwards revealing the corridor beyond. The riddle is as follows;

*"My first is in Ghost, but not in Ghoul.
My second's in Spirit, but isn't in Stool.
My third is in Death, but not in Good Deal.
My fourth is in Lich, but isn't in Heal.
My fifth is in Haunt, but isn't in Tooth.
My sixth is in Onyx, but isn't in Youth.
What am I?"*

The answer is rather apt to the theme of the room and is "SPHINX". There is no other way to open this secret door, and the stone walls of the chamber cannot be damaged in any way.

(Thanks to Dragon magazine issue 271 for this and the riddle featured later in the dungeon.)

The Tomb

The tomb can be opened easily by breaking or melting the wax seal and lifting. It is heavy and requires a total strength of 80 to lift however, and the delvers may not be capable of this. This is perhaps a good thing, but delvers being delvers, they will probably concoct some elaborate way of lifting it or enlisting the aid of a subdued WM or two and carry on. Oops...

As the lid is lifted the first trap is sprung. The tomb is filled with poisoned air, which escapes quickly, filling the room in seconds. In addition, the entrance door slides closed as does the secret door if it has been opened. Both doors will require magic to open again. All delvers present in here must make a L3 SR on CON and subtract the difference directly from CON is missed. Nasty...

Assuming the party (or at least some of them...) survive this initial trap, they will be around to experience the second one, seconds later. A magic enchantment (L10) on the lid will curse each party member who helped in lifting the lid. Each must make a SR on LK at their own level or suffer 1D20 instant CON loss. Painful...

The tomb contains a **Deluxe Magic Staff** (Called Nubis), which contains levels 1-9 spells and will serve any wizard. It is 4' long and topped with a golden representation of an ornate bird, which has small emeralds for eyes. Apart from its magical value the staff is worth 300 GP.

Also in the tomb is a **Magic Bracelet**, which will allow the wearer to lower all CHR SRs by 2 levels, but a 'minimum 5' is still required. It is mithril and worth 500 GP.

The tomb also has a secret compartment in the base requiring a L3 SR on LK to find. It contains the **Scroll of Nubis**. Any wizard can read it. Reading it will increase the wizard's level by 2, but will also curse him/her to automatically fail the next 3 saving rolls he/she has to make (keep this secret from the player).

Opening the tomb will cause the Mummy, Monhot, to be summoned from the magic flame (see below) exactly 1 turn later...

N.B. The tomb cannot be damaged in any way, nor can it be moved.

The Flame

As mentioned above, the Mummy, Monhot, will be summoned from the magic flame one turn after the tomb is opened. Up until this point the flame cannot be extinguished or tampered with in any way. It will not burn if touched. If any character is dumb enough to put their hand into it, they will lose 1000 AP and age 1 year. Magic weapons, armour, items etc. will lose all magic permanently if placed in the flame.

Monhot will attack all occupants of the room starting with the nearest. He has a MR of 350, and will not take damage from non-magical attacks. Fire also will not harm him. Each combat round all delvers fighting him must make a L1SR on LK or lose 1D4 ST points (temporary) due to Monhot's power 'sucking' their life forces from them. Lost ST will return at 1 per turn. If any characters fall to zero ST they will crumble to dust and Monhot will have the total of their attributes added to his MR. If slain, Monhot will crumble to dust.

The Urns

Each contains a Guardian Wraith, MR 250, which will attack if the urns are opened or damaged in any way. They will fight until slain, all characters are dead or the party leaves the room, in which case they will await their return. They cannot be attacked from outside the chamber; all attacks will be ineffective.

N.B. Magic cast into the room (e.g. TTYF spells etc.) from outside will be dispelled as they pass through the door. The caster will still use the ST in casting the spell.

At the bottom of each urn is a serpentine gem worth 500 GP.

The Cats

Each cat statuette is worth 350 GP, but also each is cursed...

Any character taking a statue (they are made from onyx) will lose 1 point of LK per turn until the cat is dropped. The points will return at the rate of 1 per day after the statuette is sold etc. The LK will stop falling if the delver leaves the dungeon.

Also, if any of the statuettes are removed from the room, a Spirit of Bast will follow the delver and his party through the dungeon. It cannot be harmed and will attack any delver with a statue at the GM's will. It will attack for 1 combat round only and will cause the delver with the statue 1D4 CON damage, regardless of armour or magical protection. The Spirits will vanish if the statues are returned to the room or the delver leaves the dungeon.

For a lark, the GM may want to render the Spirits invisible to all but those who carry the statues, or have them invisible all the time, made visible only by magic, e.g. *Oh There it is!* spell. The Spirits will take the form of an 8' high ghostly cat, with glowing yellow eyes.

12) The Corridor of Alcoves

This is a long, narrow chamber, the side walls of which are lined with alcoves carved into them, in each of which stands a Zombie. They are unanimated as the delvers enter the room. There are 10 such alcoves in each wall, each with its gruesome occupant.

The GM may add more details to Stoller should they see fit to do so.

The Antechamber (13B)

This contains a bed and bed-box for each acolyte, and a small water fountain. Each box contains a spare robe and sandals. They are not allowed to have any other possessions. A tall cupboard at the end of the room contains items like torches, oil, lanterns, some food etc. In here also is an ornate staff (non-magical), which is adorned with gold and small gems. It is used in ceremonies and is worth 100 GP.

Stoller's Chamber (13A)

A secret door is concealed in the north wall, and requires a second level saving throw on LK to find and DEX to open.

This contains a bed, large chest, cupboard, bathing area and small area for private worship, which contains a smaller stone statue (6') and small altar. There is a walk-in wardrobe in which Stoller keeps spare robes etc. Hidden in here are a secret casket containing a jewelled headband worth 80 GP and a small bag of 60 GP. It will not be instantly visible to anyone looking in here.

Stoller's chest contains a ceremonial cloak and boots worth 50 GP, and a spell book containing levels 1-5 spells. Also in here is a **Ring of Werdigo**, which enables the wearer to become invisible once per day, for a period of his LK in combat rounds.

The cupboard contains personal effects (e.g. trousers, sandals, towels, belts etc.) of no interest or value to the party. There is nothing valuable or useful to be found in the small worship area in here either.

Also in here lives Surtax, Stoller's familiar. It is a small Demon with an MR of 80 and with the ability to cast 1 spell from level 1 to 3 every alternate combat round. It will attack all but Stoller. If Stoller is slain, it may be taken by any player-character with a CHR greater than 18, but it can never be fully trusted. Surtax can become invisible at will.

The Statue.

Searching the statue very carefully will reveal a small door in the rear. This requires a L3SR on LK to find, and a L2SR on DEX to open. Inside is a minor magic item of the GM's choosing and a small bag of gems (determine randomly from the rulebook. There are 20 gems, none of which are 'Large' or 'Huge').

The small compartment is cursed. The first delver to open it will receive a magic shock, which does 1D10 instant CON damage. Detection magic will reveal this trap.

This chamber could lead to some interesting role-playing. If the acolytes are sacrificing someone, they may join the party. They will be nude with no equipment. The GM should determine the victim's stats. & powers etc. in the event of this development. Here are some examples ready to go;

Faversham, human male rogue, level 2.
ST: 11 CON: 14 IQ: 11 DEX: 15 LK: 17 ADDS: +8

Wade, human male wizard, level 2.
ST: 14 CON: 8 IQ: 17 DEX: 14 LK: 12 CHR: 9 ADDS: +4

Helena, human female warrior, level 1.
ST: 15 CON: 13 IQ: 13 DEX: 13 LK: 10 CHR: 9 ADDS: +4

Nobby Noggin, dwarf warrior, level 1.

ST: 26 CON: 30 IQ: 8 DEX: 12 LK: 9 CHR: 6 ADDS: +14

Any weapons (non-magical only), armour and equipment the captive had may be found in the antechamber if the GM so desires. There is a 55% chance that any captive which the party rescue will know the location of the secret door leading to chamber 13A but will not know how to open it. A DEX roll is still required here but the LK roll need not be thrown.

14) The Magic Circle

This chamber contains a pentacle on the floor, which glows with an eerie green hue and within the carving rests an oversized double-headed axe, a large horned helmet and a large loincloth. The walls of the chamber are painted black and are covered with silver runes & symbols, none of which can be understood by any member of the party. However, if an *Oh There It Is!* spell is cast upon the northern wall, the following message will be revealed within the runes;

"Strength to whosoever steps within the Circle; Death to those who follow!"

This refers to the magic pentacle, which cannot be damaged or affected in any way by any magic the party may have. Spells below level 20 cannot be cast in this room, and magic items may not function at the discretion of the GM.

The first person to step within the pentacle will be transformed into a Minotaur. All items, weapons, armour, clothes etc. will be teleported outside of the dungeon and will remain at the entrance. The delver must make a level 1 saving roll on luck each turn until he or she leaves the dungeon. Failure means the belongings have been stolen. If the SR is not missed and the delver leaves the dungeon, all their belongings will be waiting for them.

The axe, helm and loincloth are free for the person to take. The axe is 2-handed and gets 8+4 in combat, and requires a ST of 25+ to wield and a DEX of 16. The helm will take 5 hits and the loincloth will be a perfect fit!

Any other delvers who enter the circle from now on until the end of the game will be subject to a *Death Spell No 9* upon them, failure to make the SR resulting in instant death.

The attributes of the transformed adventurer will change as follows;

ST x4 CON x2 IQ x1 DEX x1 LK x1 CHR x2 Height; Add 4' Weight; x2

The delver will retain all powers, spells, languages, knowledge etc.

N.B. The GM may wish the delver's items to appear in room 7a instead of outside.

15) The Iron Golem

The walls of this chamber are painted dark blue, with a black ceiling. The floor is composed of huge stone slabs, and many torches on the walls light the room. At the end of the room a dark, open archway can be seen, surrounded by carvings and two glowing green bulls eye lanterns.

In this chamber stands Goris, an Iron Golem. Goris guards the Exit Portal. If the delvers do not wish to leave the dungeon, Goris will ignore them and they may leave. However, should they wish to exit, Goris will not allow them to escape that easily!

Goris will not fight the party. Whatever their capabilities, the Golem will be too much of a match for them, so he has not been given an MR. If the delvers want to leave, they may pass Goris by one of the following methods;

*** Run past and dodge his attempts to stop them.**

This requires a L3SR on the average of DEX & LK. Failure means Goris swiped-out at them as they ran past, doing 1D8 CON damage, and barring their way. Success means they ran past him and may pass through the portal. If more than one of the delvers charge Goris, all must make the SR, which will be reduced to 2nd level. Anyone failing will take the above damage and be prevented from leaving the dungeon. The party should be aware that they cannot possibly fight Goris, for he is too mean. If they insist, give him an MR of 3000 and let them have a go. If they attack him, he will fight but not attempt to slay them. Each combat round he will take no damage and inflict 1D10 CON damage to each fighter. He is also unaffected by magic below 9th level. Magic items should be judged individually by the GM, but really should not cause Goris harm.

*** Characters may bribe Goris.**

He will let anyone pass if they give him all the gold they carry, all their magic weapons, their entire magic armour or all their magic items. All items given to Goris will be teleported to room 7a if the GM is feeling kind, or will never be seen again.

* Goris will let them pass if they sacrifice a member of the party...

* Teleportation magic will function normally.

* Characters may fly past Goris if they have the capability. However, Goris has quantities of meteoric iron in him, and magic of third level will be nullified within 30' of him. As the room is 60' high, and Goris 30', spells such as Fly Me could be interesting...

16) The Roughnecks

Here live Karis and his band of roughnecks. Karis is an Orc with an MR of 140. GMs may allocate attributes to Karis if they wish. His followers are a mixture of creatures;

Dougal Dwarf outlaw, thief & warrior MR60
Ark-Dar Troll fighter & thief MR 85
Karius Orc fighter MR 60
Peoris Goblin fighter MR 35
Roker Orc fighter MR 40
Noggy Hobgoblin fighter MR 55

The chamber is filled with booty sacks, old chests, tables and stools, sleeping pallets, barrels etc. It is dimly lit by lamps, and a small open fireplace fills the room with smoky vapours, as a small roast cooks upon it (this can be the remains of anything the GM likes)

The Roughnecks (as they like to be called) are murdering, thieving, and scheming individuals who will not think twice before robbing delvers, wandering monsters or even each other! They will attack the party if they think they can overcome them, and rob them if successful. If they are losing combat they will flee into the dungeon at the GM's discretion. If the player-characters are losing battle and beg for mercy, they will rob them and may keep one or two as hostages, enslaving the party to continue into the dungeon and bring them more treasure. The GM should play such scenarios as he sees fit. The Roughnecks will turn cowardly if overpowered, offering the party their secret treasure store for mercy. This is a small room through the secret door in the south wall. The secret door in the west wall is an escape route from the room. Both doors are easy to spot (L1 SR on LK to find and DEX to open) but are hidden by dirty drapes that hang on the walls.

The treasure room actually contains a Demon, MR 350, which guards the hoard of treasure, totalling 800 GP, 1400 SP, a cache of 14 miscellaneous items (e.g. candlesticks, brooches, platters etc.) each worth between 10 and 60 GP and a bag of 25 random gems. The Demon will attack anyone entering the room that does not speak the password of 'Roughneck'. The party will be lured in here by the Roughnecks, and if they fall for the trap (bad vibes can be felt from the room but the Demon remains invisible until it attacks) will be in serious trouble, as the Roughnecks will either join-in the battle or leave the party to fight as they flee and possibly block the exit.

The GM should play this room as he sees fit; many an interesting scenario could result from a meeting with this band of nasty creatures! They are all dressed like pirates, and wear odd pieces of jewellery and ornamentation. Most wear tattoos and they are in general a shabby yet dangerous bunch. Elaborate the details of the individuals to suit your game and personal amusement! They do not care much for Milwall and his gang in room 2...

17) Ominous Thunder

This room contains **Ominous Thunder**. Ominous Thunder is a Deluxe Magic Staff, with a strength reserve of 30, which knows levels 1 to 3 spells. It rests within a burning fire, which burns atop a pedestal in the centre of the room. The pedestal is painted gold (but is worth nothing) and is covered with runic symbols. Wizards will recognise them as Wizard's Guild symbols signifying high magic. On one of the walls of this room is a riddle....

*"I have no sword, I have no spear,
Yet rule a horde, that many fear.
My soldiers fight, with wicked sting,
I rule with might, but am no king.
What am I?"*

The DMS is free for the taking, once the riddle is solved. The answer is "A QUEEN BEE", but the staff demands a high price. The flame will vanish when the riddle is solved. Until then however, it cannot be extinguished nor can the staff be touched. Anyone trying to touch the staff will receive 1D10 CON damage from the magic flame (armour does not count here) and will find their hand simply passing through the staff as if it was an illusion. Any true wizard who touches it (any other character type cannot) will be bound to keep it. Any character that owns the staff will not be able to carry or use any other magical items, with the exception of magic armour and any items, which increase damage limitation. E.G. magic ring, which will absorb hits etc. Ominous Thunder has a rather stand-offish personality, and will communicate with the owner only when it sees fit to do so.

The wizard will not be allowed to carry/use any magical weapons either, if this is allowed in your game world.

Ominous Thunder will be 100% loyal to the owner, and communicate in Wizard Speech to the owner alone. It will cast any spells it feels will aid the owner, using it's strength reserve, and will allow the owner to cast a separate spell each combat round, whilst it casts another.

E.G. The owner may cast a *TTYF* during a combat round, and may request the staff to cast another spell, which it knows in the same round. The owner uses his own strength, and the staff uses its reserve strength. If the staff has no strength reserve, it cannot cast spells unless through the owner, who may not cast a separate spell that round.

The staff is indestructible, and as an extra bonus, will protect the owner from all flame damage, as long as the owner carries the staff.

If any other character-type attempts to obtain the staff, magic protecting the staff will cast a *TTYF* of 50 points at the character. Only true wizards may own it; no warrior-wizards.

The DMS is a 1' long wand with a diamond set into the centre. If the diamond is removed (only a *Shatterstaff* could do this) the magic is lost.

N.B. There is also a DMS in the Desert Tomb, room 11. If you think 2 DMS are a little excessive for this first level, omit this room or remove the DMS from room 11, replacing it with another magic item.

18) Vampire Vault

This chamber is filthy. The floor is dust covered and pieces of broken wood and small stones litter the floor, the occasional glitter of a gold or silver piece reflecting the delvers' torch light. The walls are painted a light blue shade but this is peeling-off in large sections. The ceiling is painted dark blue but the stonework beneath is crumbling. Cobwebs fill the upper corners of the room and rats and mice occupy the dark lower corners. The room is stacked with coffins. In total, 11 coffins stand upright along the walls, and 19 lie upon the floor. Of these, 12 are crumbling and lie open and grime-filled; rats enjoying the damp shelter and constant food supply from the creepy-crawly lies, which abound in this grim vaulted chamber. The remainder, including those standing up against the walls, are still sealed, though the wood is starting to rot and they are damp.

Living in the upper corners of the room are 4 large Spiders. Each has an MR of 30 and the normal effects of Spider Venom (see rulebook) will be transmitted to any delver who takes damage to CON during an encounter with these mini horrors. They will be visible with a L1 SR on LK but will not move unless disturbed, in which case there is a 50% chance that they will scurry away, not choosing to attack that round. If disturbed again they will certainly attack.

Anyone searching the floor must make a L1SR on LK or be bitten by a large Rat. Unless cured, the poison will infect the delver who will lose a point of CON each combat round until he or she is at half CON, then the poison effects will begin to subside, though the CON will not instantly return. A search of the floor will uncover one of the following treasures (SR on LK at level 1 for each);

- 1) Gold ring worth 45 GP.
- 2) Silver bracelet worth 30 GP.
- 3) Small pouch containing 4 random gems.
- 4) Scroll case containing a random level 4 spell that can be learned by magic users.
- 5) Horrific amulet of a spider worth 10 GP and carved from onyx.
- 6) A golden key; this will open the door to Level 2, found in area 12.

The closed coffins each contain a Vampire...

Each Vampire has an MR of 25. The Vampires are naked and gaunt, with redlined eyes and long fingernails and teeth filed to points. They attack instantly if their coffin is opened. Any delver opening a coffin risks immediate infection. They must make a level 2 SR on DEX to jump free as the hungry Vampire leaps upon him. Failure results in infection (see below), whereas making the roll means combat ensues. Each round the delvers fight the Vampires, they must roll a 'Min 5' or become infected. The Vampires have a 30% chance of having 1D3 x100 GP in their coffins, kept in rotting bags. The Vampires turn to dust when slain.

Vampire Infection.

Any character infected will immediately lose 1 ST & 1 CON point. Following this, they will lose 1 ST & 1 CON point per combat round for the next full turn. If not dead, they will then begin to look pale and drawn, and drop to 2 ST & CON in the next combat round. They will then begin to feel better, but exactly 3 turns time, they will drop dead, after a brief fit and foaming at the mouth. Exactly 6 turns later, they will rise as one of the Undead; a Vampire...

Change the character's attributes as given in the rulebook, by your own discretion, or as follows;

STx2 CONx3 IQx1 DEXx1 LKx1 CHRx3 (but becomes a minus value) Speed x1.5

The character will inherit vampiric habits and powers/weaknesses at the discretion of the GM.

19) The Junk Room

This room is completely full of junk! Old chests, statues, tapestries, lanterns, chairs, furniture, urns, rope etc. The delvers may collect some pieces of minor use from here if they bother to search. Allow them small quantities of rope, some treasure (no more than 400 GP in total. The exact form the treasure takes is left to the individual GM), small quantities of lantern oil, some torches & lanterns etc. The only item of real value and interest in here is a rolled-up carpet at the back of the room. Wizards will feel vibes from somewhere amongst the junk store.

This is a **Magic Carpet**. It is 10' long x 5' wide when unrolled, and has an oriental style pattern upon it. It is woven well and in very good condition. It is activated by the magic word "Dragonfly". Then it can be controlled and given instructions as to where to fly. To deactivate the carpet, the magic word is "Riverbed". The carpet responds to simple commands such as go, up, down, land, halt, hover etc. These instructions are to be found on a parchment, which is hidden amongst the junk in this room, requiring a level 2 saving roll on LK to find. It can comfortably carry 3 people and their belongings (within reason). The GM may wish to impose a weight limit to the carpet.

However, hiding within this room of junk is a...

Poisonous Fungus.

The Fungus is covering a large area of floor and wall at the back of the room, and is pale in colour and not easily seen. It will send out poisonous spores if disturbed. Any activity in the room (i.e. searching around in the rubbish) will count as disturbance. The Fungus will contaminate the air with poison, and all in the room must take 1 point of CON damage immediately. The Fungus can be burned in one combat round, but being cut up will not really kill it, just chop it into pieces, from which a larger Fungus will eventually grow. If burnt, it will smoke heavily, and this of course will be poisonous! All delvers in the room must make a saving roll on CON at level 1 or lose one further point of CON. All delvers who do not stay out of range of the smoke (it will fill the corridor for 30' from the room) must also make the roll. The smoke will linger in the room and corridor for 3 turns! During this time anyone entering the smoke-filled area must make a first level saving roll on CON or lose 1 point.

In addition to the above hazard, any non-magical weapons or armour, which come into contact with the Fungus, will begin to rot, and be useless in 3 turns. Nasty....

If the Fungus is fought (bad move) and not burned, it will continue to release poison spores at the party. All delvers fighting will lose 1 point of CON per combat round, and must also make a first level saving roll on CON (each combat round) or lose a further 1D2 CON. It will stop sending out spores after 12 combat rounds. It will then appear to die. In 1 day's time it will begin to regenerate. The Fungus is silent and cannot move.

The GM may wish to have patches of this nasty stuff at various points through the dungeon; blocking corridors, lurking in dark corners, dropping from the roof, covering doors etc.

Burning the Fungus will kill it completely, and is the only sure way to destroy it. It is immune to poison, although magic will affect it normally.

covered with small hairs, which cause minor irritation to human skin, causing a nasty rash, which will remain for 1-6 days. Harmless, but enough to worry an adventurer into believing he has been poisoned or worse. The monster lurks at the foot of the hole, and will not come out. If anyone steps down into the pit (it is 15' deep and filled with grime, dirt and small rocks) it will attack them with an MR of 250. Some shining objects can be seen at the foot of the pit if light is cast into it, and the Worm will scream at the party if illuminated. It will burrow into the earth if attacked from above with magic or projectiles, and will reappear should someone enter the pit. The glittering objects are a set of silver and gold goblets, 6 in all, worth 100 GP for the set or 10 GP each.

23) Zombie Storeroom

(Upon the door of this chamber is a badly painted skull & crossbones and a grim warning in Common Tongue reading "KEEP OUT!")

This room has a locked door, and contains 30 plain wood coffins, without lids. Each contains a human corpse in varying stages of decomposition. The coffins are scattered randomly around the room, which has no other features. As the door is opened, the party will feel sickened by the horrible stench, which escapes the room. The corpses will animate immediately and attempt to leave the room and pursue the party. Each Zombie has an MR of 35. If damage is taken to CON, the delver will continue to lose 1 CON point per turn until death or they are cured of the disease carried by these vile undead creatures. This room contains no secrets and no treasure. The Zombies will follow the party until slain. They will not leave the level or the dungeon however. If the party split-up, the Zombies will split-up also and follow. Randomise how many follow each delver or set of delvers. A simple room with trouble for the party if they are weakened. If they heed the warning on the door however, they will be quite safe...

W) At this intersection is a horrific archway which leads to the east and the cold, cobweb-filled stone stairway going down to chamber 18 (Vampire Vault). Wizards are allowed an IQ saving roll at level 1 to recognize amongst the carvings of skulls, bones etc. around the arch, certain symbols in an old magical language which signify death and warn against passing through the archway. The key stone of the arch is of a grim, fanged skull, surrounded by intricate carvings of ivy and creeping vines.

X) The wall at the eastern end of this corridor, which is actually a secret door leading to the Chaos Temple area, has a stone gargoyle, 5' in diameter, upon it. The secret door swings open only if the two small levers, one contained within each nostril of the gargoyle, are pressed. The gargoyle is not magical and depicts a hideous demon-like face.

Y) At this point in the corridor is a hideous archway leading to the stone steps going down to the east, leading to chamber 6. On the north wall just through the archway, a corridor branches off and leads to an empty chamber. Again, wizards will recognize certain symbols carved around the archway as some kind of warning, if they make a first level saving roll on IQ.

Z) This corridor has an Desert theme, with hieroglyphics on the walls and paintings on the walls and ceiling. A good place for a trap would be on the steps going down in the centre of the corridor, but I have not included one here.

GOBLIN CRAG LEVEL ONE WANDERING MONSTER TABLE

As WMs are few on this opening level, it is suggested GMs roll 1D6 per turn. On a roll of a 1 a wandering monster arrives if it is logical for one to do so. If there is no direction from which a WM could logically appear, then no encounter will result. (1D12)

- 1) Bog-standard Goblin warrior, MR 30. Will most likely run or blow his horn to attract 1D4 other Goblins, which will appear if a 1 is again rolled on 1D6. May parley.
- 2) Troll, uneducated and smelly, will want to fight and steal from the party. MR 55.
- 3) Ghost. MR 40. Non-Magical weapons will do only half damage.
- 4) Orc warrior, MR 50, or Milwall's Gang, room 2.
- 5) Ogre, MR 65.
- 6) Large Spider, MR 35. See room 17 for bite details, and the Rulebook poison chart.
- 7) 1D4 Giant Rats, each with an MR of 20. See room 17 for poison effects.
- 8) Slime Monster, MR 60. Large pile of living, oozing green slime. There is a 50% chance that any non-magical metal it touches will corrode (weapons and armour become useless after 1 hour).
- 9) 1D3 Zombies, MR 50, CON MR 100.
- 10) Member(s) of The Roughnecks, Room 15
- 11) Large area of Poisonous Fungus, Room 18.
- 12) Re-Roll, no-encounter, or one of the following:
 - a) Party of Delves. Details left to individual GM.
 - b) Personal Monster/Personality of Game Master.
 - c) Dead adventurer, with 1D4 items still useful; none are magical.

EMPTY ROOM TABLE

There are some areas of the first level still awaiting occupants. Maybe soon the Roughnecks will move in, or Milwall and his motley crew will take them? But for now, unless you have plans to slot your own rooms into the dungeon, you can use this table to populate the empty bits. (1D12)

- 1) Roll for a Wandering Monster, which is already lurking in here.
- 2) A search will reveal a hidden panel containing 1-100 gold coins or a hidden Zombie!
- 3) As above but replace the coins with a jewelled item rolled from the rulebook.
- 4) As above but replace with a parchment with a message on it of your choice.
- 5) Roll to determine which Wandering Monster got here first!
- 6) Trap! GM to determine nature of trap and damage caused.
- 7) Slain adventurer, may still hold some items/treasure useful to the party.
- 8) Roll for Wandering Monster, which appears on a 1 or 6. Otherwise empty.
- 9) A secret door will lead to a small room containing treasure item.
- 10) A secret door will lead to a small room containing a minor magic item.
- 11) The room is full of thick webbing and several (dead?) giant spiders.
- 12) The room contains a Teleportation gate to a location decided by the Game Master.

SOME USEFUL RANDOM TREASURE FINDS

- 1) 1-10 SP
- 2) 1-10 GP
- 3) 1 random gem using the rulebook generator.
- 4) Small bracelet worth 1D6 x 10 GP.
- 5) Belt buckle worth 5 GP.
- 6) Jewelled ring worth 1-60 GP.

- 7) Gold clasp worth 10-60 GP.
- 8) Monster claw/tooth.
- 9) Necklace of semiprecious stones worth 1-30 GP.
- 10) Roll on the rulebook Treasure Generator.

MAGIC ITEM SUMMARY

Item Name & Dungeon Location

Max's Friend Room 1
Wish Diamond Room 4
Amulet of Vanishing Room 6
Star & Garter Room 6
Breen Room 6
Balroghide Cloak Room 6
Enchanted Skullcap Room 6
Magic Crown Room 8
Silver Key Room 9
Mask of Rubilos Room 10
Nubis Room 11
Magic Bracelet Room 11
Scroll of Nubis Room 11
Magic Crystal Globe Room 12
Enchanted Robe Room 13
Ring of Werdigo Room 13
Level 1-5 Spell Book Room 13
Ominous Thunder Room 17
Magic Carpet Room 19
Rock Elemental Amulet Room 20

SOME QUICK QUESTIONS ANSWERED!

Q: Where is the key to be found which opens the door leading to Level 2 (location 12)?

A: On the floor of the Vampire Vault (location 18)

Q: Where is the key, which will free the Demon Gynn-Larr (location 7)?

A: Held by the Rock Troll Gar (location 9).

Q: Where is the way down to Level 2?

A: Within one of the alcoves at location 12.

This ends Level One of Goblin Crag. I hope you and your players have had a great deal of fun with this dungeon. Please let me know what you think and what happened in your games!

Happy Dungeoneering!

Andy.