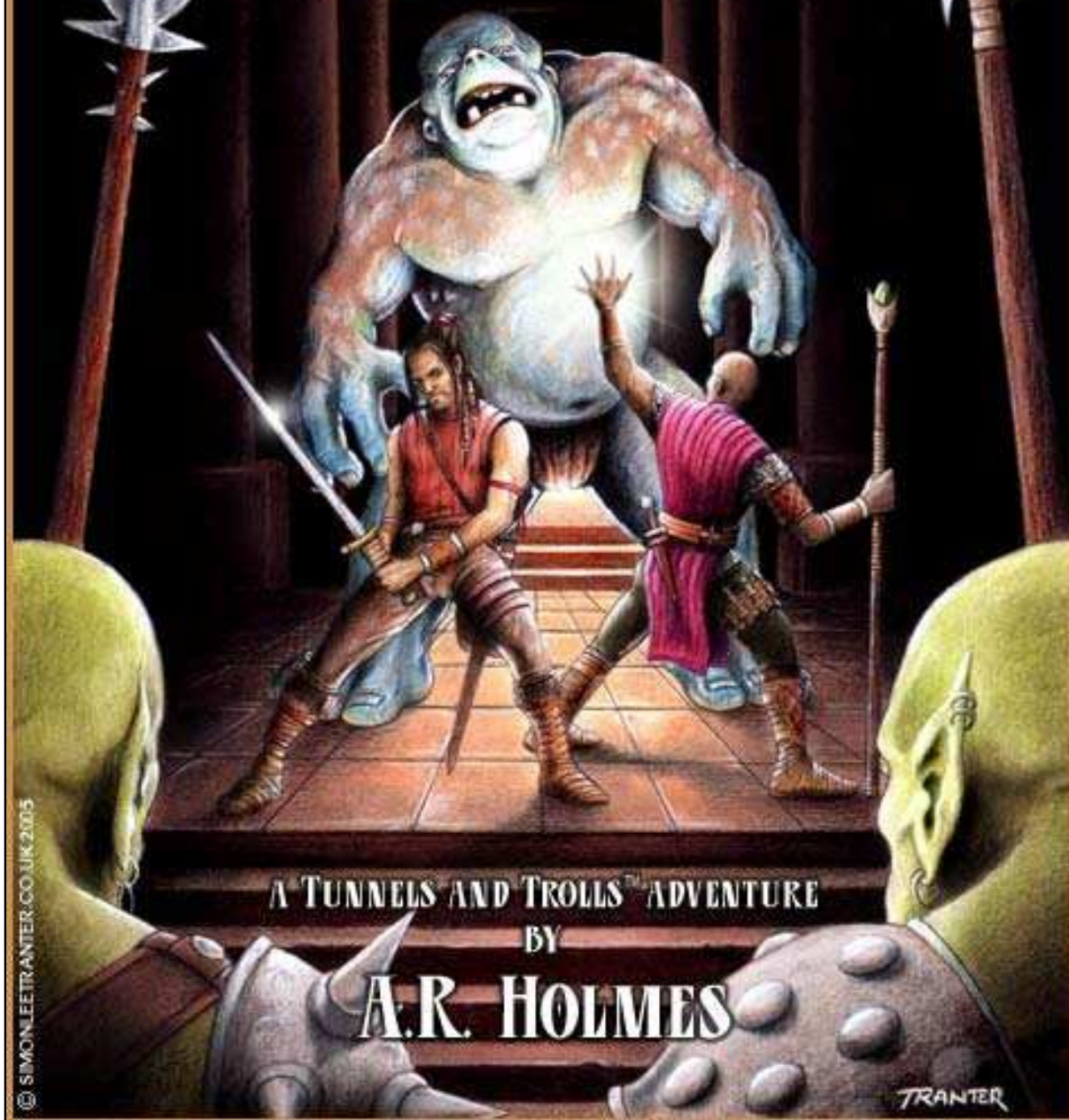


Goblin Crag



© SIMONLEETRANTER.CO.UK 2005

A TUNNELS AND TROLLS™ ADVENTURE
BY

A.R. HOLMES

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-crawlies, 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.

20) The Chamber of the Rock Elemental.

This chamber is cold and clammy, and unlike the rest of the well-constructed rooms on this level, is hewn from the rock, the walls still being jagged and uneven. It is unlit.

In the centre of the chamber is a Rock Elemental, standing 14' high and still. It is roughly carved and has diamonds as eyes. Around its huge neck is an amulet, again carved from stone, with an amber jewel set in the centre. The amulet is circular with runic symbols surrounding the amber; they are indecipherable.

The amulet is highly magical. Wearing it will turn the bearer into a Rock Elemental. *The transformation will only work on a human, dwarf or elf; none other.*

Rock Elemental

ST x4 CON x10 IQ x1 DEX x1 LK x1 CHRx3 HEIGHT +1D8 feet WEIGHT x4

The Player Character will score 6D6+ Personal Adds in unarmed combat, plus adds, making him or her a very formidable foe/ally! Damage absorbed by the person's new genetic make-up (i.e. stone) is taken into account by the multiplication of CON above.

The character will not be able to wear armour or clothing, and will gain the ability to see in the dark and become immune to fire. (*Slush Yuck* spells will kill him however!!!)

The PC will remain in this form until death, or until a 20th level Dis-Spell is cast upon him. If the character was a magic user, all magical abilities will be unaffected and all magic powers retained. Unfortunately, all the delver's magical items will turn to stone and fall to the floor as small rocks...Sorry!

If the diamonds are removed from the statue, they are worth 150 GP each. However, they are cursed. Anyone attempting to remove either gem must make a level 3 SR on LK, or be affected by a *Medusa* spell. This curse is on both gems, and can be detected by an *Omnipotent Eye* spell, as can also the magic on the amulet, allowing the party to avoid the magic in this room completely if they so desire.

The Elemental will not animate, and can easily be destroyed by magic and weapons. It has a 'CON' for such purposes of 1000. However, if destroyed before the amulet or gems have been removed, both treasure and magic amulet turn to stone.

Note: The amulet works only on the first person to wear it.

21) The Golden Ankh

This chamber also follows an Desert theme, the walls being gaily painted and hieroglyphics feature everywhere. In the centre of the room is a golden ankh, set horizontally into the floor. It is worth 800 GP and is not easily removed. The delvers will have to hack at the floor with a pickaxe or use magic to remove the treasure. It is magical, and will summon 4 Mummies, each with an MR of 80 when the room is entered. The Mummies will appear one at each corner of the room and will attack the party, pursuing them until they are slain or the party have been killed or have escaped. They will not leave the level.

22) The White Worm

This cold, uninviting chamber is partially collapsed; the north-east corner having fallen-in and now only a deep hole remains. Living in this hole is a White Worm, a gruesome creature with a fat maggot-like body about 13' long and a head full of sharp teeth. It has yellow eyes and a rasping hideous scream, which it uses to frighten away enemies. Its hide is tough and

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 Delvers. 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.

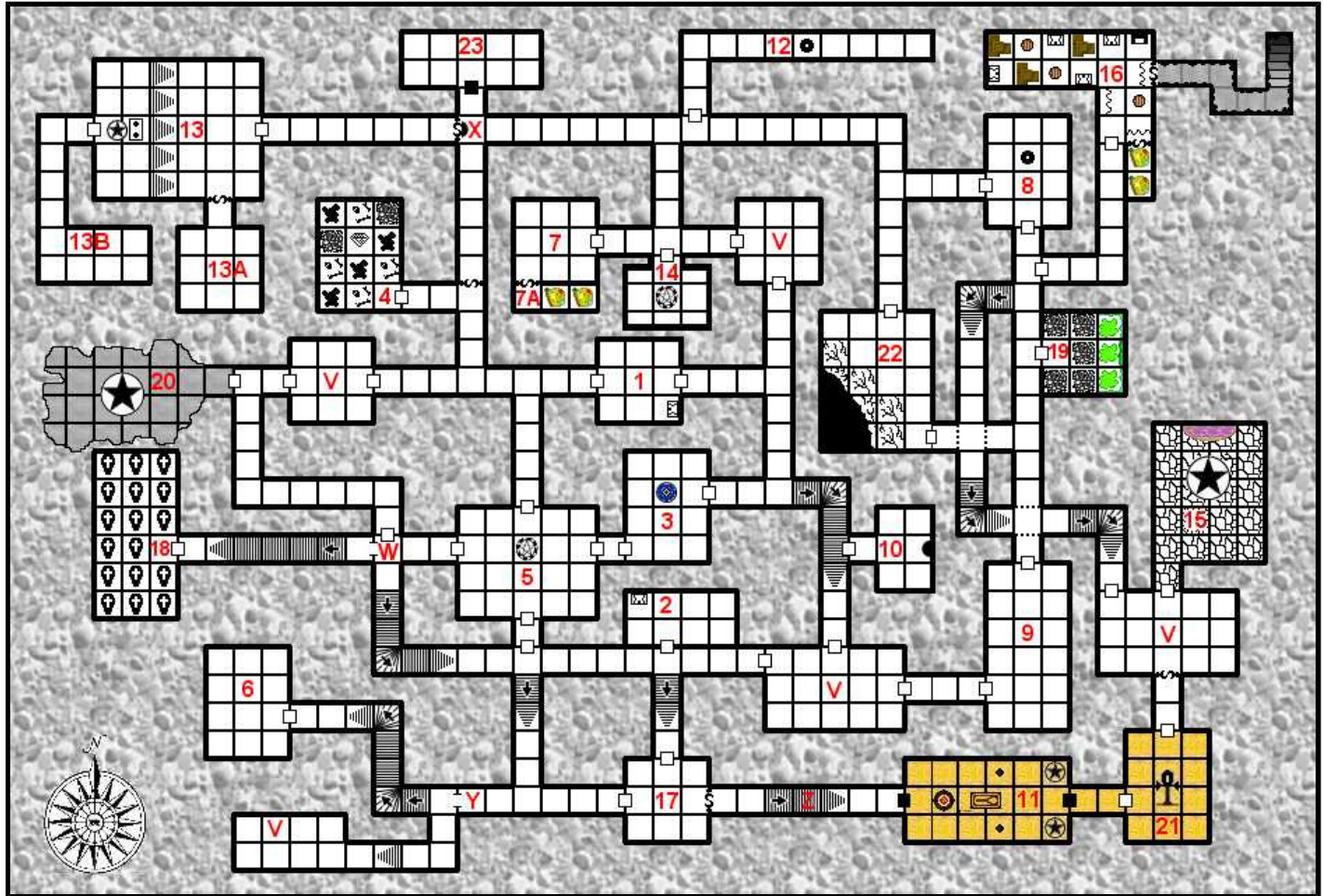
This ends Level One of Goblin Crag. I hope you and your players have had a great deal of fun with this dungeon. Please let me know what you think and what happened in your games!

Happy Dungeoneering!

Andy.

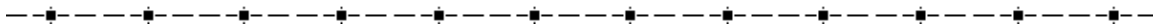
[HOME](#) [GM DUNGEONS](#) [GM AIDS](#) [MAGIC ITEMS](#) [MONSTERS](#)
[HALL OF HEROES](#) [MINIATURES](#) [TAVERN SHOP](#) [ABOUT ME](#) [LINKS](#)

Goblin Crag Level 1 - Map



Map courtesy of www.chimerae.it

N.B. The above map will feature in the Italian translation of Goblin Crag and as such features some Italian text. The Chimerae Hobby Group have given me permission to use the above map on this site only, and it remains their property. It is a big improvement on the hand-drawn map that used to be displayed here, and I am grateful to Gianmatteo Tonci for all his hard work and for his permission to use the new Goblin Crag GM maps.



GOBLIN CRAG

CONTINUING THE DUNGEON ADVENTURE FOR TUNNELS & TROLLS

BY A.R. HOLMES 2000

Level 2

The secret door on Level One in the Corridor of Alcoves opens into a short hallway, which is unlit and travels straight ahead for 30', after which a spiral stair leads down into the gloom. The air is heavy and musty, and the cracked floor is wet with dirty water, which also drips from the low (8') ceiling. Consider the equipment carried by delvers here, as to whether it will fit down and round the stairway, which is only 4' wide and very tightly angled. Once more, to aid the GM, monsters are highlighted in red when first encountered, should the GM wish to prepare miniatures for use in play, handout pictures etc. Magic Items are typed in bold.

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**. The area marked 'ROCKFALL' is impassable and there is nothing to be found here.

ROOM KEY (Quick Reference)

- 1) The Crypt
- 2) The Hellhound's Chamber
- 3) The Haunted Chamber
- 3a) The Secret Room
- 4) The Subterranean Lake
- 5) The Lagoon Statue & The Caves of the Merpeople
- 6) A Simple Trap
- 7) The Ancient Tombs
- 8) The Warriors
- 8a) The Warriors' Booty Room
- 9) The Lair of the Serpent
- 10) The Wizard's Challenge
- 11) The Bonus Room
- 12) The Naga's Chamber
- 12a) The Serpentpool
- 13) A Hidden Gift
- 14) The Warriors' Watch Room

- 15) The Dwarven Wizard's Chambers
- 16) Riddle Room
- 17) Riddle Room
- 18) Riddle Room
- 19) The Lair of the Bone Dragon
- 20) Empty Chamber

The spiral stair continues down for 100' and emerges in the centre of a straight corridor. Looking either way the party see an unadorned corridor of stone, unlit and uninviting. Almost as soon as they step foot into the corridor from the stairway, they are presented with their first challenge, as they hear the groaning of horrors approaching from each direction. From the east, a Zombie Sorcerer staggers towards the party. It can cast any spells from level 1-3 and has the following attributes. It is unable to act apart from casting spells and fights when ST is too low for magic. It is openly hostile, not open to parley and will attack immediately. (The undead sorcerer carries three magic items, all of which are cursed for mortal users)

ZOMBIE SORCERER

ST: 33
CON: 50
IQ: 3 (20 for spell casting)
DEX: 14
LK: 10
CHR: -34
ADDS : +23
MISSILE: +25

WEAPONS:

5' long staff, 3+4
Large dagger 2+5
Small dagger 1+5

ARMOUR: **Enchanted Robe**, which absorbs all missile damage (Excluding spells) and can take 20 hits in combat. (Missiles hitting it simply lose all power and drop harmlessly to the floor) CON will be at half value whilst it is worn however.

OTHER ITEMS: **Magic Bracelet**, which absorbs half any damage from TTYF spells. It is in the form of an entwined serpent. Anyone wearing this will be cursed. All LK based saving rolls will be raised by one level if it is carried/worn.

Magic Crown, which stops 'mind' spells, e.g. 'Mind Pox', 'Dum Dum' etc. The wearer is unable to speak however if it is worn. A 9th level curse activates this magic. Should a delver wear it anyway, forbid the *player* to speak if you are feeling particularly nasty.

From the west a nasty Vampire stalks down the corridor...

NASTY VAMPIRE (COUNT CARILLION IV)

ST: 40
CON: 45
IQ: 18
DEX: 22
LK: 16
CHR: -36
ADDS: +42
MISSILE: +52

WEAPONS:

Pair of scimitars, 4D6 each

OTHER:

Although the Count wears no armour, he wears a **Magic Skull Ring** in the form of a small skull, which negates level one magic. He also wears an **Enchanted Bat Ring**, this one in the form of a bat, which will change the wearer into a Vampire immediately, with the following attribute changes;

Strength x2 Constitution x5 IQ x3/2 Dexterity & Luck x1 Charisma becomes negative. SP+2

The Count also wears a magic **Cloak of Undeath** which takes 20 points of physical damage. If this is worn by any non-undead character, they will be subject to sudden revolting cravings every now and then. GM has something occur just often enough to make the character believe he/she is becoming a Vampire. They are not of course, but this will keep them on their toes. Here are some random cravings. No doubt individual GMs will invent far worse than these!!!

- 1) Sudden urge to bite another character for a quick taste of their blood.
- 2) Craving to devour a small rodent or large insect etc.
- 3) Character begins to bay like a wolf just for a minute or two.
- 4) Character begins to speak with a heavy 'Transylvanian' accent...

(If slain he returns to his coffin in room 1)

The Vampire will attack the party on sight, probably at the same time as the Zombie. Should any of the party take damage to CON, they must make a level 1 SR on LK. Failure results in the character being infected with Vampire Venom, which will deduct 1 from CON per *combat round* until death, after which, the character rises to become a Vampire. He should make a SR *at his own level* on IQ to recognize the party, or he will attack! Change the character's attributes as above should this occur.

Once the party have dealt with these two horrors, they are then free to wander the level. The main dungeon text now follows.

ROOM KEY

* The rooms on this level are 30' high unless otherwise stated. The floors being of stone slabs laid over dirt, and the walls of stone, again, unless otherwise stated. The corridors are 10' high and 12' wide, quite small for a dungeon. Bear these dimensions in mind when the players choose their characters. 15' tall trolls would find it hard going! Saving rolls to find secret doors on this level are level 2 on LK to find and the same on DEX to open.

1) The Crypt

The door to this room is heavy stone, and the handle has been removed. It is locked and jammed. Magic will unlock the door but it still will not open unless the party have the strength to force it, as it is also barricaded with heavy wood planks from the inside. The door requires a total strength of 40 to force open, and there is room for two delvers only.

This cold uninviting chamber is a crypt, used mainly by Count Carillion who attacks in the corridor. He uses this room as a base, and if slain in the corridor will return to this chamber, turning to mist as he falls to the floor following combat with the party. He will re-materialize in his coffin in here, which is detailed below.

The chamber is filthy, cold and smells of rotted materials. Countless small skeletons of animals litter the floor and cobwebs are everywhere; covering the floor, ceiling and walls. The floor is littered with old wooden crates (all empty, but each has a 30% chance of treasure between 1 & 10 GP) and broken coffins, all empty except for dust and dirt and creepy-craw lies (GMs, is anyone wearing a Cloak of Undeath?) One coffin, buried beneath the rest, is sealed and in good condition. It is within this that the Count resides. He travels between here and the dungeon by turning to mist; he never opens the coffin lid and it remains buried beneath the others at all times. It will not be found unless the delvers remove all other boxes and coffins.

The Vampire will not materialise if slain in the corridor; he will remain in his hidden coffin and will return to his normal strength (see attributes above) in 6 full turns. If slain a second time he will turn to dust and his items will be free for the taking. Should the party find the Count's coffin, he will appear as a cobweb-covered skeleton, wearing his cloak and rings, with his scimitars crossed over his bony ribcage, his evil fanged skull leering at the party. He can be slain only by impalation by a magical or silver stabbing weapon appropriate to the task. If his skeleton is destroyed by other means, he will still fully materialise and stalk the party after 6 full turns have elapsed. If slain correctly as described above, he will turn to dust and howl in agony, giving-up his personal items for any graverobber to steal.

His items are of course cursed! If any are taken, the holder will have all LK based saving rolls increased by one level until the items are dropped, the delver passes onto another level of the dungeon, or leaves the complex completely, in which case the curse is nullified. A wizard will be able to distinguish bad vibes from the items apart from any magic related to its magical properties, and deduce the curse is set at level 5. Again appropriate magic will dispel the curse.

2) **The Hellhound's Chamber**

This room is home to a guardian beast. A Hellhound MR 250 sits in here chained to the wall. As the room is entered it growls and stands ready for combat, its huge jaws dripping with venom. The chain appears to hold the beast close to the wall, and it appears that the hound cannot impede the party as they progress through the room...

The chain is an illusion, but the metal collar around the beast's neck is real, and made of meteoric iron, so magic users detect no magic.

The hound will fight wildly, and the venomous fangs and claws of the hound will poison any delver who takes damage to CON. The poison will cause the victim's strength to drop by 1 per turn until death or a cure is administered.

The hound stands 5' high at the shoulders and is 8' from nose to tail and is undead. The room is littered with bones and detritus but nothing useful can be found in here.

3) **The Haunted Chamber**

The room is lavishly decorated, with wall friezes and patterned tiles on the floor. A large candleholder hangs 6' from the ceiling, surrounded by a patterned mosaic, featuring what appear to be fire sprites dancing around a flame. The room contains a long oak table, complete with 6 fine chairs arranged along each side. Upon the table is an assortment of fine plates and goblets, and platters of once fine food. However, the room, despite once being rather grand, is in a sorry state, despite its finery. All the food on the table is rotted beyond recognition and covered with a thick layer of furry fungus. The colours on the walls have faded and everything is covered with thick cobwebs. The floor is filthy and the doors to the room are unlocked but will need a good shove to open them fully. It would appear that the room has not been entered for some time, which considering its location is rather strange.

The room is home to an angry Poltergeist. It has a CON MR of 500. When this is reduced to zero, it is banished and will not return to the room for one full day.

If made visible, it appears as a horrible blue skinned fat man of hideous demonic aspect, wearing fine clothes and high boots. Blood runs constantly down over his bloated face from an open wound in his head. As the party enters the room, all is silent for 1 combat round, but wizards will detect bad vibes, but will not be sure where from. After 2 minutes, the ghost will howl **"GET OUT!"** loudly and angrily at the team. Seconds after he attacks. Choosing one delver at random, it strikes out (remember it is invisible and floats through the room wherever it desires) with an attack doing 10D6 +10 adds. The chosen adventurer will be taken completely by surprise and will not be able to return combat. This could mean bad news for a weakened, poorly armoured delver!

If the party do not leave following this initial attack, it will attack the party. They delvers only get 1/3 of their hit point total as the angry spirit is invisible and flying. It swoops down for an attack on an individual then flies out of their reach. Each delver involved in combat must make a saving roll on LK each combat round at level 2. Failure means they do no damage to the Poltergeist, and they take 10+10 damage from it. Success means they score 1/3 of their total damage to the spirit's CON.

Also, each delver in the room must make a first level SR on LK each combat round to avoid getting struck by objects which the Poltergeist's attack causes to fly round the room, and objects it throws at them during combat. This is a wild attack by a horrible evil spirit! Failure of the roll results in the character taking 1D6 damage +1.

Should the party banish this foul spirit, they may claim the treasure from the room. The room will be a complete mess following combat, but the delvers can root around and find 20 small silver plates, each worth 30 GP, 10 medium silver plates each worth 60 GP, 3 large silver decorated platters, worth 150 GP each, and 12 silver goblets, each worth 25 GP.

Further to the danger from the Poltergeist, the room is home to several small deadly spiders, which live quite happily amongst the rotted mess on the table. Anyone searching the contents of the room must make a level 1 SR on LK. Failure results in a bite from one such hidden arachnid. The delver must make a SR on CON at level 1 each turn for the next hour. If the roll is missed, the delver loses the number of CON points equal to the amount the SR was missed by! Ouch! Nasty!

Kind GMs may decide that delvers with hand protection are bitten only if a 'min 5' is missed. In this case the spider would have crawled between kinks in the armour, or into a sleeve or down a boot etc.

The candleholder is large and bulky, but worth 600 GP if the delvers can be bothered with it. It weighs 400 weight units and is awkward to carry. It too is covered in webs and is crawling with the spiders described above. A 'Too Bad Toxin' will completely nullify the poison.

The secret door is hidden by the wall friezes and is therefore more difficult than usual to find. The SR on LK to find it is level 3.

3a) The Secret Room

This room contains a rotted skeleton chained to the wall. It wears the remains of once fine clothing; a tunic and long boots. In a dark corner lies a small iron treasure chest, covered in webs (but this time no spiders). The chest is locked. The key can be found in the pocket of the remains of the tunic on the skeleton. The chest contains a **Crystal Frog**, 6" long. It is magical. Anyone making a wish whilst holding the item has a 40% chance of having it come true within 24 hours. The wish must be minor, e.g. wishing for wealth (treasure will be found) or good luck (the next LK SR missed will be considered made etc.) The item is not powerful enough to wish people alive or dead etc. It will not allow evil wishes. The GM should govern as he sees fit. If the wish does not come true, the item may be used again. Once a wish comes true, the item vanishes. As treasure it is worth 300 GP.

4) The Subterranean Lake

As the adventurers reach the end of the corridor, they emerge at the edge of a large underground lake. The floor gently slopes into the water and the other side cannot be seen without the aid of a spyglass or magic. The corridor which opens into the lake cavern ends with an ornate archway, above which, on the corridor side, is a grand carved message in Common Tongue, reading:

**FIND LAGOON CLEAR AS GLASS
NO APPARENT WAY TO PASS
WALK ON WATER BUT BEWARE
CREATURES FOUL LIVE UNDER THERE**

The message obviously refers to the lake. There is no obvious way to get across, except for flying, swimming, or conjuring a boat out of thin air! All of these methods are fine, but the delvers will discover that each holds different danger.

The roof of the cavern (the highest point is 255' above the surface of the water), which is uneven and jagged, is home to a host of Bloodbats. Any character present in the air more than 30' above the surface of the water will be attacked by a group of these bloodsucking little beasts. Only one attack will occur as the character flies across the cavern. To determine how many attack, roll below. The Lake is 600' across from the dungeon corridor to the far side & the caves. It is 450' wide at its widest point.

- 1) Only a few attack. Total MR 50.
- 2) Slightly more are attracted to the delver, total MR 80.
- 3) Small nesting group attack, total MR 120.

- 4) Medium nesting group come to feast, total MR 150.
- 5) Large nesting group swoop upon the character with a total MR of 200.
- 6) Attack by a huge Cavern Bat. This creature has an MR of 300!!!!

The upper reaches of the cavern are home to approximately 10,000 Bloodbats, but the majority of the group are happy to remain asleep, or are too old to bother fighting for food, preferring instead to feed on the countless flying insects which thrive in this underground lake cavern.

If the party fly less than 30' above the water, they will be attacked by Flying Vampire Pike. These swim just under the surface and can leap up to 30' from the water! Each character will be attacked by such a fish a total of 2D6 times as they fly across. If flying quicker due to magic for example, reduce this to 1D6. Each attack will cause 1D3 CON damage unless a first level SR on LK is made resulting in no damage taken. If the delver is heavily armoured, he may take no damage. Judge accordingly according to armour type worn and coverage. The fish are too quick in their attack to fight and soon dive back into the water. They are capable of biting between armour as they have long narrow mouths filled with razor sharp barbs.

If the delvers make their way across in a boat, a Giant Cave Squid will attack them. This huge beast 55' long will upturn the boat without warning as they are approximately in the centre of the lake, as this is where it is at its deepest. It will not approach the edges of the lake. It has an MR of 3000. Characters tipped into the water will be attacked by Baby Squid (Squidlings?), which accompany the mother, who will not normally attack. Each squid has an MR of 50. 1D6 will attack each delver in the water.

If the characters swim across, they will be attacked by baby squid after swimming out untroubled for about 20 yards. Just before the attack they will see a huge shape approaching; this is the mother squid described above. Characters swimming across deserve all they get; this is a dungeon after all! What do they expect from a huge underground lake!

During combat in the water with the baby squid, the mother may decide to join-in if the delvers are killing the squid too easily. If you decide this will happen, the mother will extend a tentacle or two towards a couple of random delvers. The tentacles are covered in suckers, and the characters will need to make a ST SR at level 3 to swim free of them once they have adhered. Climbing out of armour is another possibility but made difficult due to the conditions and the presence of the baby squid, so is not a realistic option.

Delvers who see the huge tentacle approaching should make a level 2 SR on DEX to avoid it each combat round. Failure means it has got hold of the character and will begin pulling it towards its huge fearsome beak; instant death! The delver has 3 combat rounds in which to avoid becoming lunch for the squid. The babies will not attack a character attached to the mother's tentacles. They will attack other delvers or hang around to see what happens. If the delver breaks free they will attack! The delver must make a ST SR at level 3 to break free. Should such a delver fail to break free in the 3 combat

rounds the squid devours him; end of story. Attacking the tentacle with a dagger or short sword or other appropriate weapon is another option. The tentacle has a CON of 100. If it is reduced to 20 or less the squid lets go.

All combat in the water should be restricted to small/short cutting weapons. Large swords and bashing weapons, double-headed axes etc. are useless in this situation. Judge each weapon accordingly. Unless the characters have left them on the side of the lake, cumbersome weapons being carried across on their backs or whatever may well be lost and sink to the murky depths below. Magic functions normally.

Swimming across the lake, ladies & gents, is a very bad idea indeed.

The delvers need to pay more heed to the cryptic message contained in the message.

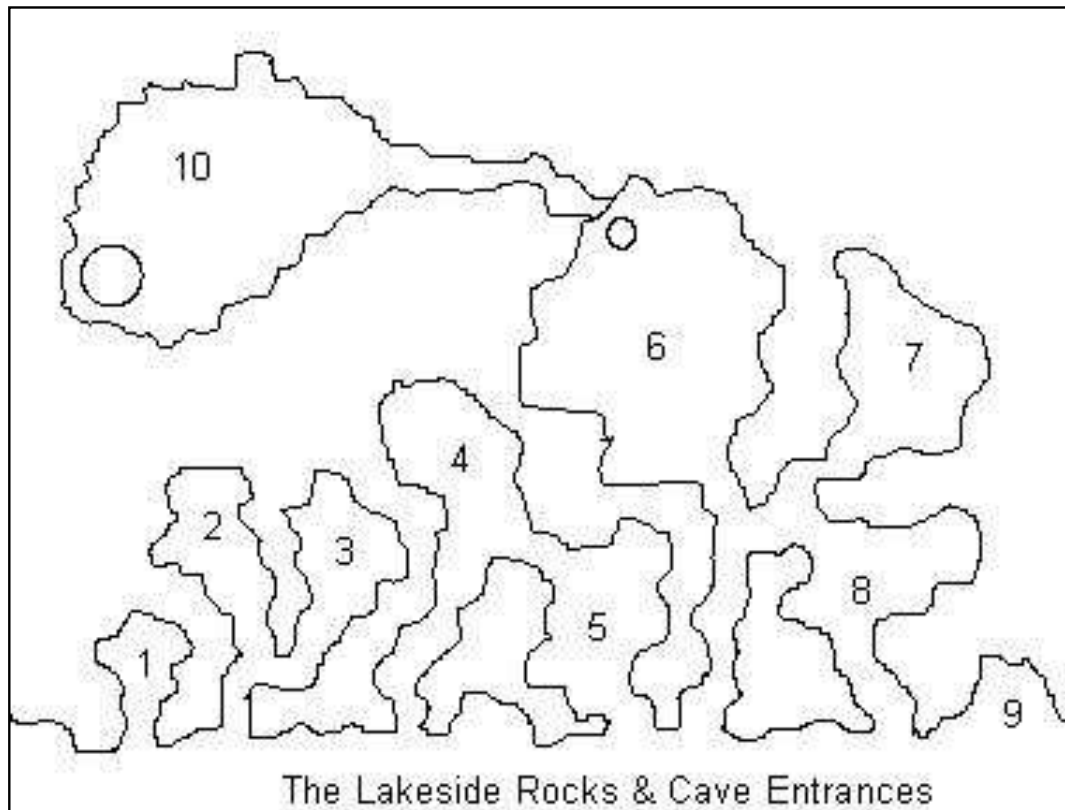
Running across the lake is a walkway of glass, 6" thick, and 6" under the surface of the water and therefore invisible. It begins 10' from the lakeside (corridor side) but 20' to the left of the slope, which leads from the corridor archway into the lake. Should they swim off to the left, they will bang into it and discover it that way. Magic spells may reveal it if cast at the appropriate area of water. The glass walkway extends to the other side (statue side) and is safe. Characters walking upon it will appear to be walking on the surface of the water, as in the message. Teleportation magic is another method of crossing the lake, and this is acceptable. Characters travelling across on the glass walkway will not be attacked by any of the creatures in here. GMs may wish to plague them with mosquito or other insect bites if they wish.

A Further Aid for GMs

Here is another encounter table for creatures dwelling in the lagoon, should you need it!

- 1) Small Shark, MR 85*
- 2) Giant Flatfish, MR 100.
- 3) Lagoon Serpent, MR 90*
- 4) Shoal of Piranha, MR 200
- 5) Baby Squid, MR 50*
- 6) Swimming Zombie, MR 120*
- 7) Small Water Dragon, MR 150
- 8) Small Octopus, MR 90*
- 9) Small Crocodile, MR 80*
- 10) Large Crocodile, MR 140*

Encounters marked with * will grab the delver and attempt to drag it beneath the water for consumption after the victim has drowned. Should the delver fail to kill the beast in 1 combat round, they will be dragged beneath the surface and down towards the inky darkness.



Map of the Caverns at the rear of the Subterranean Lake.

[--] = 20' Approx

When underwater, the delver will only be able to deliver ½ damage due to the uncomfortable circumstances and unless the delver kills the creature in as many rounds as his CON divided by

5, he/she drowns. Individual GMs may wish to add more constraints and rules to this situation if they desire. Remember the restrictions on weapon use in the water, and take into consideration armour worn and weight carried. Delvers entering the water fully armed and armoured deserve all they get.

5) The Lagoon Statue & The Caves of the Merpeople.

On the opposite side of the lake to the archway bearing the message is a rocky area, in the midst of which is a solid iron post, 4' high, looped over which is a heavy rusty chain of 2" thick iron links. It is 12' long. This used to hold a boat of some kind but has not been used for a very long time. 40' from the edge of the water the cavern wall contains numerous cave entrances, all dark and featureless, naturally created. 20' back from the edge of the water is a 15' high stone statue, depicting a humanoid figure with odd fish-like features. The head is large with huge spherical eyes and fish-like mouth, and it has gill-like features. The arms and legs, thick and muscular, have fin-like features along them, and the figure has webbed feet. It holds a 12' long iron

trident. It is set upon a large stone plinth, adding a further 3' to its height, and is solidly set into the rocky ground.

It is not magical in any way. The trident weighs 850 weight units and gets 9 dice in combat, requiring a ST & DEX of 20 to use. It cannot be thrown.

This is Garthius, Guardian of the Lagoon, and is an idol worshipped by the Mermen, which live in the caves at this end of the lake. A map of the caverns follows below.

Key to above map.

1) This is the smallest cave. It contains a rotted coracle, completely beyond repair. It sits amongst rubble which has fallen from the roof of this cave, which was obviously once much larger but now boasts no interesting features. Water rats scatter from beneath if the boat is moved.

2) This cave contains a store of weapons used by the Mermen. There are 30 tridents, 20 common spears, a treasure chest with no lid containing 12 poniard daggers, and a pile of nets. The nets are 12' square and there are 8 in the pile. There is a 30% chance of encountering 1D4 Mermen in here. If any escape, they will raise the alarm in chamber 3.

3) There are a collection of 1D8 mermen in here, repairing nets, spears and preparing food. They will attack if disturbed. There is nothing in here of use or interest to the party.

4) This is a large cave in which burns a large fire roughly in the centre. There are 1D20 Mermen in here going about their daily life. A search of the chamber reveals a large chest, which is unlocked. It contains 8 sacks each containing 100 GP, neatly counted and stored by the Mermen. There are several torches burning in hollowed-out parts of the walls, and a couple of lanterns sit upon natural stone shelves throughout the cavern.

5) In here, 1D20 Mermen are present, practising unarmed combat. If the delvers enter, they will pickup tridents and common spears and attack, unless the delvers are unwilling to succumb to combat (see below). There is no treasure in here, but 1D20 tridents & common spears. Again, if the combat is violent and the Mermen are outnumbered, some will run to raise the alarm.

6) This is the main cavern, containing 1D20x3 Mermen. They are engaged in various group and individual activities, e.g. spear practice, unarmed combat, weapon/tool/net repair, cooking etc. Around the cave are fires, cooking areas, storage areas (nothing useful) etc. There is a large walk-in cage, 20' square at the top of the cave, near to the opening in the cave floor, in which are 7 large treasure chests of collected treasure. Their contents are described below:

- a) 8,500 GP
- b) 11,000 SP
- c) 28,000 CP.

- d)** Various items, i.e. boots, clothing items, jewelled weapons etc. Exact contents to be decided by individual GM.
- e)** Armour & shields, again to be decided by individual GM.
- f)** 1D6 minor magic items of the GM's choosing.
- g)** Empty.

A large throne of carved stone sits upon a rock plinth, 10' in front of the pit opening. This is where Rykkor sits when addressing the gathering. There is a 10% chance he is giving an audience. See cave 10 for his details.

7) This chamber is 4' deep in water and the cave shows signs of recent collapse. It is unused by the clan of Merpeople, and any activity in here will cause a minor rock fall. Characters would do well to avoid this chamber, as the Merpeople do!

8) This chamber houses a 15' long canoe. It sits upon a pair of supports as it is currently under repair. 1D6+2 Mermen will be in here working on it. The room contains 3 large chests, which hold a variety of woodworking tools. The delvers may be able to find something in here to use as a weapon if the GM allows it. Examples being a hammer (2D6), adze (3D6), chisel (2D6) etc. The boat can be used in the state it is currently in, but there is a 25% chance each combat round that it is in the water that it will spring a leak and sink in a further 1D10+5 combat rounds. It will hold 6 humans comfortably and up to 6000 weight units of load.

9) This is an area of the cavern wall used as a communal feasting area by the Merpeople. The remains of a fire and many small bones can be found here, along with many water rats (harmless), which scavenge amongst the remains.

There is a 30% chance that the Mermen will have left 1D3 common spears here following their last gathering.

10) This is the largest of the caverns, and access is gained via the sinkhole in cave 9. A pair of strong iron ladders has been set into either side of the 30' drop shaft for easy access. A lantern has been set into the shaft wall half way down.

This cave is huge, with an interesting array of stalactites and stalagmites, colourful fungus and cave paintings (underwater scenes, some painted by the Merpeople, others much older) to excite the delver-geologists amongst the party! There are two main features to this cave.

The first is a large pool of water at the far end. This leads to an underwater cave somewhere in the lagoon, the exact location to be determined by the GM if necessary. There are always 1D10 Mermen standing guard by this pool. These are expert warriors and are armed with tridents and wear scale armour. They have an MR of 150 each. The pool is 80' deep then various water filled tunnels head off in all directions. One will lead to the lagoon, the others.

The second is an area roughly in the centre of the cave (about where the '10' sits on the map), which is illuminated by coloured lanterns, and there are many stalagmites (the ones that go up) surrounding a large carved stone throne. Surrounding this area are 8 warrior guards as described above who surround the pool. In the centre of this beautiful area sits Rykkor, the King of the Merpeople.

RYKKOR, King of the Merpeople

ST: 80
CON: 140
IQ: 14
DEX: 12
LK: 15
CHR: -49
ADDS: +71
MISSILE: +71

Rykkor is a large Merman, standing 14' tall, with green skin, gills hidden beneath his long grey beard, pointed ears, webbed feet and hands, and he wears a long dark green cloak over his scaly skin, and a silver loincloth, sporting a large emerald (worth 800 GP). (The picture you clicked on to reach this page from the home page is a picture of Rykkor.) He carries a golden trident (not suitable for fighting, this item is purely ornamental) and a ruby sceptre worth 550 GP. Rykkor is 160 years old, and has always lived here. He is treated with the utmost respect by the clan of Merpeople, and they take careful heed of his every word. He often gives audiences in cave 9, and tells stories to the young warriors and children. Rykkor is a peaceful creature, despising violence, but recognising the need to defend both territory and livelihood. If forced into combat, Rykkor will fight with a **Magic Scimitar**, kept hidden in his area, which delivers 20D6 magic damage. Despite the outcome of the combat round, anyone fighting against it will lose 1D6 points of CON/MR anyway. He fights in addition to the dice for the sword, and his personal adds, with an MR of 600. Rykkor can speak all High Tongues, and a few Low Tongues as appropriate. He also wears a magic ring which will cast an 'E.S.P' spell for him for just 1 ST point, even though he is not a magic-user.

Notes for playing the Caverns of the Merpeople

The Merpeople live quite happily in their caves; they always have. They have often fought with groups of adventurers who stray this way, but their weight of numbers has always won through. The delvers would be unwise to try and take on this clan of creatures. They will defend their caves to the last, and if things look grim, will call for Rykkor for aid. To get the most out of this area, which it has to be said, contains quite a challenge for low level characters, the party would be better advised to interact with the Merpeople, and perhaps grant audience with Rykkor. If he sees they are a genuine gathering of treasure seeking, evil hating adventurers, he may advise on certain areas of the dungeon and its denizens, at the GM's discretion. Rykkor is basically a nice guy! If the delvers attack the caves, 'all guns blazing', they will more than

likely come a cropper. If they end up overpowered by the Merpeople, they will take them before Rykkor, after chaining them up for several hours. All their items will be removed and locked in the booty cage described above. If Rykkor grants it so, some of their items will be returned, if they are allowed to leave with their lives. If they have slain many Merpeople as they progress to the main chamber, Rykkor will not look kindly upon them. Should the delvers realise that the Merpeople are basically a peaceful race, minding their own business, they may yet make peace with them, even though they may have killed some Mermen on their way through the caves. If the party make friends with this group, they may secure a powerful ally for the rest of the dungeon. The caves and lagoon are natural features; Rykkor was born down here. He despises the evil, which lurks throughout the rest of the dungeon and may aid the party in their efforts to thwart it.

Rykkor has a treasure chest hidden in his area in cave 10. It is covered by a large green drape and hidden in the shadows. It contains the following, which he may give to the party if he likes them. The GM may wish to call for CHR saving rolls should the party be brought before Rykkor and things are looking grim. Level 1 upwards, depending on how the party have fared so far, and how badly they have behaved. If they have killed many Merfolk, such a saving roll should be at a level no less than 3 or 4.

Rykkor's treasure chest.

- a) 1 bottle of **CON Restoration Fluid**. There are 3 doses. 1 dose restores all lost CON.
- b) **Instant Teleportation Shell**. Allows user only (no items etc.) to return to this room, once!
- c) **The Horn of Rykkor**. Blowing it in or around water will summon 1D10 Mermen who will aid the user of the horn for up to the user's CHR in full turns.
- d) 1 bottle of **ST Restoration Fluid**. As above.
- e) 1 bottle of **REINCARNATION FLUID!** Will restore to life any one character who has been dead for less than 3 days. The character will be restored to life with attributes and powers, memory and skills etc. as before death. However they will have a CON of 10, which can never increase! The potion works by pouring down the corpse's mouth.

One final detail for the adventurers to explore remains.

The Merfolk have set up an interesting 'device', in any part of the complex the GM wishes to put it. It is essentially a liquor-brewing machine. Some of the older Mermen have been doing this for years. The result of boiling certain weeds from the lagoon, mixing in fungus from the caves and herbs gathered from outside, is a potent bitter tasting alcoholic drink, green in colour. The older Mermen enjoy evenings telling stories and sipping this drink, whilst smoking certain fungus and dried lagoon weed in clay pipes (there may be

evidence of this at area 9, which may hint to the delvers that whoever lives here may not be all that bad, and combat may be avoided, resulting in fun and rewarding role-playing and interaction with the Merfolk). Should any of the characters try a tippie, they will discover that they are able to breathe underwater for their CON + ST in full turns, following one or two drinks. However, they will be intoxicated, and for the duration (the effect of intoxication wears off after 3 hours) ST, CON, IQ & DEX will be at half value. Should any one character partake in more than 2 measures of this brew, they will collapse into a deep sleep for 1D6 hours and awake with one mother of a hangover. No members of the party will be able to drink more than 4 measures. The brew is served from small shells collected from the lagoon.

The Lagoon's Secret.

At the bottom of the lagoon lies a small boat, completely wrecked and covered in weeds. It lies at the centre of the lagoon. A party of ill-prepared adventurers went across and the huge squid upturned the craft and all perished. Equipment, treasure, items and those not eaten by the creatures of the lagoon sank to the bottom.

The wreck is inhabited by a Giant Octopus, MR 450.

The boat is covered in weeds and detritus, and must be thoroughly searched before any of the following are found. Anyone swimming down to the wreck will be attacked by the Octopus. A saving roll at level 2 is required on DEX to avoid being grabbed by a tentacle. Should this occur, the delver will be held until he drowns, then the Octopus will devour it. Nice. A total of 100 hits is required to slice through the thick sucker-covered appendage. If this is delivered, the Octopus will squirt black ink and swim away. The ink will last for 6 turns, making any kind of search impossible. Bear in mind also the attack from any other of the lagoon creatures described earlier in the lagoon text. This is NOT a safe or pleasant place to be. If the delvers attack the Octopus, consider the weapons they use. Small stabbing/cutting weapons are useful only. Anything larger than a short sword is useless for underwater combat. Projectile weapons also are no good. If a delver is held fast by a tentacle as described above, he may make a saving roll on ST each combat round to try and wriggle free. The roll should be made at level 2. Apply the rules for drowning as outlined in the rulebook. Amongst the wreckage two magical treasures can be easily recovered;

Armour of the Chaos God is a full set of heavy plate armour of chaotic design with a hideous full helm depicting a demon. It is enchanted to take 50 hits and will protect the wearer from spells cast at levels 1&2. However, the wearer's CHR will become a minus figure whilst it is worn. It contains the skeleton of the previous owner who sank with the boat.

The Lightning Spear is a javelin, with 3 times usual range (40 yds x 3). It will automatically hit targets up to 40 yds away, all other targets requiring only a level 2 saving roll on DEX to hit. It delivers 100 points of damage upon impact and causes a flash of lightening for dramatic effect as it does so!

In addition to the above, a total of 8700 GP and 35 gems (determine randomly) can be recovered from the wreck. Individual Game Masters may wish to add further treasures and magic if desired.

6) **A Simple Trap**

The chamber is painted black, and unlit. The handles on the doors are made of meteoric iron (useful items for a non magic using adventurer to carry round if the party think of removing them!) thus preventing magic detection. Inside the room is a crock of gold coins, in the centre, on the floor. This is an illusion, as is the floor. The only area of floor actually existing is a 5' ledge around the edge of the room, to fool delvers who step inside, or test the floor with a staff etc. The rest of the floor is an illusion, covering a drop shaft of 60', which terminates with a series of tightly packed 6' long iron spikes, sharpened to deadly points. The walls of the pit are greased and smooth. The illusion will not vanish on touch, and will remain unless dispelled (Level 11).

7) **The Ancient Tombs**

The doors to this room are thick wood bound with iron bands at 3' intervals. There is no keyhole and they are locked.

☀ After 1 full turn, slight dizziness & blurred vision. CON reduced by 1D3 *permanently!*

☀ After 2 turns, delver vomits and loses half ST and a further 1D6 CON (temporary).

☀ After 3 turns, delver collapses with a ST & CON of 1.

☀ Failure of a LK based saving roll at level 3 results in death. Making the roll means the delver regains consciousness in 1D6 turns, with half ST & a CON of 3. Lost ST will return at the rate of 1 per 2 turns. Lost CON will not return until magically cured or the delver leaves the dungeon and rests for a week or two.

The delvers should be tempted to search in here, not being satisfied with a crypt room with no obvious treasure! The occupants of the coffins were once a Guild of Alchemists, who will probably be having an otherworldly laugh at foolhardy delvers looking for treasure!

To tempt the delvers even further, the names of the Alchemists may be carved into the front of each tomb, or may be invisible, requiring magic to discover them. The floor area is out of range of the meteoric iron door handles. The delvers will no doubt want to destroy every tomb in order to search behind it, and investigate all contents and the jars. They should be in here for plenty of time for the poison gas to take effect!

8) The Warriors

This room is home to The Warriors, a motley band of Orcs who have based themselves on this level, where they hoard their booty from caravan raids above ground, and bully anyone who gets in their way. They despise adventurers who wander this level, and like nothing more than to ambush them and take the spoils. The Warriors are;

Sargathus (Leader) MR 180

Spittle (Sidekick) MR 150

Gerrick MR 100

Sotta (Female) MR 80

Hopkin (Joker) MR 50

Moffat (Level 2 Wizard) ST: 16 CON: 8 IQ: 15 DEX: 16 LK: 10 CHR: -7
ADDS: +8 He knows levels 1 and 2 spells and has an Ordinaire Magic Staff which doubles as a quarterstaff getting 3 dice. He also carries a Kukri dagger 2+5 though he cannot throw it.

Swaggle (Lookout) MR 40

Sill'rrrgor (Lizardman) MR 75

They all speak Orcish and Common Tongue and pidgin Elven & Dwarvish. In addition, Sargathus, Spittle and Moffat speak Hobbit & Trollish in pidgin forms.

In addition, The Warriors have a pet. Agrilec is a small Red Dragon. It has an MR of 170 and can take 20 hits on its scaly hide. It can breathe fire (Sargathus uses it to light his pipe to display his authority), which does 6D6 damage and has a range of 12'. Agrilec speaks only Dragon but Sargathus can communicate with it using practised sign language and basic spoken commands. The Dragon realises that he is its master and will respond only to him. (Should anyone speak Dragon to it, it may be possible for that person to persuade it to leave the Orc's side, with CHR saving rolls of course, at level 3 or even 4) See chamber 14 for the crawl way on the south wall. A ladder leads to it.

The Warriors dress in leathers, usually with spikes on, and wear many fancy ornaments and feathers. They all wear bizarre face paint and Hopkin wears a pointed hat with a bell on it. In addition, Sargathus carries with him at all times a magic weapon, the Krafty Kutter, described below. He wears skulls around his neck and belt and has metal plates on his leathers.

Krafty Kutter

This is a scimitar, which has been blessed with 8th level magic. It will rebound all offensive spells cast at the user (*during combat only*) and will score 4D6 multiplied by the user's level number. Treat Sargathus as level 4. He gets this *in addition to his MR score in combat*.

* See also chamber 14, The Warriors' Watch Room.

8a) The Warriors' Booty Room

The Warriors have gained a lot of treasure from dungeoneers and caravan raids above ground, and they store it in here. Their room (8) is for fighting, eating, sleeping and playing cards, and of course drinking. It does not contain any treasure; they are not that stupid, it is all in here.

This small room linked to room 8 is guarded by a Sabretooth Cat. It is wild and kept chained up in here. Sargathus wears a ring, which allows him to control this fearsome beast. None of the other members of the gang will go near it and fear it, with the exception of Moffat, who calls it 'The Moggy' and does not fear it at all. He should, as it has an MR of 110. The chain allows the cat freedom of movement in the room but it cannot come more than 5' out of it. It attacks without hesitation anyone who enters the room without wearing the Ring of Control worn by Sargathus. This ring is in the form of a cat and set with a small opal gem.

The room contains 7 large treasure chests.

- 1) Contains 11,000 GP.
- 2) Contains 16,000 SP.
- 3) Contains 20,000 CP.
- 4) Assorted treasure items, e.g. goblets, plates, candleholders etc. There are 33 items each worth between 10 & 60 GP.
- 5) Contains an explosive trap manufactured by Moffat. The chest explodes when opened causing 10D6 damage to the delver opening it. If opened from the rear, 4D6 damage is done.
- 6) Contains a sleeping gas, which fills the room in 2 minutes if opened. All living things are affected, and they will sleep for between 1 & 6 full turns.
- 7) Contains a **Cloak of Night**, black with a gold clasp, which renders the wearer invisible after the hours of daylight and out of doors only, and a **Bear Claw Cloak**; bear fur with claws sewn into the edges and around the hood, which transforms the wearer into a Cave bear when worn. The transformation lasts for up to the user's level number in hours, and the user can transform back whenever he wishes, but may not use the cloak again to transform for 1 week. It can be used 3 times then loses all magical powers. The MR of the Bear is equal to the total of the user's attributes x his/her Level number. Any clothes/armor worn at the time of the transformation are ruined. The Bear cannot speak but can understand as normal all languages he/she is familiar with.

9) The Lair of the Serpent

The door to this grim chamber is ancient and wooden, with iron studs and strips. The handle has long since been removed, and it is locked, requiring magic to open. Above the door on the wall on the outside of the room is a stone gargoyle with a serpent head. Where the eyes are, two hollow areas can be seen. These once contained gems but have been stolen. The gargoyle is covered in green moss, and water trickles from out of the mouth and nostrils occasionally.

Once through the door, a cold, damp musty smell hits the delvers, and the air reeks of putrescence and filth. Immediately through the door are a set of stone steps which lead down into the cold chamber. After 8' they end, the rest of the stairway lying as rubble on the chamber floor, leaving a drop of 28' remaining. The walls in here are covered in thick green fungus and coloured growths sprout from the cracks, which are evident in the ancient damp walls. Coiled upon the chamber floor is a Giant Serpent, MR 600. This is the Guardian of the way to the next level of Goblin Crag. It must be slain if the delvers wish to progress, although the entrance is hidden, so they may take one look at the monster and turn back. Anyone taking hits to CON whilst fighting the Snake are infected with venom, and will lose 1D4 CON per combat round until cured or they die; the Serpent is a deadly foe. If the delvers are clever, they may use projectile weapons from the doorway, but saving rolls should be raised as the room is black as pitch; the Serpent does not glow in the dark!

The Serpent will attack all those who enter the room. It will rear up at characters on the stairs and in the doorway. It is 70' long and 5' thick, with dull orange diamond patterns along its back, the rest of it being brown with a paler underbelly. Its eyes are bright yellow with black slits.

The floor of this chamber is horrible, being littered with bones of past victims, rotten wood, filth, rubble (the remains of the stairway) and straw. Amongst the remains of the skeletons the following 2 magic weapons can be found.

i) **SATANSCLAW** Sabre which does 12D6 + 20.

ii) **MULTISLAY** Broadsword doing 3+4 but the total attack for that round is doubled for the user, after other weapons and adds are calculated.

Beneath the debris on the floor is a large trapdoor (10' square) which is unlocked. It leads to Level 3 of this dungeon.

The Serpent is immune to all poison attacks (including Smog spells) but vulnerable to all other forms of attack.

10) The Wizard's Challenge

The doors to this room look new and in very good condition. Carved around the doorframe are stars and mystical symbols. The room itself has walls of painted gold and a mosaic floor featuring dolphins and various bizarre sea creatures. In the centre of the room is a shimmering red force field, surrounding a tower shield resting upon a stand of wood. The shield is gaily decorated and glows with a soft green hue (it looks blue however through the red light of the force field). On the wall there is a message written in a language the party can understand. It reads;

"Greetings Fair Adventurers! I am Bartol de Tuborg, a wizard of great power, and I present to you this room, as a break from the tedium of the creatures on this level. You see before you a magic shield, surrounded by a magic force field. Simply disable the force field to claim your prize! Any magicians amongst you will not achieve this by the use of magic. The way to do it is by using the levers on the opposite wall. Please pull all 12 levers in whichever sequence you desire and await the result. Have Fun!"

On the opposite wall are a series of iron levers. There are 12 in all, arranged however the GM wishes. The levers are numbered 1-12, and magic users will detect magic from them. This is due to the invisible runes beneath each number. Revealing magic will show the runes clearly. The symbols are the 12 signs of the Zodiac. Pulling the levers in the correct order of the signs will dispel the force field surrounding the shield. The numbered levers have the following symbols beneath them;

- Lever 1** Aries (The Ram)
- Lever 2** Leo (The Lion)
- Lever 3** Libra (The Balance)
- Lever 4** Taurus (The Bull)
- Lever 5** Pisces (The Fish)
- Lever 6** Aquarius (The Water Bearer)
- Lever 7** Gemini (The Twins)
- Lever 8** Cancer (The Crab)
- Lever 9** Virgo (The Virgin)
- Lever 10** Capricorn (The Goat)
- Lever 11** Scorpio (The Scorpion)
- Lever 12** Sagittarius (The Archer)

The correct order is therefore pulling levers 1, 4, 7, 8, 2, 9, 3, 11, 12, 10, 6, 5.

This is the correct order of the Signs of the Zodiac. GMs may wish to add to Bartol's message that the adventurers should start with lever 1, if they are completely clueless. If the levers are pulled in the incorrect order, a bolt of magical power will strike each delver present in the room. It originates from the force field. 1D6 CON damage is done by the power bolt. The shield is called **"TUBORG'S PROTECTOR"** and is a tower shield. It takes 40 hits and will dispel TTYF spells cast at the user. A handy piece of armour! Also hidden

in the room on any wall the GM chooses is a 6" square panel. A 3rd level saving roll on LK will find it, and once found it can be opened easily by pushing it. Inside is a small pouch containing 3 rubies, each worth 50 GP, a gold chain worth 80 GP and a silver & garnet necklace worth 75 GP. Also present is a small parchment on which is written the following message;

"Hope you managed to get the shield!"

11) The Bonus Room

This is a secret room and a bonus for the party. It contains a set of magical armour on a stand, free for the taking. It is full plate armour, forged from a strange dark green metal. It is elaborate in design, almost chaotic in appearance, with a dragonhead atop the helm, which also has a dragonesque theme. It has been enchanted to take 36 points of damage, and will take ALL damage from magic cast at levels 1 & 2. The next time the wearer changes level, the armour will further enchant itself to take all damage from spells cast at level 3 also. It will not change again. It is called **Shunna-Ra's Armour** named after the dragon the armour was fashioned and made in honour of.

12) The Naga's Chamber

The door to this chamber lies slightly open, and a sandy flagstone floor can be seen through the crack. The corridor leading to this room has a slight covering of sand from the room. The archway above the door is ornate and depicts foul looking serpent people devouring humans and dwarves. If a 2nd level SR on Luck is made, an adventurer will spot a series of runes carved into the archway between the serpent figures. It is written in Dragon Tongue and reads;

"BEWARE THE NAGA! DEATH TO THOSE WHO CROSS THIS PORTAL!"

The room beyond is deathly quiet and cold, sand covering the flagstone floor. The roof is 40' above and is supported by 8, 2' thick pillars which are again carved with disturbing scenes of serpents and skulls. There are no more runes to find but the delvers may waste time looking if they wish. Roll for Wandering Monsters. If they search for 6 turns or more, have a WM turn up anyway.

At the end of the room, marked on the GM's map by an 'X', is a small altar, carved from stone, obviously very ancient, its surface scarred with the cuts of many a sacrificial dagger or axe, and into the sides are carved horrific serpent heads and gruesome runes. These runes are once again in Dragon Tongue and read;

**"BLOOD FOR THE SERPENT
WHO COMES TO THE CALL.
BRINGING LORD DEATH
WHO GATHERS US ALL"**

Searching the altar will reveal (easy to spot, 'min 5' for any character searching. Wait for the players to ask upon which attribute the roll should be made) a small doorway which hides a hidden panel containing an ornamental dagger with a serpentine blade. It is magical. It cannot be removed from the room (it will teleport back) and is always poisoned with Venom of the Serpent. This causes 1 CON to be lost each combat round until death.

Behind the altar is an old wall hanging, depicted upon which is a huge snakeman with black pupil-less orbs for eyes and a huge mouth with dripping fangs. The hanging is 15' square and in surprisingly good condition, although a little frayed at the edges and moth-eaten in parts. Behind the hanging is a door, standing 6' high and 4' wide and it is 4' up from the floor level, on the wall. There appears no visible way of opening it, yet magic users detect magic. Revealing magic will show four hidden fingertip sized holes in the stone door, one at each corner. Pressing each one will cause the door to open outwards, revealing a corridor beyond. The corridor is 30' long and cold. It leads to chamber 12a. Another door lies at the end but it is opened easily, if a little stiff. Searching the chamber of pillars requires a level 4 SR on LK. Any character making it will find a gem, hidden away in a crack or hollow in the sand covered floor. It will be 'large' and should be generated from the chart in the Rulebook. The gems are not obvious due to the poor condition of the floor, the flagstones being cracked and covered with sand and small rocks from parts of the roof which have fallen in. There are 5 gems in total to be found, and nothing else can be discovered by searching in here. If anyone fails a 'min 5' whilst searching the floor, they have been bitten by a small scorpion, easily crushed. They must make a CON SR at level 1 or take the amount the roll was missed by from CON. The scorpion poison is not deadly so no character will die from this. If more CON is to be removed than the character has, reduce CON to 1 and have them fall unconscious, to awaken in 1D6 full turns, with a CON of 2.

The Altar

Should blood, any blood, from any creature, be spilled onto the altar, the Naga, MR 600, will be summoned and will appear in the centre of the room. This snakeman will attack all characters in the room and will pursue them until either it is slain, or at least 1 member of the party are killed, in which case it vanishes. The snakeman is 14' high and has a speed of 12, much faster than the delvers, so running away is not a good idea. If they split up it chases a delver at random. The ornamental dagger is a ruse. Drawing blood with it only poisons the victim with the serpent poison described above. The dagger need not be used to draw blood to summon the Naga.

The Naga wears a grand treasure. It is a necklace of polished serpentine gems upon a finely crafted mithril chain. The whole affair is worth 1500 GP. If slain it turns to a husk and 1D20 serpentine gems can be found amongst the remains. Each is worth between 100 and 600 GP.

This is a deadly foe, which will probably be too much for the delvers at this level, but they were warned at the entrance and at the altar. Tone down the MR if you don't want to be too harsh.

12a) The Serpentpool

In this chamber is a hexagonal pool of dark green, thick, bubbling fluid. The pool is in the centre of the room and at each point of the hexagon is a glowing serpentine gem set into the floor. They can be removed and are worth 300 GP, as they continue to glow (a nice trinket for delvers' souvenirs!) but are also cursed to remove 1D3 *permanent* LK points from the thief who removes them from their setting. Appropriate magic will reveal this horrid curse. The walls are covered with relief carvings of serpents and skulls, which appear to be howling. Any character *touching* the liquid at all will fall unconscious with a ST & CON of 1, *no saving roll!* 1D3 turns later the character will begin to become covered with green goo, which returns no matter how often the party try to remove it. 1D3 turns later it hardens and 1 turn later becomes a hard 'crust'. In a number of turns equal to the delver's level number, it breaks open and the delver emerges; transformed into a Naga! His/her attributes change accordingly:

Naga (Snakeman)

ST x3 CON x2 IQ x3/2 DEX, CHR & LK x1. Length 20-30'

The character will have a serpent body from the waist down.

Armour will have to be modified if worn on the lower part of the body. GMs may wish to incur further restrictions onto such characters.

Characters taking a dip into the pool will sink below the surface, despite any great strength or powers they may have, and reappear 1D10 turns later, having undergone the above transformation. Characters transformed thus will be able to communicate in Serpentine, and will always be able to summon a snake, MR = their total attributes, wherever they are outside, including in water. The snake will do the character's bidding for his level number in turns. The snake will be poisonous, the exact strength of the venom to be decided by the GM depending on its MR. A guide is below;

Snake MR Venom detail

10-60 Poison will cause 1 CON loss and a nasty boil.

61-99 Poison will cause 1D6+1 CON loss and a terrible boil!

100-120 Poison causes 1 CON loss till CON reaches 1, then loss of consciousness for 1D6 turns. ST will also drop by half if unconsciousness occurs.

121-150 As above, but unconsciousness lasts for 1D10x2 turns.

151-170 As above, but character paralyzed for 1D6 turns after regaining consciousness. Also loss of speech for same number of turns.

171-199 Instant paralysis for 1D10 turns. CON & ST drop immediately to 1.

200+ ST & CON drop by 1 per *combat round* until cured or death occurs.

13) **A Hidden Gift**

The secret door conceals a room, in which is a mace. The weapon is a **Mace of Fire**, and it gets 12+24 in combat, and is further enchanted to 'cast' a 'Blasting Power' worth 50 points of damage in any combat round in which it is not used to fight. The weapon is free for the taking.

The mace has a ST requirement of 12 and a DEX requirement of 3. It is constructed from a strange lightweight metal the likes of which the delvers will not have seen, and as a consequence it weighs just 10 weight units! It has been enchanted with 12th level magic to give it the above properties, and it has the additional bonus of scoring double damage on any undead foes it strikes.

The first character to touch it will feel it get hot in his hands for a second or two then return to being cold. The weapon is then the property of that character, and the mace will get no magical benefits if used by another character. This weapon may be used by all character types.

14) **The Warriors' Watch Room**

This chamber is partially collapsed, with areas of the roof fallen in and the floor covered with rubble, some bones and dirt. The chamber is empty, but characters making a first level SR on LK will spot a battered old treasure chest partially buried amongst some rubble in a corner of the room. The chest is filled with rocks, and is there to tempt the party within.

The Warriors keep this room empty and use it as a lookout post; they will fight battles in here if any arise, trying to keep delvers out of their personal chamber.

The door leading to The Warriors' room is wooden and appears to be in good condition. Set into this at a height of 5' in a spy hole, impossible to see without being close up to it. There is a 60% chance that Swaggle, the Lookout, will be on the other side of the door looking out for delvers, Moffat having sensed that adventurers have entered the level. (He has a few little tricks up his dirty sleeve for a level 2 wizard!) He will run back to chamber 8 and warn the group of trouble. The GM should then plan the attack by the nasty bunch.

The room is 35' high. At a point 25' up on the north wall is a 3' square crawlway. This leads to chamber 8, and sometimes a member of the gang will lie in here with a projectile weapon with which to pick-off delvers in the room below. There is a 40% chance that one of the gang will be lying in wait in here

when the delvers enter. It will not usually fire until the delvers have begun searching. If they head straight for the door, the Orc will try and pick off the last member of the party as they go through, then may stay in hiding until the party, hopefully for the Orcs, are fleeing for their lives, in which case it will try and hit another. Roll up the Orc's DEX on 3D6+2 and judge the saving roll accordingly should the above occur.

15) The Dwarven Wizard's Chambers

Upon the stone steps, which lead down, and round to this chamber, are runes, one on each step. They are written in bright colours and appear meaningless, but Wizards will recognize them as magic runes if they are 5th Level or above. The runes spell out a mystical warning to go no further. On the strong wooden door at the foot of the steps is another mystical rune. It can be recognized by anyone understanding Dragon Tongue as a symbol of Death. Powerful magic can be felt from through the door, above which is a stone gargoyle. It is hideous, and is also magical. Its eyes are gems (cheap opals worth about 20 GP each) and allows the area outside the door to be viewed through a glass sphere within the room. If the gems are removed the magic is lost, which is the reason they are cheap gems, as delvers will not be tempted to remove them. The gargoyle is enchanted to give out bad vibes, to discourage delvers from messing about with it. The door is unlocked.

This is the lair of Souza, Dwarf Wizard. He is a bad-tempered character, and will be openly hostile if the delvers enter his chamber. He will cast any magic at his disposal to be rid of the delvers, and he will have no reservations about killing any member of the party should they cause him a problem. However, he will calm down if the party show respect and speak to him pleasantly. If Souza knows they are not here to steal his items, raid his room and cause him harm, he will offer them safety in his chambers. Maybe, if they are good (Charisma saving rolls may be called for here) will teach any wizards in the party (he will not teach spells to warrior-wizards, rogues or any other character class apart from true wizards) a spell or two.

If he feels the party are able to overpower him, he will pretend to be much higher level than he is, and make up details about nasty spells he can cast upon them that any wizards in the party will not be aware of and may even fear. Chamber 15A is his bedchamber and is curtained-off.

Souza's main chamber contains all manners of strange devices and weird & wonderful objects none of which he will allow anyone to handle or inspect. The number of magic items and gadgets in here is up to the individual GM, but here is a flavour;

Enchanted Goblet Refills with wine up to 12 times a day.

The Babel Quill Writes in any High Tongue, even though the user may not be familiar with the language.

The Magic Eye Large glass sphere (about 1' in diameter) through which the corridor outside the door can be viewed through the gem eyes of the gargoyle above the door. (The gargoyle cannot be removed, or the magic will be lost)

Monkey Skull Hideous skull, which will cast a TTYF of 50 damage to anyone except for the owner who touches it.

Korbik's Kube Strange cuboid puzzle requiring a level 5 saving roll on IQ and a level 3 saving roll on LK to solve. When complete, a picture of a Demon will appear on each side of the cube, and a Demon, MR 50, with the ability to cast a Blasting Power of 50 damage once per combat round, will appear and do the user's bidding for 5 turns.

Wizards' Globe 2' diameter glass ball within which can be seen smoke of various colours and small lightening bolts. Useless, but pretty! Value 3000 GP.

Stuffed Lizard This gruesome object will cast Smog onto anyone touching it, once per day. Anyone carrying it will fail all LK saving rolls until it is dropped. Any wizard carrying it will lose 1 extra ST point when casting spells and 1 CON point per hour. This object hangs from the roof, for all the above reasons!

Souza Fortesque, Dwarf Wizard of Unpredictable Temperament.

ST: 51 **CON:** 22 **IQ:** 40 **DEX:** 36 **LK:** 19 **CHR:** 10 **ADDS:** +70 **MISSILE:** +94

Height: 3' 4" **Weight:** Don't ask him, he gets very upset!

Dress sense: Awful, really really bad, but don't mention this either!

Level: 6 **Spells:** All spells from Level 1-6.

Languages: Dwarvish, Common, Hobbit, Dragon, Pidgin Elven, Avian, Serpentine, Pidgin Orcish, Goblin, Pidgin Trollish.

WEAPONS:

Pair of enchanted daggers called **Thunder & Lightening**. They will get 20D6 + 40 adds if used together, or 5D6 + 10 if one is used on its own. The user may cause a lightening bolt causing 1D% damage to a single foe, twice per day. The foe is automatically hit and may have a saving roll at the user's level on LK to avoid the full damage and take only 3D20 damage, which must be deducted directly from CON/MR. The user can only do this if both daggers are carried.

Deluxe Magic Staff in the form of a gem (large emerald). Souza has the gem currently set into a walking cane, but it can be removed and placed into any receptacle. The 'staff' is called **Nazik**, and has no loyalty to any one wizard. It

will serve any holder with the same uninterested loyalty and care not how the magic cast through it is used. It will not cast spells unless requested to do so.

E.G. should the wizard holder be falling to his death unconscious or unable to cast magic, the gem will not cast a 'Fly Me' by itself. It does not care if its owner lives or dies. However, it knows all spells from level 1 - 6 inclusive.

ARMOUR:

Souza wears an enchanted **Gorgonskin** suit of armour which will absorb all non-magical physical damage, protect the wearer from fire attacks and nullify levels 1 & 2 spells. It has been tailored to fit him.

OTHER ITEMS: Souza wears the following;

Serpent Skull Ring. Nullifies 'Mind Pox' spells and allows wearer to communicate in Serpentine.

Bad Day Amulet Nullifies first spell cast per day at wearer.

Chain of Command Silver chain, which allows all saving rolls on Charisma at levels 1 & 2 to be made automatically.

Demon Sandals Pair of demon hide sandals, which are a treat to wear and protect the feet from all damage. They never wear out, but they are very unfashionable to be seen in!

Souza's other chambers contain sleeping quarters and stores (food, wine, water etc.) and hold no secrets.

Souza has two pets. The first of which is Knakkle, a 4' long Salamander, which is always hot to touch (1 CON point if touched with bare skin) and a 9" long tongue. It is magical and can teleport anywhere within 10 miles three times per day, which it regularly does. It sleeps mostly and breathes fire for 3D6 damage. It is happy here, being quite old. It sleeps in Souza's bedroom (15A). The second is Tyras, a Crow. It lives in a large cage hanging from the ceiling in the main room. It is not magical in any way. Souza often lets it out of the cage and sometimes it flies into the rest of the dungeon for exercise, venturing into the Lagoon to eat insects. It has an MR of 20 if it has to fight.

16) Riddle Room

The room is dank and musty, and water drips from cracks in the ceiling. Spiders hang from webbing surrounding the cracks and the floor is filthy. In a corner of the room is a medium sized treasure chest made from iron; it is locked and magic can be felt from it. On the lid of the box is the following riddle;

***My life can be measured in hours,
I serve by being devoured.
Thin, I am quick,
Fat, I am slow,
Wind is my foe.
What am I?***

The answer is a candle.

The chest will open only if the riddle is solved, and cannot be opened by magic. Inside is a Cloak of Escape. The wearer may call upon the powers of the cloak to change the result of three failed saving rolls to success. Each time this power is used, the cloak drains 1D6 CON away from the wearer, 1 point of which will be permanent. After the cloak has been used three times, it vanishes. The cloak is black with grey trim, a hood and silver clasp.

17) Riddle Room

This room is painted black with a riddle in silver lettering in Common Tongue on the back wall. It reads;

***The beginning of eternity
The end of time and space,
The beginning of every end
And the end of every place.***

The answer is the letter E. If the delvers search the wall upon which the message is written, a 3rd level SR on LK will reveal that the letter E in the words eternity, time, space, end and place are raised slightly from the wall. Pressing in each one (in any order) will cause two things to happen. A panel will open in another wall and a demon will be released. It has 4 arms and wicked claws and fangs. It fights at twice speed and gets two rounds to the party's one. It is poisonous and any hits taken to CON will be doubled. It is immune to fire and poison. The second thing to happen is that a hidden panel in the corridor wall (see map) will slide silently upwards to reveal a magic weapon.

Demonlayer

This is a gladius, which gets the usual dice and adds but has an ornate hilt and pommel depicting a demon in agony. The sword's name is engraved on the blade. The sword will score double damage vs demons and protect the user from poison attacks.

18) Riddle Room

This room has old, rotten furniture within, and the floor is covered by a rotting carpet. The room is damp and cobwebs and dust are everywhere. On the far wall is a large ornate mirror, with runes underneath, reading:

***You can see nothing else,
When you look in my face.
I will look you in the eye,
And I will never lie.***

(Your Reflection)

Living in the room is a Ghost. It attacks mentally, and cannot be harmed by non-magical attacks. It has a CON MR only of 600, and when this is reduced to zero it is banished. Each combat round, the Ghost will attack the minds of the people in the room. Each must make an IQ SR at first level or subtract the difference from CON. If the roll is failed, the delver must also make a LK SR at level 1 or also lose 1 permanent point of IQ! The delver will score only half his hit point total for any combat round in which the IQ saving roll was failed. The Ghost is classed as undead but cannot be harmed by fire, poison or non-magic attacks.

The mirror is highly magical. The first person to look into it will feel his or her self being drawn into it and must make a 2nd level SR on IQ to pull free. If the roll is failed or the person is willing, he is lost to the mirror, oblivious to all events happening around him for 1D4 full turns! If pulled away from the mirror he screams and loses 1D6 permanent points from CON and IQ. After the four turns, he awakes from the trance and will have 1D6 points added to each attribute. The mirror also casts an 'Omniflex' onto the character. Once this has happened once, the mirror becomes black and cracks down the centre, losing all magical properties.

19) The Lair of the Bone Dragon

This large chamber is home to a Bone Dragon. The room has large amounts of plaster falling from the walls, and parts of the floor look unsettlingly weak & cracked (though in reality the floor is perfectly safe. The monster will threaten to attack anyone who enters the room and will attack fully should the party try and cross the room or provoke the dragon in any way.

This horrid creature is essentially an undead dragon, made of bones, bound together by magic. It is not a natural creature, and will have been summoned or created by a liche or mage to guard treasure or this chamber when the dungeon was previously occupied. It was obviously left behind when the previous owner moved out of the Crag. The Bone Dragon is immune to damage from any non-magic attack, and is immune to fire and poison attacks. During combat, the foul bones send forth toxic fumes which are harmful to breathe. Delves fighting it must make a L1SR on CON each combat round or lose 1D3 CON. Should CON fall to below 50% of the delver's original CON

during a fight with a Bone Dragon, he will fall unconscious for 1D3 full turns if a L1SR on ST is missed. If the strength roll is made he may continue fighting and need not make the ST roll again, his body having overcome the fatigue caused by the poison, though he may still lose CON. If slain, a bone dragon will turn to dust within 30 seconds.

There is absolutely no treasure to be gained from this room.

20) This room is empty, being in a very poor state of disrepair. The GM may inhabit this room with any monsters he likes, leave it empty, or substitute it for a room of his own.

X) The Warning

At this junction, there is an archway leading through to the north corridor which leads to The Warriors' room, is a grim warning to go no further. Human skulls hang from the archway, and written in common tongue is the following grim message. The Warriors are responsible for this charade.

"GO NO FURTER! YOU AVE BEEN WARND! TURN BAK OR DIE!"

The Orcs' spelling in Common Tongue leaves a little to be desired!

Y) Another Warning.

Hanging from the corridor roof here, is a rotting cadaver, obviously an adventurer in life, but now a sorry sight as he hangs from a hook. On the wall The Warriors have left the following message:

"IF YOU WANT TO END UP LIK THIS, VIST THE WARRIORS..."

A) A Secret Door

The stone corridor wall here conceals a secret door, almost invisible without the use of magic to reveal it. Only a 5th level LK SR will reveal the hidden section of wall which, when pushed correctly (Level 2 SR on DEX or Level 3 SR on LK) will swing inwards to reveal the corridor beyond, which is cold and damp, and leads down to the Lagoon eventually. There is damp moss on the walls and floor (making the stone steps a little slippery) of this corridor all the way to the Lagoon.

N.B. To aid the players, who may not search here for secret doors, you could have a stone carving of a Merman on the wall here, to give them a clue.

B) Standing here is a stone statue of a strange creature; the cross between a fish and a man. It holds a trident. As the party open the door to room 7, the statue will animate and attack with an MR of 150. Non-magic attacks score only half damage, and may break if the character misses a LK SR at level 1, which must be made for each non-magic weapon used for each combat

round. When slain, the statue crumbles to pebbles, amongst which can be found 1D10 small aquamarine gems worth 50GP each.

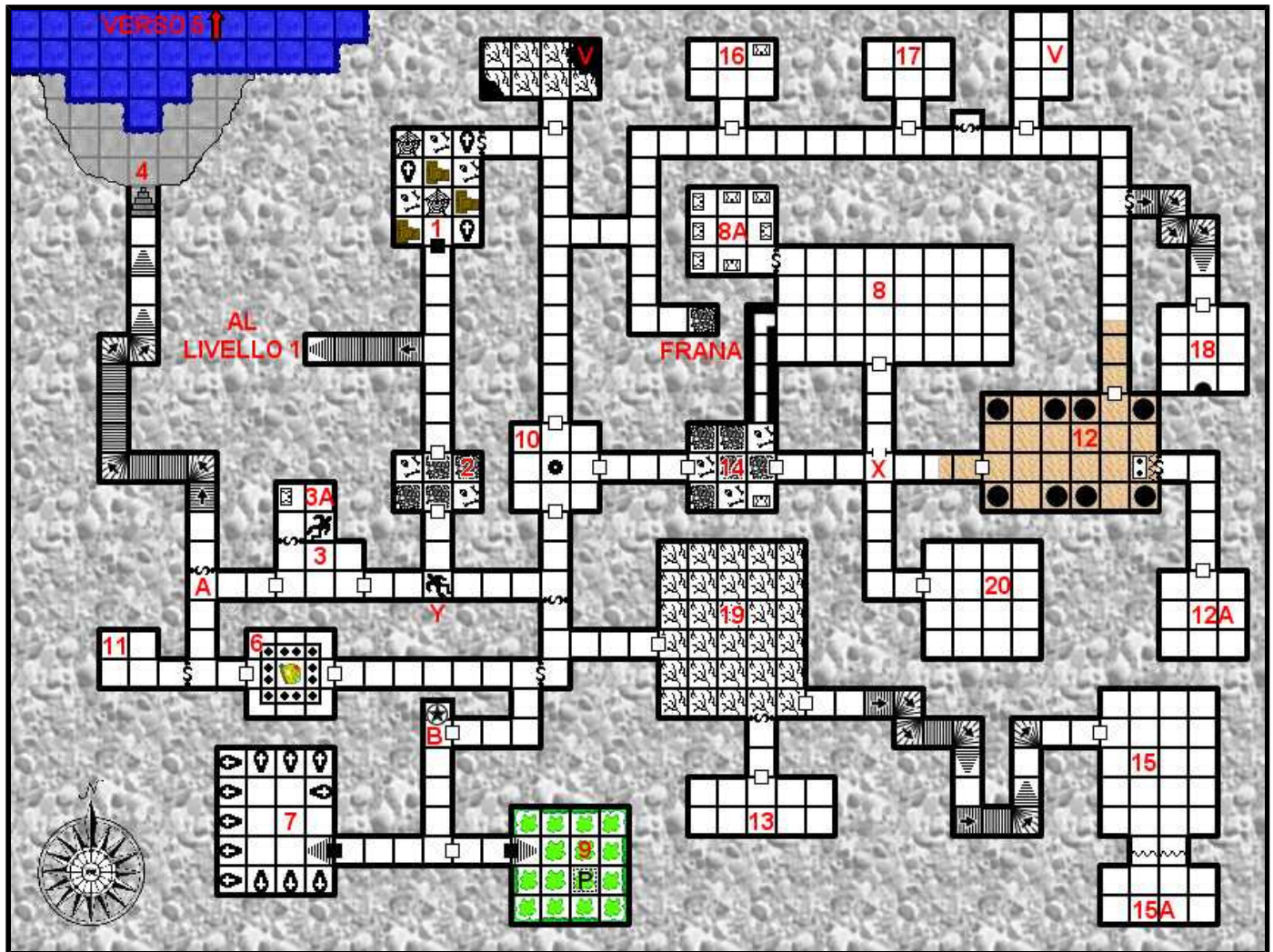
The Dungeon text ends here

GOBLIN CRAG LEVEL TWO WANDERING MONSTER TABLE

- 1)** 1D4 members of The Warriors!
- 2)** Giant Spider, MR 100. Hits taken to CON result in intoxication with Spider Venom.
- 3)** 1D10 Vampire Bats. Each has an MR of 20.
- 4)** 1D6 Zombies, each with an MR of 35, and a CON MR of 70.
- 5)** Magical Imp. It will cast a spell at level 1 or 2 for the party if they wish, then vanish.
- 6)** Large Serpent, MR 100. See chamber 12 for venom detail.
- 7)** Count Carillion IV (See start of dungeon text). If slain, treat as Vampire Bats above.
- 8)** Ghost, MR 80, but only magical damage will take effect.
- 9)** Large Horned Water Lizard from the Lagoon. MR 200.
- 10)** Personal Monster of the GM, re-roll, or roll twice, one from each direction!
- 11)** Zombie Sorcerer. See start of this Level for details.
- 12)** 2D6 Goblin warriors, each with an MR of 30. Roll on Monster Reaction Chart.

[HOME](#)
[GM DUNGEONS](#)
[GM AIDS](#)
[MAGIC ITEMS](#)
[MONSTERS](#)
[HALL OF HEROES](#)
[MINIATURES](#)
[TAVERN SHOP](#)
[ABOUT ME](#)
[LINKS](#)

Goblin Crag Level 2 - Map



Map courtesy of www.chimerae.it

N.B. The above map will feature in the Italian translation of Goblin Crag and as such features some Italian text. The Chimerae Hobby Group have given me permission to use the above map on this site only, and it remains their property. It is a big improvement on the hand-drawn map that used to be displayed here, and I am grateful to Gianmatteo Tonci for all his hard work and for his permission to use the new Goblin Crag GM maps.

GOBLIN CRAG LEVEL THREE

“The Lair of the Shadow Demon”

CONTINUING THE DUNGEON ADVENTURE,
SUITABLE FOR USE WITH TUNNELS & TROLLS

BY AR HOLMES 2000

From the trapdoor in the chamber of the giant serpent on level two, a square shaft, lined in stone, leads down for 80'. There is a rusty iron ladder on each side of the shaft; all are secure. Water drips down the walls and the air is chill, but as the adventurers climb deeper down, the temperature rises, and indeed it is quite warm at the bottom. At the foot of the shaft is a chamber, marked as 'SHAFT' on the GM's map. On the west wall of this room is an ornate archway in the stonewall, carved with demons and dragons and tortured souls. Careful examination of the carvings will reveal runes worked into the designs. The runes are in Common Tongue, were left there by the Alchemist Patroclus, and read as follows:

*ALL MORTALS TREAD WITH CARE, AND BEWARE THE
SHADOW DEMON. DO NOT SET HIM FREE SHOULD YOU
DISCOVER HIS PRISON.*

A pair of double doors, each half 12' high and 5' wide fills the archway. Upon each door is an ornate brass handle, in the form of a dragonhead holding a chain between its jaws. The doors are not locked but are very stiff, and require a total ST of 60 to push open. If the party do not have such strength between them, either allow magic to open the doors or have them make ST based saving rolls.

Game Master's Notes:

The Map is drawn to the usual format, with the scale being 1 square = 10'. Secret doors on this level require a 3rd. level SR on LK to find and a 3rd. level SR on DEX to open, unless the text states differently. Standard doors are about 8' high and 5' wide, with the corridors being 15' high and rooms 20-30' high.

The party will feel very warm whilst on this level, and the air they breathe is dry and warm, in stark contrast to the dampness of the lagoon level above. This is caused by the huge furnace located in room 6. It is kept in working order by the alchemist's undead servants, which still operate the machinery as they were once instructed to do, although their master has long since left the dungeon. This level was created by the alchemist Patroclus, who conducted his experiments and created all manner of bizarre creatures and magics, within his laboratory. He created the huge furnace and many of the magics within this dangerous level. The Shadow Demon was summoned by

Patroclus, who only just managed to defeat it, and imprison it within a magic box, which rests in room 3. If it is released, it will seek to slay the party. Patroclus was almost finished following his battle with the demon, and left the dungeon soon after, leaving his undead servants and some of his magic behind. The Hall of Mirrors is Patroclus' creation, with which he was very pleased. His greatest rival, Yononishi the Wise, is currently imprisoned here. He cannot leave and is forbidden from telling anyone who he is or why he needs the magic item known as **The Alchemist's Eye** (See room 2, mirror c). Once more, to aid the GM, monsters are highlighted in red when first encountered, should the GM wish to prepare miniatures for use in play, handout pictures etc. Magic Items are typed in **bold**. I didn't design Level 3 with Wandering Monsters in mind, but you can use them if you wish. If you've added extra corridors and rooms to the map, then use the table from levels 1 or 2, with the monster strengths beefed-up a bit, or use your own horrific creations.

Quick Reference Room Key

- 1) The Painted Chamber
- 1a) Devil's Doom
- 1b) The Gauntlet
- 1c) The Exit Corridor
- 2) The Hall of Mirrors
- 3) The Conjuring Chamber (The Lair of the Shadow Demon)
- 3a) The Alchemist's Warning
- 3b) The One-Way Door
- 4) The Alchemist's Stair
- 5) The Alchemist's Laboratory
- 6) The Furnace
- 7) Dragon's Chasm
- 8) The Armour Collection
- 9) A Dinner Party for the Dead
- 10) The Lich's Lair
- 11) Run Delves Run!
- 12) The Imprisoned Djinn
- 13) The Hidden Tomb
- 14) The Spiritual Sphere

Once through the doors the party see a length of corridor, 40' long, and 20' wide. On the walls on either side are carvings of various demon and dragon heads, at a height of 4' from the floor of the corridor, all looking menacing and evil. There are 10 such carvings on each side, and the first one on each side holds a secret. Pushing into the eye sockets of each causes an audible 'click' to be heard. Once both eyes in each head have been pressed, a secret door will open on the south wall, as shown on the map, leading to room 1.

At the end of the corridor are a pair of double iron gates, (marked as **X** on the GM map) a little rusty, reaching the ceiling and spanning the corridor completely. They are made from enchanted iron, and glow with a green hue.

In the centre of the gates is an ornate keyhole. The only way to pass these gates is by using the Demon Key, to be found in room 10 of this level.

Do not allow the characters to pass through these gates by any means unless the key is used. Upon each gate is a horrific grinning demon head, wrought in iron. The gates cannot be damaged in any way. Through these gates is the next Level of Goblin Crag. Teleportation magic of any kind will not allow the PCs to pass through here, nor is it possible to pass through the bars. Any PC tiny enough (e.g. a fairy) will find an invisible force blocking their way through the gaps in the bars (3").

This entrance hall holds another secret. As the entrance doors open, the party will be greeted with a welcome party; 3 Winged Demons appear and attack all characters present.

Winged Demons

Each monster has an MR of 150, and requires magic to do them any harm; non-magic weapons will cause zero damage to these horrors from the shadows. As they are flying as they attack, the party's attack score will be halved, unless they too are flying, or the attack is a magic spell. In addition to the damage inflicted upon the party from the Demons' MR, they also breathe fire during combat. All characters fighting, not protected in some way from fire, will suffer an additional 1D6 CON damage from the fire attack per combat round. The Demons will pursue the party until one side or the other are slain. These Demons appear throughout this level, as Guardians of certain areas, items etc. Refer to the above text when these horrors are encountered.

1) The Painted Chamber

The secret door leads into this chamber, which is empty. The walls are covered in paintings depicting demons & humans locked together in combat, with the demons appearing to have the upper hand. Some of the paintings are vile to look at, the humans being tortured, slain and devoured by fierce looking demons. The style of the paintings is grotesque.

The exits from this chamber are difficult to find, all being concealed doors cleverly worked into the paintings. It is likely that the party will run into here when the Winged Demons appear in the entrance hall, but will not avoid combat as there is nowhere to run once inside. They will need to deal with the Winged Demons before being able to give this room the necessary search.

There are 3 secret doors to be found in this room, one of which is an exit (1c), the others being secret areas containing treasure for the party, rooms 1a & 1b.

1a) Devil's Doom

This secret room contains a 6' long box locked with a padlock of meteoric iron. It lies flat on the floor. The key is under the box, and the box cannot be

opened in any other way and cannot be damaged. Inside the case is a Great Shamsheer sword, 2-handed, 5' long, ST & DEX requirements 15. This is a magic sword, enchanted to score 10D6 when used in combat, but when used against demons, it scores 20D6! The hilt is elaborate, carved with a grimacing demon face, and the sword is called **Devil's Doom**. The first person to open it however will be struck by an evil spell, which will reverse ST & CON attributes for the delver's level number in full turns. The spell is level 18 if it matters.

1b) The Gauntlet

The secret door is very stiff, and opens into a filthy corridor. As the door opens, cobwebs are pulled apart on the other side and dust and small stones fall from the ceiling of the corridor beyond. The corridor is 40' long, 10' wide and very dusty, the floor has an undisturbed covering of dirt and the walls are cracked and drab, having no decoration whatsoever. The floor is flagstone paved and the corridor ceiling is undecorated stone. The corridor is 12' high, and at the end is a small alcove in the end wall, 3' high, arched, being 4' from the floor. In the alcove sits a silver gauntlet, illuminated dimly by a subtle glow. Above the arched alcove is a skull & crossbones carving, and in general the whole corridor looks very disturbing and foreboding. There is a skull carved into the centre of every floor slab, just visible under the dust. Wise delvers will think before leaping headlong into this corridor. Close inspection of the corridor wall to the left of the secret door will reveal an ancient set of runes, written in Dragon Tongue. They read as follows;

***"A MAGICAL TREASURE AWAITS THOSE WHO RUN THE GAUNTLET,
BUT BEWARE, DEATH FOLLOWS SWIFTLY FOR THE UNSUCCESSFUL"***

A powerful anti-magic spell cast on the corridor will not allow magic to be cast in here; all spells will be dispelled immediately the strength cost is used by the wizard, and magic items, will not function at the GM's discretion. Any character that walks/runs/flies down the corridor will be struck by a Lightning Bolt from the skull and crossbones above the alcove. The magical energy bolt will cause 1D20 instant CON damage if a third level SR is made on CON is missed, or 1D10 if it is made. Teleportation will not work in here either.

Above the alcove the brave delver who 'ran the gauntlet' will see small runes written in Common Tongue, this time reading ***"Lightning Strikes Twice..."***

If the Gauntlet is removed from the alcove, the character will be struck by another Lightning Bolt, this one doing 2D20 CON damage if a SR on CON at level 3 is missed, or 1D20 if it is made.

The item is the **Storm Gauntlet**. It is enchanted and will strengthen any other armour worn by the user so that it takes double hits. In addition, the wearer may summon a Lightning Bolt from the gauntlet, which will strike 1 foe (range 100 yds) causing his level number x 1D20 damage, to be deducted directly from MR or CON. The target gets a CON saving roll at the user's level number, which will halve the damage done. Summoning a Lightning Bolt in

this fashion reduces the user's ST by 1/3 (rounded down), and there is a limit of uses per day equal to the user's level number.

This is a powerful magic item, guarded by powerful magic. Armour cannot be used to take any damage caused by the Lightning Bolts aimed at the delver, and as previously mentioned, magic items will not function in here.

1c) **The Exit Corridor**

The third secret door opens into this corridor, which serves as a continuation into the rest of the level. This corridor is partially collapsed, with several holes in the ceiling, through which tentacles disappear into as the door is opened. Water drips from them and the corridor floor is littered with dirt and rock from the collapsed areas. This damp, grotty corridor serves as rather a lovely home for a family of Huge Spiders. There are 4 fat, bulbous, hairy, black spiders, which attack as the secret door is opened. They have an MR of 200 each, but only 1 can fit through the secret door at one time. All 4 Spiders will attack until they are slain or until the delvers become food. Refer to the Rulebook for the effects of Spider Venom, should any delvers take hits to CON. Any characters slain, or overpowered, will be bound in silk and stored in the corridor, which contains no treasure or items, just some old bones and plenty of dirt.

2) **The Hall of Mirrors**

This chamber is dusty and partially collapsed. The flagstone floor is cracked and dirty, and many of the pillars which support the roof (there are 15 in all, each 3' in diameter) 30' above are also cracked and crumbling. Parts of the ceiling have also fallen in, and cobwebs and dripping water can be seen through the dark holes. Water drips onto the floor in numerous places, making an already unpleasant chamber damp and cold. On each wall are 2 large mirrors (marked as letters on the GM map), each one 6' long by 8' high, set into the wall at a height of 3' from the floor. They are cracked in places and the damp atmosphere has discoloured the glass of these once elegant mirrors, especially around the edges, which have blackened & yellowed. Each is surrounded by ornate carvings. There appear to be no further exits from the room. Wizards will feel some magic of neutral nature from the mirrors. Closer examination will reveal faint runes below each mirror. The mirrors, labelled a-h on the map, read as follows;

- a) Beware the Reaper
- b) Fools Gold
- c) A Quest
- d) Through the Looking Glass
- e) The Dragon
- f) (Runes have been scratched off)
- g) View Thyself
- h) The Two Terrors

All but one mirror is magical, and is described below. Any character touching a mirror apart from 'g', which is just a mirror and is not magical (but it does

hide the secret door) will discover that their fingers will enter the mirror, like the surface of water. Items thrown at the mirrors will vanish, and reappear in the room having fallen out of mid air just after they pass through the mirror. Mirror 'g' will swing outwards if the switch just beneath the frame is pressed. This requires a level 2 SR on LK to find. The switch is coated in contact poison, which will reduce ST & CON by ½ if touched with unprotected hands. (The switch is small, in fact too small to operate with gauntlets, which also would be too bulky to flick the switch, which is underneath the edge of the mirror frame)

a) **Beware the Reaper**

Through the mirror is a 40' long corridor, 20' high. At the end is a chamber containing a statue of the Grim Reaper, holding a scythe. It stands 10' tall and glows a deep red. The statue is out of sight around the corner, and from the end of the corridor the party see just a strange red glow from the small room at the far end. Strangely, no magic can be felt by magic users; a powerful anti-magic spell is at work here, nullifying all magic below level 18. Magic items, weapons & armour only function at the GM's discretion. As any PC begins to approach the statue, they see a ghostly red figure drifting toward them. The figure is the Reaper, billowing cloak and all, holding a ghostly scythe. The Ghost approaches the PC, and will continue to pursue him until they leave the room via the mirror. The ghost will chase all party members back through the mirror unless they choose to fight it. If they return to the main room, and then go back through the magic mirror, the ghost will be at the far end of the corridor waiting for them, and begin its journey towards them once more.

If any party members attack the ghost, it wildly swings its ghostly scythe at them. The ghost has no MR and cannot be harmed by non-magical attacks; weapons unless enchanted passing through it causing no damage. It is however affected by all spells and magic items/weapons etc. It has a 'CON' of 500, which must be reduced to zero before the ghost vanishes. Each combat round, PCs in hand to hand combat with it must make a L3SR on LK. Failure to do so results in the delver taking the difference the roll was missed by directly from CON, as the magical scythe passes through them during the round.

The statue stops glowing as the ghost is slain, and the party can search it. A L3SR on LK will discover a hidden panel in the base of the statue at the rear. To open it, a 4th level SR on DEX or magic must be used. Within is an amulet, on a silver chain, in the form of a small silver scythe. The wearer of the **Silver Scythe Charm** may score double damage with any weapon he cares to use Vs undead foes. In addition to this magic item, there is a small leather pouch containing 1D20 rubies, each worth 1-600 GP.

b) **Fools Gold**

The mirror leads through to an 80' long corridor which in turn leads to a chamber, the far end of which is piled high with loose gold pieces, which spill across the floor. The room contains 750,000 GP. Magic users capable of vibe

detection will feel black vibes of the nastiest nature. Wise players will turn around and leave this obvious temptation, but delvers being delvers, they are sure to mess around in here. The room is cursed with a 17th level spell. Anyone removing gold from the room will be OK unless they are greedy. It is safe to take up to and including 500 GP each. Any more than this, and the delver will lose CON points = the amount above 500 GP taken from the room divided by 10 instantly. This is regardless of how the gold is actually removed, be it carried out in sacks or packs, thrown through the mirror, teleported out or whatever. Delvers losing enough CON to drop them to zero or less will fall down dead on the spot, turning into their weight in individual GP, which add to the pile...

c) **A Quest**

Through this mirror is a small chamber in which is a 5' high stone statue of a man, with a baldhead, his legs folded in the Lotus position, his hands placed on top of his legs, palms upraised. Magic can be felt from it. This is the alchemist's greatest rival, imprisoned here until released. If touched, the eyes open and the statue speaks thus:

"Greetings, I am Yononishi, and I offer to you a challenge. Find and return to me the Eye of the Alchemist, and I will in return give you a magic gift. Do you accept?"

If a PC accepts the quest, the deal is struck and the statue says it is pleased, and wishes the delver luck before returning to an inanimate state. He warns them against stealing the item, telling them it will bring them nothing but harm, and is of no use to anyone but him. He is unable to say why but asks the party to trust him. If not, he says simply *"So be it, but I warn you, the Eye of the Alchemist is of no use to you should you find it. It will bring you doom and destruction. If you find it, bring it here, and I will reward you all the same."* and returns to his original state. Any delver accepting the challenge is blessed by the statue so that they will automatically make the next 3 saving rolls they need to make. In addition, the delver will not be attacked by the Zombies in room 6. The Eye of the Alchemist is to be found in the small chamber, which is reached by going down the furnace pit in room 6. If found and not returned here, the delver will turn to stone as soon as he/she leaves the dungeon, and cannot be returned to normal. If the challenge is accepted but the party flee the dungeon or do not find or successfully retrieve the Eye of the Alchemist, no harm comes to the delver, but he will fail his next 3 saving rolls automatically which he has to make. If the Eye is returned here, the statue is overjoyed and becomes as flesh, giving the successful PC a magical boon of 1D20 to add to each prime attribute permanently. Roll separately for each. Yononishi then vanishes from the room in a golden glow, a smile upon his face...

d) **Through The Looking Glass**

Through this mirror is a short corridor leading to another mirror. Through this is the same. Coming back through a mirror (including the first one which

should lead back into the main room) results in the delver standing in a short corridor with a mirror in front and one behind. Each time a PC passes through a mirror, he loses 1D6 CON points (including the first) and must make a L3SR on LK. Success, and the next mirror passed through returns them to the main room. Failure, and the delver returns to a short corridor with a mirror at either end, loses more CON, and must try again. Nasty. There is no treasure to be found through this mirror.

e) The Dragon

The mirror leads into a large natural cavern with no exits. (The cave is not shown on the GM map, as it cannot be reached from anywhere else) In here is a huge Mechanical Dragon, being 40' long and around 30' high. It clanks and grinds into action as the delvers appear in the room. Returning through the mirror is impossible, and the delvers see an identical mirror on the other side of the cave, *behind the Dragon!* The Dragon has many valves and pipes from which steam blows hot and wet. From its huge metal gaping jaws, fire shoots forth, its range easily reaching one edge of the cavern to the other. Any delver trying to run past the Dragon to the other mirror must make a L1SR on SP. Failure to do so results in the Dragon spraying the delver with hot fire, doing 1D% CON damage unless they are immune to fire. If the delvers split-up, each running around the cave on opposite sides of the machine, the PC with the lowest LK rating, or the group he is in, will be sprayed with fire, each member of the team taking 1D% CON damage. Fighting the metal monster is even harder. The Dragon sprays any delvers attacking it, with fire, and each character fighting it at close range will take 1D20 fire CON damage per combat round. The Dragon can be harmed by all attacks, and has a CON MR of 5000, which must be reduced to zero before the machine becomes inactive. All magic will function normally within this cave. The Dragon will use only its fiery breath each combat round; it is too big and heavy to fight 'tooth & claw'. Delvers flying above the Dragon will not be attacked, as here lies the machine-monster's weakness. It cannot lift its huge head to look above it. Here lies the party's best method of passing through the room. A successful party who 'slay' the huge metal monstrosity will earn themselves 5000 AP between them. If slain, the machine will issue forth great amounts of steam, and any delvers present in the room exactly 1 turn after the combat round in which the Dragon 'dies', must each take 1D% CON damage as the whole thing explodes, filling the room with hot sharp metal parts, boiling water, steam and fire.

There are 4 secret doors around the wall of the cave. Each can be seen with a L2SR on LK, and opened with a L3SR on DEX. Beyond each door is a small walk-in chamber containing a magic item at the discretion of the GM. Here are 4 examples:

Dragonfire: This is a Greatsword, enchanted to score 50+50. It glows red and orange.

Dragonwing: This is a shield enchanted to take 50 hits, with a painted dragon in flight on it.

Magicmaker: This is a dagger, which will 'cast' a TTYF of 50 up to 3 times per day for the user. It can be any type of dagger the GM chooses, and scores normal dice & adds.

Winged Wonder: This is a leather jerkin made from dragon hide, enchanted to take 50 hits, and allowing limited flight to the wearer, who may fly for up to and including his level number in full turns per day.

f) ***(Runes scratched off)***

This mirror teleports anyone passing through it to any corridor location on this level the GM desires. It will teleport each delver to the same location, which changes at Midnight each day. There is no way back from the other side except finding this room once again.

h) **The Two Terrors**

This mirror leads to a chamber with no other entrances or exits. Within here (the mirror leads straight back to the original room) are two statues, each 16' tall. Each statue is of a warrior, but one is wrought in iron, and the other in bronze. At the feet of each statue is an amulet, lying on the flagstone floor. The amulets are identical in design, each being a hexagonal shape set with an emerald and upon a silver chain with a gold clasp. However, an iron one rests at the foot of the iron statue, and a bronze one at the feet of the bronze statue. No magic from level 1-3 will function in here due to the meteoric qualities of the statues. Delvers searching the room will find, with a successful saving roll on LK at level 3, two hidden doors. Opening each is easy (no SR required), and through each is a small walk-in closet. One of the rooms contains a bronze scroll tube, the other an iron one, both sealed with wax. If one is opened, a spell will be set free, causing the delver opening the tube to lose 1D10 CON points unless a L3SR on LK is made, as a cloud of poison gas envelops the delver (only). Both scroll tubes are trapped in this manner. The cloud of gas vanishes almost as quickly as it appeared.

Within the iron tube, a scroll reads (in Dragon Tongue, but kindly GMs may choose to have them read a language the party are familiar with) *"Claim my prize but only with enchantment may you challenge me"*. The bronze tube contains a scroll reading *"Take my gift, but fight iron with iron to win through."*

Here's the trick. If the iron amulet is touched, the Iron Giant will animate, attacking the delver who touched the amulet, and anyone else who joins in the fight. This foe has an MR of 600 and a CON MR of 1200, and can only be harmed by weapons (magic ones included at the Game Master's discretion, but he may rule only standard damage is done); magic spells cast at it or upon weapons (i.e. 'Vorpal Blade') will not harm it. A weapon enchanted with a 'Vorpal Blade' for example will score only usual dice & adds. If the giant is slain, the amulet may be kept. It is the **Amulet of Iron** (gee, that's original....), and the adventurer who wears it may double all attack scores when fighting hand to hand in combat with any sword or dagger only.

The Bronze Giant is also animated by touching the bronze amulet. This foe is harmed only by magic spells; no weapon will harm it in any way. It has an MR of 400. The amulet, named **Bronze Baby**, will allow the wearer if he is a magic user, to cast 2 spells per combat turn once per day. If the wearer is not a magic user, it will nullify the first 3 offensive spells cast at that person each day.

GM Note: The delvers may not 'cut & run' here. The amulets are further enchanted so that they cannot pass through the mirror whilst the statue it belongs to, still 'lives'. In addition, the statues are further enchanted so that they cannot be harmed whilst in an inanimate state.

3a) The Alchemist's Warning

At this point in the corridor (marked by a dotted line on the GM map) is an ornate archway, with a grinning skull as the centre stone in the arch, leering down at the delvers below. Through the archway a stairway can be seen, turning down into the darkness. The stones forming the arch are covered in tiny runes and symbols, which cannot be understood. As the delvers pass through, they hear a voice speak to them in their minds, saying *"You are entering the Realm of the Alchemist! Turn back now or face your doom!"* Delvers' pulses race as they pass beneath the archway...

3b) The One-Way Door

Here in the long corridor is a glowing yellow transparent doorway, ghostlike in appearance. It is enchanted with high level magic and was placed here by Patroclus, to keep intruders out of his area. It cannot be opened, but may be crossed from north to south, but will not allow access from south to north. Delvers wishing to explore the alchemist's areas, and in turn discover the magic box currently holding the Shadow Demon prisoner, must find the secret door between rooms 8 & 12 on the north wall, and enter that way.

3) The Conjuring Chamber (The Lair of the Shadow Demon)

This chamber is a mess; tables are overturned and broken, shelves hang from the walls, their contents lie smashed upon the flagstone floor of the room. Shattered urns, vases, bottles and flasks litter the floor, (upon which can be seen the remains of strange symbols and a large pentagram) which is itself forever stained by the contents of the shattered vessels. From the ceiling a once ornate wrought iron candleholder hangs upon one of its three support chains, and the walls are darkened and cracked. The iron door, which once sealed this room lies bent and twisted in the frame, as if melted by a great dragon's breath. Painted onto the front of the door (after it was damaged!) are the words **"Summon no Spirit which you can not conjure down!"** These words are written in Dragon Tongue, in a somewhat erratic manner.

In the centre of the room lies a 6" cube, a metal box covered with glowing runes and strange patterns (If you've seen *"Hellraiser"*, then you can liken this box to the puzzle box of the movie). Bad magic vibes spill forth from this box

like the stench from a battlefield of rotting corpses, and it is surrounded by a green hue. Upon the top is a combination locking device, which also glows. It consists of three interlocking wheels, around the edge of which, are numbers and letters. The correct figures must be brought into alignment for the box to open. This requires a 5th level SR on IQ, but failure results in the delver being surrounded by 'electrical' charges of glowing and crackling blue fire, which will last for seconds only but cause an instant 1D20 CON loss. The delvers may try to open the box as often as they please!

OK Game Masters, here's what *really* happened in here! The Mad Alchemist, Patroclus the Unpredictable, who was once master of this level, living in these chambers (3-7), summoned one demon too many in this, his conjuring chamber. He fought the demon as it broke free from the bonds set by the alchemist's spell, and eventually contained it in the box, which lies on the floor to this day. The alchemist however was almost ruined and nearly dead, so when he had regained his strength, he packed-up and left Goblin Crag, never to return....

If the box is opened, the Shadow Demon, whose earthly name is Meleager, will be freed. However, it will not be at full power, but is still a formidable foe. It can take on any form the GM wishes, (but I had him resemble the demon pictured on my Home Page, upon which you clicked to enter here) and has the following Prime Attributes. The figures in brackets represent the Demon's current value, the normal figures being his attributes when at full power.

ST: 160 (140) **CON:** 380 (120) **IQ:** 62 (62) **DEX:** 70 (35) **LK:** 66 (20)
CHR: -99 (-99)

Current Personal Adds = 159 Full Personal Adds = 260

Meleager gets 10D6 for each clawed hand and each combat round scores 2D20 damage in addition to his claw attack, due to fire & ash breath. This also causes a 'Smog' effect; delvers fighting him must make a CON SR at level 3 or lose ½ CON instantly. If they fail even a 'min 5' whilst making this roll, they also lose ½ ST instantly also. The smog effect will only affect a PC once, there is no further effects after the initial rolls and damage have been resolved. He is unaffected by magic cast at any level below and including level 3, and takes no damage from 'mind' spells, poison or fire. He can also see through any illusion. When at full power, he can cast one spell from level 1 to 6 per combat round as well as fighting tooth & claw, making him a terrible foe.

The Shadow Demon will attack the party if he is freed, attempting to slay them all. If he is outnumbered, he will vanish, to return to this room in 6 full turns. In this time he will recover all his power and his attributes will return to full. He will then hunt and slay the party should they still remain somewhere in the dungeon complex. He can wander the upper 3 levels at will, but cannot leave the dungeon, or travel down to level 4.

Should any one delver slay the Shadow Demon, he will instantly increase by two levels of experience. If the Demon is slain by a team effort, all the participating adventurers will receive 3000 AP. There is no treasure in this room. The box cannot pass through the doorway to this room, even if it has been opened and the Demon freed.

4) The Alchemist's Stair

This is a series of stone steps, which wind down to room 5. The alchemist placed several magic traps on this stairwell to guard from intruders. He knew the secret magic words to utter as he passed along the stairwell, but the PCs will not, so they are at risk from the traps.

At point **A** on the map, there is the first magical trap. The party see a stone gargoyle head upon the wall. From this a trickle of water runs, which is safe to drink. As the first delver passes the gargoyle, he will be struck by a TTYF of 15 damage from the head. The head will not cast the spell again for another hour. The head will warn the delvers not to continue.

Point **B** is a smooth stone worked into the stone wall. Upon it is carved a strange symbol, circular in design, with a series of smaller circular symbols within it, amidst many small glyphs and signs. Again, wizards may try for a 5th level SR on IQ to recognise this as a magical trap. When the last person in the group pass by the stone, it will send forth as many balls of ice as there are delvers, one striking each member of the party. The ice balls are 6" in diameter and cause 1D10 CON damage; armour is ineffective as the trap & damage are magical in nature.

In the wall at point C is a stone skull. All members of the party who pass the skull must make a L3SR on LK or lose 1/3 CON immediately. The skull laughs at the party as they pass.

Point D is the iron door at the bottom of the stairs. Upon this are strange symbols and runes. The runes are in Goblin Tongue, and read "*Pass through this portal at your peril*". The door requires 3 'Knock Knock' spells to open, and is cursed. The first person to pass through must make a L3SR on LK or lose 1D10 CON points instantly. The second person through must make a L3SR on LK or lose 1D6 CON. The third person to pass through must make a L3SR on IQ or be struck with a mind-blasting spell, which renders them unable to walk or speak for 1D6 full turns.

5) The Alchemist's Laboratory

This is where Patroclus spent most of his time and conducted his bizarre and dangerous experiments. As soon as the door is opened, 4 Winged Demons are summoned (see the start of the dungeon text for details of these creatures) to guard the room and attack the party. Two appear on the stairs outside the room, whilst two more appear just within the doorway.

The room is warm and musty; the doors not having been opened for some time. Within, covered by a thick lair of cobweb and muck, are the alchemist's bizarre tools of his trade. Many benches hold confusing arrangements of glass beakers, tubes and bottles, which once bubbled with colour and life. All the benches are also littered with strange objects and stains. Tweezers, knives, pipettes, jars, bones, pouches of dry powder, spoons etc. can all be found here. The walls are filled with shelves of books and cabinets containing large bottles of coloured powders and liquids. From the roof, 30' above, hang many iron cages, all different sizes and shapes and hanging at different lengths from the ceiling. Some are empty, others contain small animal skeletons. Upon the floor, magical symbols and pentagrams are painted, showing dark stains and melted wax upon them. Around the room, on many of the surfaces, are half burned candles and small bronze dishes containing ash and the remains of liquids, now just powder or stains in the dishes which once held magic and power. Upon the plastered walls also hang parchments containing spells and magical rites, and around the room here and there, are strange items, again covered in dust, but still retaining their magical vibes....

This room has been sealed for ages, and has served as rather a nice home for a Wraith. This nasty ethereal foe will appear 1 combat round after the delvers have entered the room. It has an MR of 500, and cannot be harmed by non-magical attacks. Each combat round the delvers fight it, the Wraith attacks their minds with a mental attack, in addition to its usual attack with MR. Each delver *in the room*, no matter if they are fighting or not, must make a L2SR on IQ each combat round, or lose the difference in CON points. If the Wraith is reduced to an MR of 50 or less, it vanishes, never to return, and the delvers may search this interesting room, finding the following magic items, free for the taking;

Reincarnation Dust. This is a large bottle filled with a yellow sand-like substance. Pouring it over a person, no larger than a human of about 6' tall, will reincarnate the dead person, who will have the same attributes as he had immediately before death. The person will live again after the dust has vanished completely into the body (which must be naked), a process taking 1D10 full turns. CON & ST will be at half original value, the strength returning at 1 per turn.

Caraman's Liquid Fire. This is a small bottle of red/orange liquid. If exposed to the air for 1 full turn, it will suddenly erupt into a burning fire which does 3D20 damage to anyone within 10' of it when it explodes. The fire will cover an area roughly 10' in diameter, and will burn for 1 full day. The liquid is thick and gloopy, and all must be used at once.

The Fat Black Cat. This is a stuffed cat, very large and fat, with the name tag 'FELIX' around its neck. It is magic, and will answer 3 yes/no questions for the user once per week, as 'Dear God'. The GM must answer truthfully, and the cat weighs 30 wu.

Robe of Fire Dancing. A long flowing hooded robe of black with red/orange/yellow flecked trim around the bottom, collar, hood and sleeves. It renders the wearer totally immune to fire damage whilst wearing it.

CON Restoration Fluid. There are 1D4 bottles of this substance, hidden away on a high shelf. Each bottle is 1 dose, returning 1D20 CON when drunk. Cannot add to maximum CON.

ST Restoration Fluid. As above, but 1D20 ST is returned.

6) The Furnace

This room is very large, with walls composed of huge stones. There is a 60' diameter circular pit in the centre of the chamber, around which is a 3' high iron railing. The walls are blackened and charred, and the room is very hot indeed. Upon the southern wall is a mechanical device, where many levers and buttons can be seen. There is a gate in the railing which allows access to a narrow stairway which winds down and around the inside wall of the pit. There is no railing on this stairway however, and some of the stones, which make up the steps do not look too secure! At the bottom of the pit (250' down) a red glow can be seen. The roof of this chamber is covered in large metal pipes and machinery, supported by great iron brackets, and there are many wheels, which operate the flow of heat through the pipes, connected to the array. The upper machinery in here is accessed by a metal stairway in the southeast corner of the room, which leads up to a metal gantry, where the wheels and levers can be operated. There are also iron steps leading 15' up to an iron platform on the eastern wall, in which is an iron door leading to the chasm.

(GM-place an undead wizard standing guard on this platform to make the room extra tricky)

In here are Patroclus' undead servants, who remain as instructed when the alchemist left Goblin Crag. There are 8 Zombies, all once human, standing in here when the delvers enter. They will immediately animate, turning their heads toward the party, but will not approach. If any PC enters the room, 1D4 Zombies will begin to approach them and attack. Each Zombie has an MR of 130, and anyone taking hits to CON will be infected with Blue Plague. This causes the following effects if left uncured;

*As the delver becomes infected, he will immediately lose 1D4 CON, which will never return; this should be deducted from the delver's attribute permanently.

*After 1 full turn, the delver sweats profusely, and ST is reduced by ½. The delver will be unable to fight, and may have difficulty walking and co-ordinating speech.

*After a further turn, the delver begins to hallucinate and will lose ½ IQ. He will be unable to speak coherently, and will collapse to the floor. Skin takes-on a bilious blue shade.

*Following another turn, the delver passes-out for 1D20 combat rounds. CON & ST both drop to 1.

*Following the term of unconsciousness, the delver must make a 5th level SR on LK. Success, and he wakes, with a ST & CON of 2. Any IQ loss will be restored, and ST will return at the rate of 1 per turn. Con will take weeks of rest and care. If the SR is missed, the delver does not awaken from his coma, and he will erupt in blue boils of pus and blood, and die.

In addition to these Zombies, standing on the raised platform in the south east corner of the room, is a Zombie Lizardman. It will be partially hidden amongst the pipes and machinery, and may not be seen by delvers entering the room, especially if they are fighting the Zombies. The Lizardman has an MR of 140, and uses a small **Enchanted Crossbow**. He is a crack-shot, and requires just a 'min-5' to hit any target in this room. The alchemist enchanted him with this power. The crossbow is also enchanted, and scores 12D6 per bolt. He has a supply of 8 bolts. If he needs to fight hand-to-hand, he also carries an **Enchanted Scimitar**, scoring 10+20 hits. It will shoot at the delvers from this vantage position should they appear in the room.

The pit is more than just a source of heat. Anyone climbing down using the stone stairway which winds around the pit wall, must make a 2nd level SR on DEX and a 1st level SR on LK. If either are missed, a stone step gives way, or they slip, and take a fall to the bottom. This results in instant death should they fall into the lava pool. A 5th level SR on LK means they fall onto the narrow walkway surrounding the pool, taking 1D20 CON damage. The GM may wish to increase or lower this damage depending how far down the delver had made it before taking a tumble. Wise delvers will attach themselves to the top with rope anyhow.

Near the bottom, is a tunnel branching away from the tunnel wall (not shown on GM map). It is 5' high and unlit. It is to be found 200' down. The corridor runs straight for 40', and is swelteringly hot. At the end is a 30 x 30 x 30' chamber, the walls of which have been decorated with hundreds of runic symbols, hieroglyphs, magic signs and runes in an unknown tongue. In the centre of the room sits a crystal sphere, resting upon a 3' high stone pedestal, into which are 100 small iron studs, shapes like skulls and arranged in patterns on the sides of the stone. These are meteoric iron, and prevent magic levels 1-3 from functioning. The sphere is 1' in diameter, and is cloudy white in colour. Close inspection reveals coloured flecks dancing within the cloudy crystal. It is immune to all magic cast at or around it. As soon as anyone

sets foot within this chamber, a Winged Demon (see start of dungeon text) is summoned in the room and attacks.

This is the **Eye of the Alchemist**, a magical treasure sought by Yononishi, who lives beyond mirror c in the Hall of Mirrors; location 2. Patroclus imprisoned Yononishi, as he was a rival to his powers, and contained the magic required to release him within this crystal sphere. If touched by Yononishi, the spell will be broken and Yononishi may return to his own home outside the dungeon. No doubt he will seek out Patroclus and avenge his imprisonment, but that will be another story. The GM may build upon this if he wishes.

The sphere has no other magic properties other than being the key to Yononishi's imprisonment, and will be of no use to the delvers. If removed from the dungeon, anyone touching it will turn to stone and it will teleport itself back to this chamber.

The lava pool at the bottom of the pit is home to a Fire Elemental, MR 650. It will rise from the lava and attack anyone venturing down the pit, if a 1 is rolled on 1D6, for every character that descends the stair. It is susceptible to all attacks except fire & poison based attacks, and takes double damage from ice/water attacks. It will not leave the pit but will rise to the top to attack the party in the room. The lava pool is surrounded by a 3' wide stone walkway, with a 3' high iron rail surrounding it, which is far too hot to touch. Any character standing at the bottom here will lose 1 CON point per combat round due to the immense heat from the lava pool. Patroclus often spent time in the offshoot chamber, and at the bottom of this pit, wearing his fireproof robes, summoning devils and stealing forbidden knowledge.

GM Note: Iron doors provide entrance to this room, and are kept locked, requiring magic to open them, as there are no keyholes. It is doubtful the party will have the power necessary to damage these 6" thick solid iron doors.

7) Dragon's Chasm

The corridor from the furnace room leads directly through to a natural underground chasm, spanned by a rickety-looking bridge made from wood planks and rope. Some of the planks are missing and there is no rope alongside to hold onto whilst crossing. It is very unstable. The ends of the bridge are tied around strong looking wood posts set into the floor. It will be a balancing act to cross the bridge. Anyone doing so unaided must make 4 1st level saving rolls on DEX not to overbalance as they make their way slowly across. Running across requires just 2 saving rolls on DEX, but at level 2. Failure means overbalancing and a fall down 175' to the sharp rocks below, and instant death unless somehow protected. At the bottom lives an old Grey Dragon, with an MR of 380. It feeds little and will attack ferociously should anyone suddenly appear at the bottom. A small stream runs through the bottom of the chasm, providing water for the Dragon, who spends most of his time sleeping. The chasm floor is warmed by the proximity of the lava pool. This was Patroclus' pet, which he selfishly left behind when he vacated the

dungeon. The Dragon was quite intelligent, and spoke a little Common Tongue, but years of solitude and boredom have caused him to lose his knowledge of 'Human Speak' as he used to call it, and he now lives depressed, on a poor diet and with no company. If a delver can speak Dragon Tongue, he may try and persuade the Dragon not to fight, but instead promise to try and help, if the party realise the Dragon is miserable and trapped. This requires a 3rd level SR on CHR. Failure and the Dragon lunges for the delver(s), seeing a very rare meal opportunity. If the delvers become friends with the Dragon, known as Taranas, and somehow find a way to free it from the confines of the chasm, it will help them and may become a member of their party on future adventures. More here for the GM to build upon if he wishes. The Dragon has lost some teeth, his scales have lost their shine, and unless his diet and exercise improves, he will not regain the power to breathe fire & ash, which get him 4D20 hits per combat round if at full power.

8) The Armour Collection

This room is dusty and the doors in and out of it are stiff and require a hefty push to open. Within is a room, which was once decorated in a grand style, with wall friezes and fine carpet, but now the carpet is but a rotted, mouldy mess, and the walls have cracked and the paintings faded. The ceiling is cracked and water drips from the cracks, making the floor a sloppy mess. Fungus growths grow on the remains of the carpet. Standing along either side of the room are suits of armour upon armour stands, marked as circles on the GM map. There are 6 suits on each side of the room, numbered 1-12 on the GM map. Magic can be felt in the air in here, but before the party can investigate that, they must first deal with the horror, which has made this cosy room its home. An Oni, a kind of oriental Demon, lives here. It is 8' tall with one burning red eye in its forehead, and roughly Ogrish in stature, with long talons and fangs. It has a small pair of leathery wings on its back but these are useless and for show only. The Oni attacks almost immediately, leaping out from behind the suits of armour as the delvers enter the room. It has an MR of 360, but has a trick or two up its sleeve...

Each combat round, the Oni will cast an illusion of itself to fight alongside it. The party will not be able to tell which is the real demon during combat, and as a result they must either decide to focus their attack on just one demon, or their attack score is halved. If they choose to attack just one, roll 1D6. On an even score, they fight the real one. Odd, and it is the illusion, and no damage is done.

In addition to this annoying habit, the Oni fights with poison, spitting, biting and clawing at its enemies. Delvers taking hits to CON will continue to lose 1D4 CON per combat round until cured as a result of this poison. Additionally, all characters fighting must make a 2nd level SR on the average of their LK & DEX not to be spat upon by the demon, which will cause the loss of 1D3 CON points. Fully armoured delvers may be unaffected by this at the GM's discretion.

The Oni is immune to fire attacks and can see through all illusions. Non-magic weapons will do only ½ damage to him. Once the Oni has been despatched, the delvers may inspect the armour.

1) Full Plate armour. No magical properties. Will fit anyone between 5-6' tall.

2) Full Scale armour. As above.

3) **Magic Scale** armour. Enchanted to take 30 hits.

4) Ring-joined Plate armour, badly rusted and damaged. Will take only ½ usual hits.

5) This is an illusion. Touching the armour will cause the delver to be teleported to room 2.

6) Trap! Full Plate armour, shiny and new, with an ornate helm and tower shield. Removing this armour from the stand will cause crossbow bolts to shoot out from the wall behind the armour. Anyone within the area marked on the GM map will be hit by 1D6 bolts, which inflict 6D6 damage each.

7) Full Plate armour, made for dwarven warriors.

8) **Death's Head Armour**. Scale armour, jet black, with a skull & crossbones on the front of the helm. The wearer may take all non-magical damage when wearing it, but all saving rolls will be one level higher than required.

9) The armour (scale) falls to pieces when touched. Living within is a large spider, which scuttles away. It is nasty looking but harmless. The armour is worth only ½ usual hits.

10) Lamellar armour, full set. No magical properties.

11) Full set of leather armour, but badly damaged by the conditions in the room. ½ hits.

12) Full set of Plate armour. This is **Enchanted Minotaur Armour**, to fit any wearer, who will instantly be transformed into a Minotaur when it is worn. See Rulebook for attribute changes. The spell is irreversible, and the armour takes normal amount of hits.

9) **A Dinner Party for the Dead**

This room contains a long oak table, holding goblets and jugs, surrounded by chairs, 6 along each side, one at an end and a throne at the table's head. The walls hold paintings of heroes and kings, and the flagstone floor is clean. From the ceiling hang 3 large candle chandeliers. Sitting around the table are Skeletons, one in each chair, 13 in all. At the head of the table is a rather nasty looking person. Dressed as a King, with a crown of jewels and a robe of fine cloth of gold, sits a Lich, an undead wizard with great power. The Lich

faces the northern door, the one by which the delvers will probably enter, and as the door is opened, he says calmly, *"I would leave now if I were you. Turn around and go, and you will not be harmed."* As he does so, he clicks his bony fingers and the 13 Skeletons immediately stand up, each holding a scimitar. The Skeletons turn as one to face the party, and step out from behind the chairs, ready to attack; bones clicking, empty eye sockets staring, swords raised, teeth chattering.

If the delvers enter, the troop of Living Skeletons charge and attack, each one having an MR of 50. During combat, the Lich sits calmly in the throne at the head of the table, pouring himself a goblet of wine and slicing an apple with a small knife. If any of the party break-free from the melee and charge for him, he will drop the wine and apple and prepare to attack using magic, and his evil magic staff.

GM Note: If Vedas Karomir is facing death, is strongly outnumbered or suspects the party are very strong and powerful, he will retreat to his chambers (10), which he may do by teleporting directly there, for no ST cost if travelling from anywhere on this level, and 1 ST from anywhere else in the dungeon. Here he will remain until he has recovered any lost ST (he recovers lost CON also at the rate of 1 per turn) and CON and may then decide to hunt the party down and seek revenge. He will follow them into levels 1 and too if necessary, but no further down will he travel, fearing those who dwell down on level 4 and beyond...

The area between this room and room 10 has been bricked-up. Delvers will need to risk teleportation to the other side or dig their way through with a pickaxe. Vedas has no need of a doorway, being able to teleport in and out at will. The sealed doorway is quite visible.

Vedas Karomir, Lesser Lich.

ST: 80 CON: 66 IQ: 48 DEX: 50 LK: 30 CHR: -62 ADDS: 124 Level: 9

Vedas was a magician, who dabbled in some very nasty things and poked his nose into some very horrible places, and as a result, met a grisly end quite early into his career, but did not die. He was part of an adventuring party into Goblin Crag in the early days, falling foul to the horrors which crept through its passages and rooms, and dying, the last member of his party, all of which had been picked-off by a particularly nasty demon, which may have been summoned by Patroclus, we'll never know. Instead of passing into the Afterlife, which for him would probably have been rather unpleasant, he rose from the dead and continued to practise magic. As the years passed, he hid himself away in room 10 on this level, sealing the entrance and hiding it away. Eventually, the delvers ceased to venture into Goblin Crag (see the introduction; Level 1) and he was left in peace. To cut a long story short, his black arts kept him alive, and now he lives here, horrible and corrupted, cursed to live the 'life' of the undead. He is now quite mad, and considers himself self-styled 'King' of this level.

Vedas knows all spells from level 1 to 9, and has invented many others, most of which are no use in combat and not explored here. Again, the GM may expand upon these should he wish to. In combat he fights solely with magic, and the aid of **Carixia Mortis**, his **Deluxe Magic Staff**, which takes the form of a 2' black rod topped with a silver skull. It will allow him to cast 2 spells per combat round twice per day, and halves the cost of all spells cast through it. It has a ST reserve of 30 and can cast any spell it knows of its own accord if it feels the need.

GM Note: *The staff is loyal to its present owner, and any other wizard who inherits it must make a saving roll on CHR at level (9 minus delver's level). The roll must be at least level 1 however. Failure and the staff uses its ST pool to cast a nasty offensive spell at the delver and will not accept him as its new owner. If the roll is made the wizard may keep the staff, though it may be a while before the staff can really be totally trusted to act in the new wizard's best interests...*

If the Lich is slain, it crumbles to dust within the robe, the crown falling clattering to the floor and rolling across the room. It is worth 3500 GP. A party of delvers slaying this undead foe will receive 1000 AP each. Should a single delver kill him, he will receive 3000 AP or enough AP to take him to the next level, whichever is the higher.

10) **The Lich's Lair**

This room is connected to a smaller chamber beyond, and contains a long couch, pillows, a table, workbench, ornate chair, lanterns, candles, and a great chest. In the chest is a collection of ancient books on magic. None of which will be of any use to the party, but each can be sold to a collector or higher-level wizard for 1-600 GP each. There are 11 such tomes. The desk holds countless parchments of spidery writing and mayhem. The room smells of death and anyone remaining in here will lose 1 CON point per minute unless they are undead. The room also contains other horrible items and stuff, which are not explored here. The Lich has lived between this room and the dining room for years, so use your horrible little imaginations! In the rear chamber (10a) is a bed, a chest of collected clothing, a small selection of weapons (none magical, just a short sword or two, a few daggers etc.), a small chest of treasure (30 gems to roll-up from the Rulebook and 750 GP) and a stone coffin, lined with silk, in which he rests. It has a heavy stone lid. Velas recovers ST & CON at the rate of 2 per turn whilst resting in this horrid tomb. In this room is a Winged Demon (see start of dungeon text), guarding the Lich's possessions.

In here is the **Dragon Key**, required to open the gates, which lead down to level 4 of Goblin Crag. The key hangs upon a hook, spotted by anyone making a 3rd level SR on LK whilst in here. The key is made of bone and indestructible, with a dragon's skull design worked into it. If no one makes the SR, have them find it eventually, or have the Lich wear it round his neck, or hidden in an inside pocket of his robes etc.

GM Note: Should Game Master's wish to sprinkle a few magic items or magic books in here, visit The Wizard's Box Room and choose some for quickness, or use yer own!

11) **Run Delvers Run!**

This room is long and narrow, and along each of the sidewalls are gargoyle heads, about 2' in size, positioned at a height of 4' from the floor. There are 18 such gargoyles (see GM map), 9 along each wall, all with large mouths open wide, facing each other. The walls are black and charred and there is a smell of sulphur and smoke in the air. Dust on the floor suggests no one has passed through here for a long time.

The gargoyles will fire a ball of fire from their mouths as they detect motion in the room. Any delver walking or running through the room must dodge the fireballs as they fire across the room, to explode on the opposite wall if they do not hit a delver. Each fireball does 2D20 damage. Armour may be used to take damage but warriors may not double the hits. If a character runs through the room, he must make a saving roll on SP at level 1 to make it to the door at the other end without taking any fire damage. If the SR is missed, the delver is hit by as many fireballs as the SR was missed by! If a character begins to walk down the room, he must make a L3SR on DEX to leap out of the way as the first fireballs erupt from the gargoyle mouths. Failure to do this results in the PC being struck by 1 of the fireballs. If the PC fails even a 'min 5' whilst trying this roll, both fireballs strike home. You may wish to give the delver an IQ SR, level 1, to leap back towards the entrance door. Failure will result in the PC leaping forward, into the path of the next two fireballs, causing another SR etc. etc.

Obviously, flying or teleporting through the room will bypass these nasty traps.

12) **The Imprisoned Djinn**

This room contains an iron manhole cover, 6' in diameter, composed of meteoric iron, in the centre of the room. It is bolted by 4 large iron bolts, at each compass point of the circular covering. The cover is covered in runes, written in Ancient Common Tongue. Anyone with an understanding of Common Tongue may read them with a L2SR on IQ. They read "*Herein lies Pharos, sealed for eternity.*" This is bound to tempt the delvers! They may mistake this for the prison holding the Shadow Demon, after reading the runes at the entrance to this level.

The manhole cover is very heavy (2000 wu) and the bolts are magically locked, each requiring a 'Knock Knock' spell to open. If the cover is lifted following the release by magic of the four bolts, there will be an escape of toxic green fog, which fills the room in seconds. All delvers present in the room must make a L3SR on CON or take 1D10 CON damage. Seconds later, a devil-like Djinn appears in the room, wearing a large grin, showing pointed teeth. He floats in the air, having no legs, just a red misty body, which trails away below the waist. He has large muscular arms and chest, and has

pointed ears and long black hair tied in a pigtail, which falls behind his head. He reeks of bad vibes. The ethereal creature speaks in a tongue all can understand;

"Who releases Pharos from his prison? Speak, one of you mortals! Who did this?"

If one of the PCs speaks, saying he set the Djinn free, Pharos will stare at him, his eyes narrowing and sending forth a beam of green light, which strikes the delver full in the chest. The stricken delver will collapse and fall unconscious for 1D6+1 full turns, and when he awakes, all his Prime Attributes will have increased by 1D10 (roll for each attribute separately) permanently. This serves as his reward. CON however will be at ½ following the lightening bolt, not returning until the delver has had chance to rest outside the dungeon for several weeks. (CON will be at ½ original value before the D10 boon, gradually rising to the new level following rest) If he is attacked, he vanishes instantly, remembering the deed....

If the party agree that it was a team effort, the Djinn grants the party one minor wish, at the discretion of the GM. Following this, Pharos then departs, with a thunder clap, a lightening flash and a billow of red smoke. Pharos may appear on deeper levels of Goblin Crag...

The pit is circular and 60' deep. It is lined with meteoric iron and at the bottom is a corked bottle of black glass. It is cursed, so that the first person to touch it will be teleported into the bottle, where he will remain until the party leave the dungeon. Do not tell them this however. If the bottle is smashed, the delver will die. If it is uncorked, a 'Smog' spell will issue forth, causing ½ ST & CON loss to all present within a 30' radius. No magic will affect the bottle and the delver within will be unable to cast spells, use magic items or otherwise leave the bottle of his own accord. For every hour the delver remains imprisoned, he loses 1D3 CON points, as the air in the magic bottle is slightly poisoned. The trapped delver may not communicate with the rest of the party unless Wizard Speech is used, and the trapped delver will also know that smashing the bottle will kill him. *(pass the player a note, heh heh heh!)*

TWO EXTRA ROOMS

Use the following two extra hidden rooms if you wish; they are not vital to the level. One holds great magic, the other certain death.

13) The Hidden Tomb

This chamber has not been entered for many years, remaining hidden behind the secret door in the long corridor linking the Lich's room with the one-way door. Within, the air is musty and characters failing a CON SR at level 1 will lose the difference in CON due to the bad air, which they suddenly breathe. Inside the grim undecorated room is a stone tomb, again undecorated, 10' long, 4' wide and 4' deep. The lid is sealed with wax. The only feature of interest upon the lid of the tomb is a small skull & crossbones, with runes in

Goblin Tongue beneath them. They read ***"Danger! Plague Infested Tomb!"*** If the tomb is opened by melting/cutting the wax seal and lifting the heavy stone lid, the plague spores will fill the air in seconds, killing instantly every character present in the room, and maybe in the rest of the dungeon! The tomb contains a skeleton lying at the bottom but nothing else. If you feel really kind, allow a saving roll before death, but for me, let them perish, especially if they've read the runes! If they can't read Goblin, change them if you feel kind, or allow someone a SR on IQ to read them.

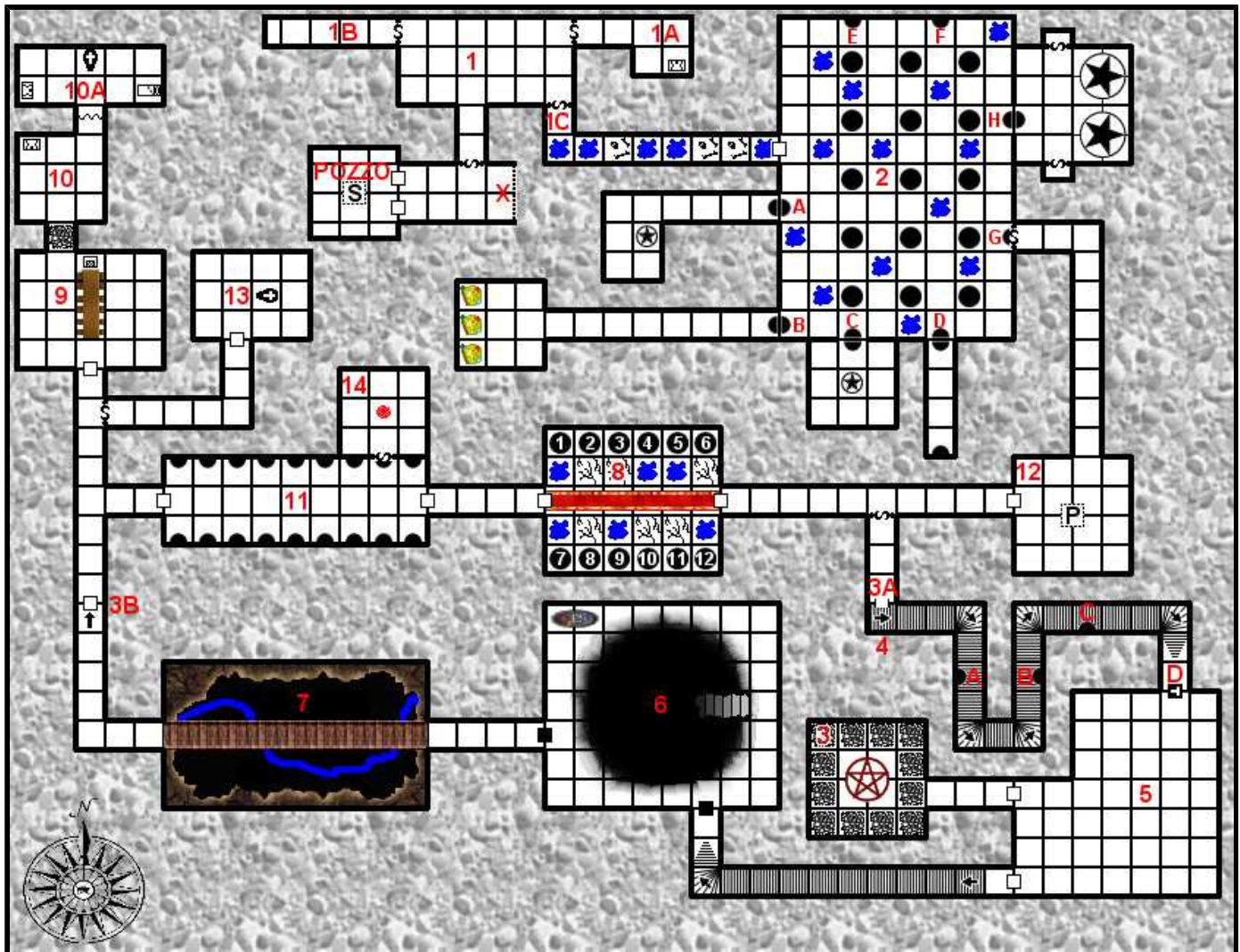
14) **The Spiritual Sphere**

This secret room contains a 20' diameter glowing red sphere, floating in mid-air. It 'hums' with power, and gently rises up and down. The first person to touch it will be teleported within the sphere. None of the other party members will be able to affect the sphere in any way. Magic will not work in here, nor will magic items. The person within the sphere will see a strange 'genie-loke' being smiling at them. The figure touches the player-character and the delver is raised by 1D3 levels of experience if he makes a level 3 SR on CHR. Failure to do so results in the delver being ejected from the sphere with a 1D6 permanent boon to any attribute he wishes as a consolation. The CHR SR rises by 1 level each time another delver enters the sphere, and when it is made, the sphere vanishes. The room is reached via the secret door hidden behind one of the gargoyles on the southern wall of room 11. It is unlikely the party will discover this room. You may allow or dis-allow vibes to be felt through the wall as you see fit. The door is opened by flicking a small switch inside the gargoyle's mouth. Any party managing to reach this room deserve the magic to be found beyond!

THE DUNGEON TEXT ENDS HERE

[HOME](#)
[GM DUNGEONS](#)
[GM AIDS](#)
[MAGIC ITEMS](#)
[MONSTERS](#)
[HALL OF HEROES](#)
[MINIATURES](#)
[TAVERN SHOP](#)
[ABOUT ME](#)
[LINKS](#)

Goblin Crag Level 3 - Map



Map courtesy of www.chimerae.it

N.B. The above map will feature in the Italian translation of Goblin Crag and as such features some Italian text. The Chimerae Hobby Group have given me permission to use the above map on this site only, and it remains their property. It is a big improvement on the hand-drawn map that used to be displayed here, and I am grateful to Gianmatteo Tonci for all his hard work and for his permission to use the new Goblin Crag GM maps.

GOBLIN CRAG LEVEL FOUR

“The Realm of the Dead”

CONTINUING THE DUNGEON ADVENTURE,
SUITABLE FOR USE WITH TUNNELS & TROLLS

BY AR HOLMES 2004

This is the biggest, and in my opinion, the best level yet, but before the horrors are unleashed, let's remind ourselves of where the entrance to Level 4 lies before we get going...

On level 3, at the end of the first corridor, are a pair of double iron gates, (marked as X on the GM map) a little rusty, reaching the ceiling and spanning the corridor completely. They are made from enchanted iron, and glow with a green hue. In the centre of the gates is an ornate keyhole. The only way to pass these gates is by using the Demon Key, to be found in room 10 of level 3. (Do not allow the characters to pass through these gates by any means unless the key is used) Upon each gate is a horrific grinning demon head, wrought in iron. The gates cannot be damaged in any way. Through these gates is the next level of Goblin Crag. Teleportation magic of any kind will not allow the PCs to pass through here, nor is it possible to pass through the bars. Any PC tiny enough (e.g. a fairy) will find an invisible force blocking their way through the gaps in the bars (3").

At the end of their adventure on Level 3, the delvers return to the start of the level, and turn the magic key in the lock of the magic gates at the end of the corridor.

The key immediately begins to glow through the colours of the spectrum, and after one minute of doing so it vanishes, and the gates swing open inwards with a rusty squeak. (The gates become very hot during this time by the way, and delvers should stand well back! Evil Game Masters may wish to place a *Hellbomb Bursts* here?) All signs of magic vanish and they remain simply a pair of iron gates. The corridor beyond runs for 30' straight then turns to the right, where it almost immediately begins to descend into the darkness, stone steps, neatly carved, providing the way down. The steps are at an angle of 30 degrees, and run for 300' down, where they lead directly into a large rectangular chamber (1).

Game Master's Notes:

The Map is drawn to the usual format, with the scale being 1 square = 10', This adventure is divided into 3 parts: The Dungeon, Corpse Caverns and The Mausoleum of Despair. Passage through to the caverns and mausoleum is via the Portal of Desire, for which 3 magic keys are required to pass. All are found in the Dungeon section of the adventure.

Secret doors on this level require a 4th level SR on LK to find and a 4th. level SR on DEX to open, unless the text states differently. Standard doors are about 8' high and 5' wide, with the corridors being 15' high and rooms 20-30' high, unless again the text says different. Monsters are shown in red text and magic items in bold.

One-way doors feature in this dungeon. The GM map shows the direction of travel. The doors appear as standard doors, but when touched, the delver is teleported to the other side, and cannot return.

GOBLIN CRAG – LEVEL FOUR

PART ONE: THE DUNGEON: THE REALM OF THE DEAD

PART TWO: CORPSE CAVERNS

PART THREE: THE MAUSOLEUM OF DESPAIR



PART ONE - THE DUNGEON: THE REALM OF THE DEAD

- 1) Welcome Party
- 2) Tombstone Alley
- 3) Comedy of Terrors
- 4) Hasfirth's Lair
- 5) Where the Dead Lie
- 5a) Silent Death
- 6) Warriors from the Grave
- 7) The Hidden Crypt
- 8) The King of the Grave
- 9) The Portal of Desire & The Dead River
- 10) The Blue Room
- 11) The Death Judge
- 12) Grinning Death
- 13) The Queen's Chamber
- 14-17) Underground River Encounters

1) Welcome Party

The room is bare, with no visible exits. The plaster ceiling is covered completely by a painting showing demons and angels locked in combat against a background of fire and dark clouds. Parts of this painting are missing as some of the plaster has fallen in, and water drips from cracks, which run along the ceiling. As the delvers are about to enter the room (i.e. 10' from the entrance arch), three Phantoms, each 12' tall, transparent and glowing with a soft green hue, appear in the centre of the room, in a line across the chamber. Their eyes glow white and they emit bad vibes. Each has the vague appearance of a large man, with tattered chain mail covering

ghostly bones. They have no legs and become wispy below the waist, their ghostly bodies fading into green mist. They hover above the stone floor of the chamber, awaiting the party. Two of the Phantoms wear ghostly pointed helmets. The centre creature, Phantom Two, points a bony hand at the party and rasps '*Go back... Go back...*' at the approaching party of intrepid adventurers. Each creature has an MR of 500, but they each have different powers as described below;

Phantom One can cast a TTYF worth 50 points of damage each combat round. In addition it can fight a physical attack with its Monster Rating.

Phantom Two is able to absorb and nullify all spells cast at it from level 1 to 10.

Phantom Three will fire a lightening bolt worth 6D6 CON damage per round. This will strike a random member of the party and have an instant effect, counting at the very start of the combat round. In addition to this power, the creature can fight with its Monster Rating.

Once all three Phantoms are slain, the delvers are free to search the chamber. 'Oh There It is!' spells will reveal secret doors in the east, south and west walls, and a L4SR on LK or the above spell directed at the floor, will reveal a hidden panel in the floor of the chamber, as well as the hidden pit trap, sprung by opening the south door.

The secret doors also offer danger to the party, as each one is trapped! The east door will cause an explosion of ice, which causes 2D20 damage upon the person touching the door. The south door, when opened, will cause a section of floor in the centre of the chamber (see GM's Map) to collapse, sending anyone standing upon it down into a 60' deep pit. 6D10 damage is taken by anyone taking this fall.

The trap will be discovered if a wizard casts revealing magic onto the floor beforehand, but it cannot be discovered by just searching. The west door will curse the first person to touch it, in that they will automatically fail their next 3 saving rolls, but they will be unaware of it until it happens. The level of magic on the east and west doors is 8, and the trap on the south door is purely mechanical.

Beneath the hidden panel in the floor lies a magic weapon. It is a holy sword called '**Halo**', and appears as a normal gladius, but scores 20+20 in combat, and when used in darkness, will surround the user within a 10' radius light, which also acts as a protection from harm for 50 hits per combat round, magical or physical. It also has limited telepathy with the wielder, and will inform the PC when evil is near (within 30'). It will only slay people and creatures of evil however (no shortage of them in this dungeon!), and if in combat with an adversary whom the sword does not deem as evil, it will stop delivering damage when the foe is at the point of death, and from then on parry with amazing expertise, informing the user via telepathy that this is the case. It cannot be forced to kill in this case.

The sword can only be used by characters of goodly character, and cannot be touched by undead (burns for 20D6 damage). If used in combat against undead, demons or spirits, the sword scores 40+40 in dice and adds.

2) Tombstone Alley

The door to this chamber is locked, but magic will open it easily. Within, the room is cold, grim and dark. When illuminated, the party see a large chamber filled with tombs. There are 30 tombs in total, each one different. There are tall obelisks, flat tombs, gravestones, ornate burial chambers, etc. 3 of the largest have iron doors set into them, although it is clear that there will not be a great deal of room inside. From the ceiling hang 3 enormous wrought iron candle holders, each set with 50 candles, most of which have burned away, but a few can be saved. The walls are painted black, with a frieze of mosaic running around the centre, in apparently random patterns. The room has a feeling of dread about it, and characters stepping into it will immediately feel uncomfortable. Anyone of 'holy' nature must make an IQ saving roll at their own level, or be unable to pass through into the room. The SR can be attempted each turn.

As the party begins to explore, they will alert the Keepers of the Tombs. These are Undead Goblins, each dressed in a black robe and armed with a wickedly curved black-bladed dagger* (3+6 dice). The Keepers appear as if from nowhere, and each delver will be attacked by 1D10 such creatures. Each has an MR of 100, and they are immune to poison and non-magical attacks. Once the delvers have seen-off these annoyances, they are free to search the room.

** If any of the party collects one of these nasty little knives, they will be cursed for as long as they carry it, and all saving throws will be one level higher. If the knife is used in combat, it will deliver damage as normal, but following the combat round, the delver who used it will discover they have cut themselves, causing 1 point of CON to be lost.*

Of the 3 large tombs, two contain secrets, whilst the third contains the remains of some long dead creature and it's rotted belongings. The remainder of the tombs hide no secrets.

The first tomb of interest is larger than it appears, as once through the iron door, stone steps lead down for 20' into another chamber, which contains a series of caskets. There are 6 in total, all made from iron and sealed with padlocks. Upon the lid of each is a symbol wrought in gold. The symbols are all different and meaningless. No magic can be felt as the caskets contain meteoric traces. If the padlocks are broken or picked (both actions require no roll), a Golden Vampire breaks free and immediately attacks the delver, chasing him until combat is resolved. Golden Vampires have no MR, but attack with guile, cunning and great speed. Each combat round, the delver must make an IQ saving roll at the level of the Vampire (these are level 4) to understand the best way to fight this horror.

The first combat round with a Golden Vampire ***always*** goes in favour of the creature, which will deliver it's level number in D6 hits ***directly to CON!*** All subsequent rounds depend on the IQ roll. Failure results in the Vampire scoring the aforementioned hits directly to the CON of the victim, with success resulting in a 'normal' round of combat. Golden Vampires have a CON MR equal to their level multiplied by 10. Magic below level 10 will not affect a Golden Vampire, nor will standard 'tried and tested' methods of Vampire dispatch and repulsion. Their one weakness is silver. Any hits delivered by a silver weapon, which results in loss of CON MR, will immediately slay the beast. Sunlight will just banish them to their usual resting place. Silver weapons therefore score double damage against them.

Each casket contains a golden orb, worth 1000 GP, wrapped in a cloth of silver thread, worth a further 100 GP.

The second 'interesting' tomb contains a solitary casket, which is partially rotted away. It contains a mummified creature. It is curiously bound with a glowing blue chain. Although the chain is very delicate, it will not break or bend, nor can it be unwound or moved from the body. It can be broken only by means of a Dis-Spell at level 4 or above. When the Mummy is released from the chain (which crumbles to dust, the blue glow fading instantly), it animates, and staggers from the tomb. It speaks to the delver who freed it from the chain in the delver's own language, saying only

"I am released from torment, and to you I offer my heart..."

before falling to the floor and turning to dust. It leaves behind a large ruby, which pulses with red light. Anyone except the delver who released the mummy who touches the gem is struck with a "Death Spell #9" instantly. The true owner of the gem will discover that the jewel dissolves into his hand when picked up (through any covering or armour) and the character's eyes will glow red for a few seconds. The delver will have earned an extra life. The next time they die, they will be reborn exactly as they were the hour immediately before death, but naked and in a place of the character's choosing (probably home!). Items remain where the delver fell.

A secret door leads to a corridor and a stairway down which leads to feature 'G'.

3) **Comedy of Terrors**

This room is empty and dusty, the ceiling cracked and dripping water. The room has painted walls depicting a gay scene, of merriment and dancing, feasting and eroticism. The paintings have faded however and much of the colour and detail has long gone. The room has a sad atmosphere to it, and delvers stepping into it feel depressed, hopelessness and foreboding. Call for an IQ SR at level 4. Delvers failing will leave the room, not to return for at least 12 hours.

No other exits can be seen, but no doubt the delvers will search, assuming they stay in the room. After 1 turn has passed, a terrible feeling of doom will come over the party, and the entrance door slams shut. It will not open (there is no handle or visible hinge on the inside) unless a "Dis-Spell" of level 4 or above is cast upon it. Then, horrible figures appear in the room, sending shivers down the spines of the trapped adventurers. They are Spectral Clowns; hideous wraithlike entities 'dressed' in gay attire, colourful and bizarre facial make-up and sporting large knives.

The entities attack with howls of terror, and there are as many as there are delvers trapped in the room. During combat, maniacal laughter and wild applause can be heard in the air. Each has an MR of 850, and only magic damage can harm them, although TTYF spells do only ½ usual damage. Magic weapons will deliver only ½ damage also.

There is a hidden floor compartment containing treasure/magic at the GM's discretion, which requires a L4SR on LK to find and the same on DEX to open. A secret door lies hidden on the east wall, but written upon the wall exactly where the door is positioned, is an invisible message, and magic-users will probably feel magic from this area. It is a riddle, which is the key to opening the door to the dreaded lair of Hasfirth the Demon (room 4). The riddle is as follows;

**"Give me food, I will live
Give Me Water, I will die.
This door will yield only to I".**

The answer is FIRE, and some kind of fire must be applied to the wall for the door to swing open. It cannot be opened by any other means, and teleportation magic through it will not function. A TTYF or Blasting Power spell will do the trick, as will attack by a flaming weapon or building a small fire against the wall. After 1 full turn of burning the door will open. Magic spells cast at the wall using fire will cause it to open instantly.

4) Hasfirth's Lair

The temperature of this room is minus 15 degrees; icicles hang from cracks in the plain stone ceiling, and the walls are covered in ice crystals. Around the walls are 16 recessed tombs; 6' high spaces cut into the icy rock, in which stand skeletal cadavers. They are frozen in place, and hide no secrets, danger or treasure. The floor is rough stone and the air is chill to breathe. In the centre of the room is an ancient stone tomb, 12' long, 5' wide and 4' deep. It is set into the floor, and the heavy stone lid lies cracked on the floor. Both tomb and lid are unadorned. As the delvers enter the room, there is a kind of 'distortion' in the air, and a hideous Demon appears from nowhere, as if stepping through a 'hole' in the fabric of the air.

The Demon is Hasfirth the Foul, and he wanders the level, free of any ties or bounds except for one; he is unable to leave the level, either by going up or descending further down. He cares not, for adventurers passing through provide him with sufficient pleasure. He is old, and does not care much for wandering and slaughtering as much as he did in his younger days!

Hasfirth has a disturbingly wide mouth filled with unreasonably large, sharp, pointed fangs. He has three pupil-less eyes of deep red and long limbs ending in 1' long talons. He has seven long powerful fingers on each hand, of which he has four, one for each of his powerful arms. The GM is free to create any form for the Demon as required.

As soon as he appears, all characters must immediately make a L4SR on CHR. Failure results in absolute fear, and the character will flee from the room as far away as possible, even if this means running into other dangerous areas of the dungeon. After 4 complete turns have passed, the character may enter this chamber again, and may have to make the SR again at the GM's discretion. Characters making the roll are frightened but do not flee in fear. Hasfirth snaps his mighty jaws with a low growl and remaining delvers tumble to the floor; Hasfirth laughs. If the party wishes to pass through, Hasfirth will attack. He has no MR as such, but fights with cunning and incredible speed.

Each delver in combat will take 1D20 CON damage per combat round, regardless of their combat score. They will do no damage to the Demon, who seems to avoid every attack from all weapons, yet magic attacks function normally. Fighting the Demon would seem impossible. However, if the party is fighting at twice speed, they will only take 1D10 CON damage per round, and full damage will be delivered to the Demon. (Hint to the party if they are slow, that the Demon appears to be fighting in a blur, and they are just too slow to match him) He has a 'CON' of 1000. When this reaches zero, he is banished for the remainder of the game, and explodes in a howl of rage and fury. Sparks explode from the tomb and a great rumble can be heard from the floor, and the room seems to shake. However, nothing more occurs, and the Demon is gone.

All delvers who took part in the fight will receive 1000 AP and if they think to look in the tomb, they will now see (it was previously empty) a key, made from mithril and carved in the form of a ram's skull. This is the **Ram Skull Key**, required with the other two keys to open the Portal of Desire (see room 9). If the Demon is slain, blood will begin to trickle from the icicles hanging from the ceiling. This is purely for dramatic effect, but the GM may give it some significance if he wishes. In addition to this important key, is a short sword, with the word "**FORTUNE**" written in Elven upon the blade.

This sword is magic, and scores 10+30 in combat. In addition, the user is allowed to add his Luck rating as combat adds whenever it is used in a battle.

A one-way door leads from this chamber to a corridor leading up into chamber 10.

5) Where the Dead Lie

This cold, grim chamber, is lined with stone tables, upon each lies a partially rotted corpse. Most are human (failed adventurers) but some non-humans can be seen. All are naked and bear the fatal wounds of battle. Their eyes are dead and the bodies stink. Putrefying skin and rotting organs can be seen on every one. There are 20 such tables along each side of the room. Magic can be felt but the wizard will not be able to work out from where it emanates or the type of magic it is, as hard as he may try. These are Zombies, each with an MR of 500. They will rise as soon as the **Amber Heart** is removed from the statue of the Death Judge, found in room 11.

The Zombies will begin to wander towards the party, and will not stop until slain. If the corpses are destroyed in here before they are animated unknowingly by the party, the adventurers will have worse trouble on their hands, for when the heart is removed, Ghosts rise forth from the remains left in here, each with an MR of 500 but *immune to physical attacks!* Only magic spells will inflict any damage. If the party does this, the wizard will still be able to feel those annoying vibes but still be unable to '*put his finger on them*'. This should disturb the party. The Ghosts will pursue the party until they are slain or the party is dead or has fled the dungeon.

5A) Silent Death

This is a secret area hidden by a section of sliding wall, 10' long, opened by complicated pushing on sections of the wall, requiring a L4 SR on the average of IQ & LK to open. It conceals a chamber which houses an ancient throne, upon which sits a skeletal figure, dressed in rotting red and orange robes, with a silver crown still resting on his skull pate. At the 'king's' foot are three small treasure chests, all locked, requiring a L4SR on DEX to open. There are no magic vibes present in here. The skeleton presents no danger, and the crown is worth 350 GP. If searched, the skeleton wears 3 ruby rings, non magical and worth 500 GP for the set, or 100 GP each, and a necklace of emeralds, worth 500 GP. Two of the treasure chests contain gold, with 3000 GP in each, but the third contains death. It appears empty apart from some grey dust specked with red.

This is pollen of a Black Lotus flower, and it is deadly. As soon as the chest is open, all characters within 10' of the dust must make a L4SR on CON or die instantly, as breathing the dust in this state is fatal. If the roll is made, the character will fall into a trance for 1D4 turns, with IQ halved upon awaking, and memories of very frightening dreams. The IQ will return upon waking at the rate of 1 per hour.

6) Warriors from the Grave

This chamber was once rather grand, with ornate wall paintings and a marble floor. Now the walls are in a state of severe decay and the floor is cracked and dull. Standing in here when the delvers enter are 11 warriors, which turn to face the door the delvers enter by.

A twelfth warrior stands at the head of the table, but he wears no helm and only a few pieces of armour cover his rotting cadaver. He wears a gold crown (250 GP) and carries a gold scepter (450 GP). He is a Zombie Wizard, and can cast all spells from level 1 to 9. His ST is 86. The undead sorcerer will avoid direct combat if possible. All the others wear heavy plate armour and carry large two-handed weapons of some description. They appear to be gathered around a large wooden circular table, upon which is laid a large map (closer inspection reveals it is rotted and useless, and obviously very ancient), pinned to the table with poniard daggers at four points.

The warriors silently prepare for battle and begin to walk slowly but deliberately across the room towards the party. The room is large and the warriors fan out so as to make passage across the room impossible without a fight. The warriors are long dead, and beneath the ancient armour, rotting corpses are hidden. During the fight, delvers may catch a glimpse of empty eye sockets and rotting faces behind the helmets. Each Warrior Zombie has an MR of 350, and takes only half damage done to them because of heavy armour and their undead nature (it takes more to bring them down, as they neither feel pain or give up fighting until they drop; even then they will try to fight!). If a delver decides to take anything at all from the warriors (they all wear extra heavy plate armour which takes twice hits but is also twice the weight of normal plate. Each also has a two-handed weapon of some kind to be decided by the GM) then they will be cursed.

Exactly (Delver's LK divided by 2 rounded down) full turns later, the cursed party member will turn on his party and attack without reason or warning, using the weapon stolen from the zombie warrior. The attack will last for as many combat rounds as his LK rating divided by 2 rounded down. Scattered around the room are 12 treasure chests. One (the smallest) will contain a mithril key in the shape of a sword.

This is the **Sword Key**, one of the three keys required to enter the Corpse Caverns deeper in the level. The remaining treasure chests contain random treasure or traps. Use the table below or fill them with your own devices and goodies. (A secret door leads to a short passage, which connects this room with the corridor leading from room 5)

Roll 1D6 Contents

- | | |
|----------|---|
| 1 | Gold pieces - roll 3D6 and multiply by 100 for amount. |
| 2 | Trap! Chest explodes, causing 1D20 CON damage to he who opens it. |
| 3 | Magic weapon. Choose any weapon from rulebook and multiply attack dice by roll of 1D6 and adds by 1D3 |
| 4 | Trap! Chest explodes filling room with poison gas. All CONs reduced by 1D6. |
| 5 | Golden ingots - 1D6 ingots worth 300 GP each. |
| 6 | Minor magic item - GM to choose. |

7) The Hidden Crypt

Beyond the secret door lies this cold, grim chamber. It has seen little decay, and is undecorated apart from plain carvings of skulls on the ceiling. Old iron torch holders are fixed to the walls and are covered in cobwebs and dust. They contain no torches. On one of the walls is a stone shelf, on which stand 8 old, cobweb covered glass bottles, each one corked and labeled (the labels are old and yellowed, and the GM may wish to allow the party only to read part, or even none of the label because of the poor writing and discolouration). However, before the party has the chance to inspect these trinkets, a figure appears in the room. The ghostly figure takes the transparent form of an old druid-like character, and it has hatred in its cold, dead eyes.

The Shade attacks with magic from beyond. It will cast an offensive spell each combat round for as many rounds as there are delvers, after which it's energy is gone and it vanishes, leaving behind a foul smell (GM-"Smog"?). The ghostly mage will cast a "Death Spell #9" in the first combat round, at the delver with the highest level or CHR if levels are shared. If the delvers are not scared-off by this fierce and highly potent attack, the Shade will cast a "Blow You To..." at the next highest level delver, during the next combat round. The usual rules apply if the delver does not wish to go. If the spell succeeds, the unfortunate delver will be sent to a remote mountaintop far away from the dungeon.

That delver is effectively out of the game; the GM may wish to run a mini-scenario with this character alone, or assume he manages to get home, eventually! (or if the GM prefers, the delver is sent to a remote part of the dungeon if he wishes to remain in the game) With the third combat round, the Shade casts a "Medusa" onto another member of the party. For every combat round following, the evil Shade will cast a TTYF at a random delver, which will do 60 points of damage, straight from CON. During the combat, the delvers will no doubt be fighting for all they are worth. Not all attacks will prove fruitful however.

Non-magic attacks will do no harm to the Shade, neither will magic cast at level 3 or below. Fire attacks will cause double damage however, and all spells (unless they involve fire) will have the normal effect if cast above third level. The Shade has a 'CON' of 1200, which must be reduced to zero before it will be banished for the remainder of the game (1200 points to each delver who participates in the slaying of this evil foe). One sure-fire way of defeating the Shade is to cast a "Hellbomb Bursts" spell, which will destroy the evil ghost forever.

Assuming some of the party survives, they will wish to inspect the bottles on the shelf. All are interesting potions of some kind, yet none are actually magical, so no vibes can be felt, and the only way to test them is to drink them! Read on...

Bottle one is labeled "To Loosen Tongues". It tastes bitter and has a mild alcoholic content. The drinker will suffer no ill-effect but be a little drunk, and will constantly talk for the next (2D6) turns, and will not be quiet, no matter how much the rest of the party try and shut up the poor fellow. This could be difficult if the party is trying to creep quietly through the dungeon! Make the actual player play in keeping with the character, possibly giving some AP for particularly entertaining role-playing!

Bottle two is labeled "Drink To Me Only With Thine Eyes", and again is mildly alcoholic, tasting sweet and rich. The delver will feel good after drinking it, but all saving rolls will be one level higher until the effects wear-off (2D6 turns). The only advantage being that the delver will be able to see perfectly well in the dark for the duration.

Bottle three is labeled "The Leveler". Drinking it will cause ST & CON to balance. Add the two together and divide by 2, attributing level scores to each attribute. The effect is permanent, and caused by potent drugs within the mixture. The potion is foul tasting and green in colour, smelling of mushrooms and herbs.

Bottle four is labeled "For The Faint Of Heart". This is reincarnation fluid, and is only useful if poured down the throat of a dead person who has been dead for less than 24 hours. It stinks and tastes foul, so no one should be tempted to try it. If drunk by the living, it is wasted. The reincarnated person will return to life with all attributes at 25, despite what they may have been previously, except for IQ and CHR, which will return to normal. The exact ingredients of this potion are secret....

Bottle five is labeled "Drink Enough And Take Heart" (the first letters of the words provide a vital clue). It smells sweet and tastes even sweeter. It will instantly kill anyone who drinks a mouthful, for it is deadly poison.

Bottle six is labeled "For Dire Emergencies - Drink Me!" If drunk, the drinker will instantly have ST, DEX & CON doubled for 1D6 full turns. Afterwards the same attributes are halved for the same number of turns.

Bottle seven is labeled "Blend with Shade". The drinker will inherit the permanent ability to see in the dark, and if hiding in shadow, will have a 90% chance of not being seen. This is due to darkened skin and keen vision, caused by the secret ingredients of this potion.

Bottle eight is labeled "Silence Is Golden". The drinker will be made totally deaf for 2D6 turns, during which time all other senses will be keener, and saving rolls not involving hearing will be lowered by 2 levels.

8) The King of The Grave

As the delvers enter area C (described separately), they are faced with a wide set of stairs leading up to a wide archway, through which the sound of rushing water can be heard. As they look up, they see a cloaked figure at the top, which has just come through the archway. The figure is about 9' tall and heavily built. The hood is lowered and a frightening face is seen. The head of the figure is almost a skull, but with a greenish/yellow skin stretched tightly across it. Bloodshot eyes are set deeply into the dark eye sockets, and bright white fanged teeth show in a wicked smile. The King of the Grave stands proud but grim at the top of the stairs, preparing for battle!

This horror is a wicked, evil being, and he will attempt to slay the entire party. He fights with his two-handed broadsword, called '**Tomb**', which delivers 1000 points of damage per round + the user's combat adds. The Grave King has the following attributes;

ST: 400 CON: 1000 IQ: 100 DEX: 88 LK: 28 CHR: -300 ADDS: 480

He is a warrior-wizard and knows all spells in the rulebook, and the GM is encouraged to give him extra spells, which the party will not be familiar with. He cannot however cast magic and fight with the sword in the same combat round. Each combat round, the King of the Grave will use his DMS (a hideous ring fashioned from mithril and set with a living eye) to inflict the following damage upon the party, whether he is fighting with Tomb or casting magic.

The ring, called '**Filth**', can cast the following 2 special spells per round, at a cost of 10 per spell, from the wearer's strength, if the user so desires;

1) Hex. An evil curse will be put upon the party, which will cause all spells cast by magic users to cost twice as much ST as it would normally cost (after deductions for level, staves etc.).

2) Panic. This spell will unnerve the party, causing all fighters using weapons to lose heart during the combat, resulting in each fighter delivering only ½ as many hits as the character's hit point total when the attack has been calculated.

In addition, The Grave King wears a crown, fashioned from tiny bones, bound with sinew. It will deflect all 'mind' spells back at the caster, with double effect.

For armour, this walking nightmare wears a magic shroud, which deflects all fire damage from him, and gauntlets, which can be used to fire a lightening bolt at a single foe, causing 1D6% damage to a single foe, with an 80% chance of hitting the target. Each gauntlet has 6 charges, and once they are used, they take one full week to recharge.

If the party defeats this skeletal horror, it will crumble to dust, leaving all its magic items, weapons and armour behind (apart from the shroud which also turns to dust). Anyone touching the ring is instantly hit with a “Hellbomb Bursts” and probably dies.

The ring will not function for a living being. The sword can be used, but the CHR of anyone who uses it instantly becomes minus, and if the weapon is used regularly, the character will gradually turn evil (the GM to handle this separately, gradually, and effectively). The crown will function for anyone, but if exposed to sunlight will crumble to dust. The gauntlets lose all magic power.

9) **The Portal of Desire & The Dead River**

Through the archway guarded by The King of the Grave is this small chamber, in which are an empty tomb, and an ancient stone throne, both featureless and hiding no secrets. Next to the throne is a small treasure chest, the lid of which is open and the contents spill out. It is free for the taking, and contains 5000 GP worth of gold trinkets, jewellery and gems. The walls are cracked and the flagstone floor caked in dirt. At the far end of the room is a large door, which has three keyholes, each unique in shape. The words

“Speak Your Desire”

are written above the door. It cannot be harmed, changed or past through using teleportation magic. The only way to open the door is to use the three keys found in the dungeon. They are as follows;

Sword Key - Located in a treasure chest in room 6.

Red Crystal Key - Located beneath the floor in room 10.

Ram Skull Key - Located in Hasfirth’s tomb in room 4.

Characters stepping through the Portal of Desire will gain 2000 AP each. In addition, each character will be granted one minor wish. The GM should carefully consider their desired wish before being granted. The keys remain in the keyholes and cannot be removed.

Once the three keys have been used to open the door, the adventurers will pass through an ornate archway, through which a quickly flowing underground river can be seen. The tunnel through which the river flows is 20’ wide and approximately 15’ high. Moored to an old iron ring set into the east wall of the tunnel just next to the archway is a longboat, which is large enough to transport the party, and their packs, but larger items may have to be left behind at the discretion of the GM. There is no weight limit to the boat, but the GM should use appropriate discretion if the adventuring party has an unusually large amount of gear, treasure, animals etc.

The river flows quickly through a dark tunnel, and nothing can be seen looking in either direction. If the party wish to progress into the remainder of the dungeon, this is the way they must go. Anyone attempting to swim the river should be warned that it does not seem like a good idea. Hidden beneath the water for some considerable distance are razor sharp blades and spikes, which will tear to pieces anyone, entering the quickly flowing river.

In addition, the water is dark and murky, and corpses can be seen just under the surface, their eyes wide open. Sometimes, a delver may think he sees a skeletal hand rising from the mire for a split second before returning beneath the water. Delvers entering the waters are doomed, and the GM should feel free to inflict any number of horrors upon anyone foolhardy enough to step within. The Dead River runs through the rock and eventually emerges in the Corpse Caverns. The GM should make it very clear at this point that leaving the boat will prove fatal as the boat quickly travels through the tunnel upon the murky, terror-ridden waters.

10) The Blue Room

Glowing runes (which always show adventurers their native tongue) on the door to this room read ***“DANGER OF DEATH”***. The room is very cold and any naked flames will not burn in here. The room is illuminated partly by 12 pale blue wispy Ghosts, which fly in a circle around a pillar, which stands in the centre of the room, standing 5' high off the floor. They make no sound and do not react when the delvers open the door or enter the room. The roof is a high 40' above the floor, and the Ghosts fly at around 25'. In the middle of the ceiling is a blue crystal gem, set into the stone of the roof, and glowing fiercely. Resting atop the pillar is a blue crystal skull, also glowing with a high luminescence. High magic can be felt from the entire room, especially the skull. If the skull is removed from the pillar (touching or moving it slightly has no effect), 3 things happen.

Firstly, the delver who removes it is struck by a lightening bolt from the gem set into the roof. The strike removes 1D% of the delver's current CON, and sends him flying across the room to slam against a wall, badly damaged and stunned. The delver will be unconscious for 1D6 combat turns. The Skull will return itself to the pillar.

Secondly, the Ghosts will howl in anger and attack the remaining party members, but they will not leave the room. The Ghosts will each cast a “TTYF” of 6D6 onto a random delver. All spells will take effect simultaneously.

Thirdly, an iron wall will fall in the short corridor leading from the hidden door at point XX in area 8. Its position is marked by a dotted line on the map. The wall has the properties of the “Wall of Iron” spell and the party must find their own devices in order to pass or destroy it.

Assuming the party attempt to remove the skull a second time, they will be successful, but the delver lifting it will be cursed so as to automatically fail his next 4 saving rolls, although he will not know of it until it is too late! However, the Ghosts will then attack with full throttle, swooping down upon the party in rage, each with an MR of 200, and all immune to non-magical attacks, although magic weapons will take their usual effect. The Ghosts will fight until death, and will chase the party into the corridor in which they find themselves trapped.

The Blue Crystal Skull is unique and worth a fortune: 15,000 GP. If anyone wishes to fly up to retrieve the gem set into the ceiling, a lightening bolt will strike them whenever they get within 10' of it, each bolt causing 1D% damage to CON. (GM Note: this is not a % of current CON, as above) The gem is difficult but not impossible to remove, and if removed, loses all magic power and becomes cloudy, worth only 1000 GP max. The gem will send forth a maximum of 10 lightening bolts following its initial attack.

One of the flagstones in the floor is loose, and can be lifted. Beneath is an earthen hole in which has been hidden a rough cloth bag, tied with leather. Within is a **Red Crystal Key**, which is one of the 3 magic keys required to unlock the Portal of Desire, found at room 9. The hiding place is trapped however, and anyone opening it will be struck by a fireball, which causes 1D20 CON damage from fire. The spell is level 8, and if it is dispelled then there is no danger. The trap is triggered when the item is touched. (the trap's vibes may give a clue to the location of the secret area)

A one-way door leads into this room, but not out of it.

11) **The Death Judge**

This room is dominated by a 15' tall Iron Statue of a sexless person, completely naked and carrying a scepter in its right hand, whilst it holds its left hand outstretched with the palm facing upwards, upon which rests a large piece of amber which has been carved to represent a human heart. (This is the **Amber Heart**, mentioned in room 5) The scepter is just part of the statue and is featureless and cannot be removed. The feet of the statue are blood stained. The walls and ceiling are white, and the floor is neatly tiled with white tiles and the statue stands towards the south of the room. Written on the north wall in very neat, gothic style black lettering, in the Common Tongue, is the following message;

“Behold the Death Judge - You must spill your own blood upon the feet of it to be judged, but beware, the Judge’s Verdict is Final.”

This is the Death Judge, and it will judge the adventurers if they wish. To do this, they must drip some of their own blood upon the feet of the statue (enough to reduce CON by 1D6), whereupon the statue will judge them. The character will collapse shortly after the bloodletting has occurred, and cannot be revived until the judge has completed its task. The character should be given the following to read, or taken into another room to interact with the GM.

The remaining players should not discover what is involved until they experience it.

“You stand within a circle of blood, in an enormous dark cavern, the sides or roof of which cannot be seen. Here and there, you can see flickering torchlight, and occasionally see dark, disturbing shapes moving around and snarling in the gloom. In front of you is a giant, whose skin appears to be made of gold. It is naked, and is neither male nor female. The giant announces itself as the Death Judge, and tells you that you stand in the outer circle of Hell. However, you are safe as long as you stand within the circle. The second you step out of it, you will be torn to pieces and your soul devoured. You have chosen to be judged, and judged you shall be, upon your abilities and strengths. You will be allowed to return to your world above following this process, but you must tell no one of the events which occur here. If you do, you will instantly be transported back here and never allowed to leave. The giant (30’ tall) holds an enormous scepter in his right hand, the top of which features a glowing, pulsing heart. The giant reaches down and touches you with the scepter, and you experience intense pain and terror. You feel like you are burning from the outside in, and are being stretched in every possible direction. Make saving rolls, **AT YOUR OWN LEVEL, on all 6 of your Prime Attributes (Strength, Constitution, IQ, Dexterity, Luck and Charisma) you should ignore any other attributes you may have. If any are lower than normal, e.g. ST from fighting, spell casting etc, or CON, use their *original value*. When you have done this, record how many you have made and failed, making a note of how much you made or failed them by.**

The judging is over, and you are transported back to the room you left behind. You will awake instantly, and the GM will discuss the results with you before you continue with the adventure.

The Death Judge hopes you are pleased with its verdict...”

The character may not use any magic items to aid the saving rolls, and there will be no opportunity for combat. The Giant will slay all those who attempt to attack it, taking only a single combat round to do so, and if the character steps out of the circle of blood, he will instantly be torn to pieces by the multitude of horrors that dwell in the depths of the cavern. Teleportation magic will not function and magic-users will be unable to cast any spells whatsoever.

For every saving roll that was made, the character may add the amount it was made by to that attribute, permanently, up to a maximum of 20. If the roll was just a ‘min 5’, only 5 points are added. For every roll that was missed, the attribute in question is lowered by the amount it was failed by, up to a maximum of 50% of the attribute’s value. (Round up)

E.G. Reethe's ST is only 15, and he is a level 4 character. He needs to make a 4th level saving roll therefore on all his attributes. When he rolls for strength, he sadly only rolls a 1 and a 5, making 6, but he needed to roll doubles and score at least 20 to make the roll of 35. His roll therefore of 6 added to his ST of 15 equals 21, so he failed by 14 points. However, 50% of his attribute is 8 (rounded-up), so 14 from ST would be more than half, so he loses only 8 points, not 14.

This could be rather drastic for the characters, if their rolls go badly wrong, but if they are successful in the main, they will be very happy bunnies indeed! That is the risk they take when choosing to go before the Death Judge.

The **Amber Heart** is worth 4500 GP, and removing it awakes the Zombies/Ghosts in room 5, which will make their way towards this room, and wander the level until they have been slain or the party are dead. The statue cannot be harmed or moved in any way.

12) Grinning Death

This room is a multiple trap. The chamber is empty, but on the east wall a stone gargoyle carved from the rock of the wall, leers directly opposite the entrance to the room, pulling a hideous face at all that look into the room. Both of the gargoyle's eyes are sparkling crystals. All other walls and the floor look normal. The ceiling is loaded with 1' long iron spikes, which just serve as a deception, and to hide the portcullis, which is loaded and ready to fall (see below).

There are three elements to the trap in this room.

1 - The floor is trapped. It is loaded with pressure plates, which cannot be avoided if anyone walks across the floor. The plates will trigger an iron portcullis to fall across the room as indicated by the dotted line on the map. The portcullis is solid iron, and the spaces between the bars are only 4" square. It will lock in place when it falls, spearing anything beneath it as it crashes down. Anyone caught beneath it will take 40D6 damage and may be trapped beneath it, depending on armour, magic intervention etc. The portcullis can be raised by pulling the lever in room 13.

2 - Each eye is trapped. Removing either from the gargoyle will trigger poison gas to issue from the eye socket, mouth and nose of the gargoyle. The poison gas cloud envelops the delver removing the gem, and unless they are protected from poison, or do not breathe (e.g. living skeletons etc.) they will lose 1D% of their current CON & ST.

3 - The eye gems are coated with contact poison, which will kill anyone whose skin they touch. They are worth 500 GP each.

13) The Queen's Chamber

This chamber is very ornate, with deeply coloured red drapes covering each wall, a fancy ceiling decorated with elaborate golden designs and incense burners provide a heavy, perfumed scent. The floor is an ornate mosaic depicting an important figure, perhaps a king or baron, being served a magnificent feast by many servants. The room contains a magnificent wooden four-poster bed, with silk sheets and pillows, several treasure chests, many clay urns and sundry pieces of furniture, and a Liche. (An iron lever is hidden behind the drapes on the south wall, in the up position. Pulling it will re-set the portcullis in room 12)

The foul Liche, Yatagaan, is a particularly hideous and frightening figure, taking the form of a partially decomposed naked woman, dressed in a blue silk wrapping, which fails to hide the horror beneath, and wearing a golden crown and holding a plain wooden staff, carved from twisting willow. On its feet is a pair of golden sandals, and it displays several items of jewellery; a golden necklace, golden bracelets and crystal rings. The GM may wish to horrify the party with details of the Liche, for example worms may crawl through the discolored flesh of the creature's breasts, maggots could wriggle and feed on the decomposing exposed flesh of the creature's arm and belly, putrid slime might dribble from the corners of the monster's mouth and ears, etc. The creature is an undead witch, and a formidable foe.

ST: 480 CON: 1350 IQ: 100 DEX: 70 LK: 42 CHR: -320 ADDS: 556

Yatagaan wears several magic items, which it will use during combat with the party;

- 1- Bracelet that deflects all fire attacks back at the caster with double damage.
- 2- Ring that protects the wearer from magic cast at or below level 5.
- 3- Crown that protects wearer from all mind-altering or hypnotic magic.
- 4- Ring that can be used to fire a lightning bolt at a single foe. This costs the user 20 ST points per use, and it has 1D20 charges in it. The lightning bolt does 1D% CON damage!

The staff is an evil DMS, holding all spells from level 1 - 8, and with the additional ability of being able to cast a "Death Spell #9" once per day, costing the user 20 *permanent* ST points, even if the user does not know the spell. If this staff falls into the hands of another user, it will attempt to slay the wizard at the first opportunity.

The Liche speaks all High Tongues and will blast the party with vile insults as they enter the room, threatening them with certain death unless they leave immediately. In combat, Yatagaan will use the DMS to cast the Death Spell at the character who appears to be the most powerful or the leader, hoping this will turn the party away in fear. In subsequent combat rounds, the Liche will either cast spells as appropriate, or use the staff to fight hand to hand. The staff is indestructible and gets 6 dice in addition to the user's adds.

If any character is touched by the hand of the Liche, they will receive a magical shock which causes a) an immediate loss of 6D6 CON points and b) Fear, which will cause them to flee from the room, if they have survived the CON loss (armour will not help here, even if the Liche touched the delver upon a section of their body which is armoured, the effects will still take place) never to return as long as the Liche lives.

If destroyed, the Liche will turn to maggot-infested muck, leaving behind the above magic items, which are free to take. The crown may carry a curse at the GM's discretion. In addition, the party may loot the chamber for a total of 6000 GP. Each character that the GM deems as having had a part to play in the slaying of the Liche gains 5000 AP.

The Dead River

Our adventure into Goblin Crag continues deep underground into a large cave system. As the party begins their journey along the river from room 9, they will encounter some deadly difficulties along the way, listed as dungeon references 14 - 17 on the map. The tunnel through which the foul river flows can take as many twists and turns as the GM wishes, before emerging in the largest of the caves. The party cannot leave the boat as it quickly moves along the river through the tunnel, and if they do or if they are knocked out of the boat, the GM should deal swiftly with their quick death (see reference 9 above).

14) As the party travel through the dark river tunnel, they are attacked by Bloodbats. The swarm of creatures will attack from the front of the boat and fly against the direction of the flow of the river. There are hundreds in the swarm, which attack their prey as they fly swiftly up the tunnel. Each delver will suffer 2D20 CON damage unless they are successful in a L4SR on the average of LK & DEX to use their armour and/or shields to protect them from the vicious attack, reducing the damage to 1D20 CON damage. Unprotected delvers take 2D20 points of damage without question.

15) At this point in the journey, a Tentacled Horror attacks from beneath the water. The delvers will have to protect themselves from the slimy sucker-lined tentacles as the monster attempts to drag them beneath the river and into its razor sharp mouth. The GM should roll 2D6 for the number of combat rounds the monster attacks for, and each delver must successfully perform the following 2 actions to avoid being grabbed by one of the horrific black tentacles;

- 1- Successfully defeat the tentacle, which has an MR of 200.
- 2- Make a L4SR on DEX to avoid being captured by another tentacle.

If the delver is beaten in combat, he takes hits accordingly, and is trapped as the tentacle wraps around him. The tentacle will continue to attack until the MR is reduced to 100 at which point it will retreat beneath the water. The delver will not be attacked again.

If the SR is missed, the delver is trapped by the tentacle, which wraps itself tightly around him. Unless another character can release the delver at the same time as protecting himself, the delver will be dragged beneath the water in the next combat round, and instantly killed.

16) Here, the water bubbles and boils as the boat travels through a Magic Vortex. Each delver must hang-on to save their lives, as the boat is pummeled by the magic forces, almost going beneath the river time and time again. A L4SR on the average of ST & DEX is required to keep within the boat. Failure means the delver is tumbled out of the boat and lost forever. The GM may wish to have any lost characters turn-up in another land, adventure, or wherever, if he feels kind!

17) Here, the delvers see light ahead, as the tunnel emerges into the cavern. Without warning, a pale purple Wraith appears ahead of the boat, waving a scythe. The creature is without sound and has eyes of burning white. The wraith swings the scythe at the party as they pass, and every character must make a 4th level SR on the average of DEX & LK to avoid the creature's wicked swing. Anyone missing the roll is sliced by the weapon, and despite any armour covering, lose half of their current CON. The wraith can only be harmed by one or more of the following methods;

- 1) Magic cast above level 4.
- 2) Weapons enchanted to affect the undead.
- 3) Magic items at the discretion of the GM.

The wraith has a CON MR of 800, and will vanish if this is reduced to zero or less, laughing as it goes, and leaving behind a foul smell and traces of purple glow which dance around in the chill air of the dark tunnel for several minutes.

Dungeon Area: Features & Extra Room Key

Feature A:

At this point in the corridor, set into the wall at a height of 3', is a stone gargoyle. From the leering jaw of the carving water trickles out to collect in a stone bowl beneath. It drains slowly away out of a small overflow outlet in the rear of the bowl. Runes above the gargoyle read (in magical glowing letters which all kindreds can read);

“Drink Freely From the Water of Life, but Beware the Gargoyle’s Poison Tongue”

Anyone who drinks this water must make a L4SR on LK. If the roll is successful, the water restores the amount the roll was made by in lost CON points. Further drinks have no beneficial effect. If the roll was missed, instant death follows in 5 seconds, for the water was poisoned.

Feature B:

At the position marked on the map, built into the stone wall, is a large skull. Above the skull are magic runes (see Feature A), which read:

“Quench My Thirst with the Water of Life, and Awaken my Quickening Tongue”

If water from the gargoyle font (Feature A) is dripped onto the mouth of this skull carving, the eye sockets glow white and the mouth speaks;

“The Portal of Desire yields only to three magic keys. Find them all before taking a ride on the river!”

However, the adventurers must make sure the water from the font isn't poisoned first! If they don't check, have them make the saving throw. If the water is poisoned, the magic skull spews forth a fireball which will cause 100D6 damage to everything in its path between this point and Area C, where it explodes, blackening the wall and stairway, and probably alerting the King of the Grave (see room 8)!

Area C:

This open chamber is blackened from past fireballs generated by the angry skull at B, and the floor is littered with small bones & dirt and is stained with old blood. Upon the wall labeled with an X on the map is an 8' x 8' mosaic featuring a great King, standing proud with his kingdom in the background. The words ***“All Who Stand Before Me Shall Perish”*** are built into the mosaic in Dragon Tongue. Delvers searching the mosaic carefully (L5SR on LK) will discover a small tile, which is actually a button. Pressing it will open the secret door to the south of the room at position XX on the map. Further searching (L5SR on LK) will reveal a tiny switch concealed within the word 'Perish' on the mosaic. Pulling this will open the north door labeled Z on the map. “Oh There It Is” spells will reveal both hidden features.

Feature D:

On the wall here is the following riddle, written in Dwarvish Tongue.

***“I'm the part of the bird which does not fly.
I can swim in the ocean and yet remain dry.
I can be cast but no magic have I.
Use me here if you want to pass by.”***

The answer is a SHADOW. If the adventurers somehow generate their shadow upon the wall, the secret door will open, and remain open for the rest of the game. There is no other way to open this door.

Room D

This small chamber contains a solitary tomb. Runes around the edge of the lid, written again in Dwarvish, read as follows:

“Here lieth Duer, once great King of the Dwarves, and Warrior Bold”

The tomb can be opened with a combined strength of 100+. Within, lies the skeleton of the dwarf warrior, with his double-headed axe still resting in his bony hands. On each of the two blades the word “Fear” is etched, in Dwarvish. This is the magic weapon **Fear**, in the hands of a dwarf, it will score 30 dice + 150 adds, and anyone it is used against must make a SR on CHR at the level of the user as combat begins. Failure means the foe is struck with fear, and offers surrender instantly. Success means combat continues normally.

If removed from the tomb, there is no effect if the axe is taken by a dwarf. Any other kindred will be struck with fear and panic and flees the room, never wanting to return, nor may they be forced to enter it, even resorting to combat should this occur. If handled by any other kindred apart from Dwarven, the weapon will generate such a heat that they will need to put it down, despite any powers or immunities to fire or similar etc. Armor, gauntlets etc will not help.

Feature E

Placed at the west end of the short, hidden corridor, is a pile of old bones, which appear to be mixed up with old twine and small pieces of metal. The pile of debris is cobweb covered. If investigated and unraveled, the delvers discover that it is a strange suit of armour, made of old bones and tied together and strengthened by twine and metal joints. The armour cannot be worn with any other armour except a helmet and boots. When worn, it becomes invisible, adding 50 to the wearer's CON and absorbing all spells from level 1 to 5 inclusive. In addition, it will take 30 points of physical damage. CON returns to normal when the armour is removed. This treasure is called **The Carcass**.

Feature F

At the opposite end of the corridor to the magic armour described above, lies a sword, again cobweb covered and in a state of decay and rust. If picked up, it immediately begins to glow white and loses all trace of rust and dirt. This is the magic sword **Food For Worms**, which can be read along the sword's blade. It scores only 6+6 in combat, but in the hands of a clerical or holy character, scores 12+12. However, when used against the undead, the player using it rolls 1D6, and the total attack score is multiplied by the result.

Feature G

This is a hidden room beneath the general level of the dungeon, accessed via the secret door in the south wall of room 2. The floor of the chamber is of hard packed earth, and rooted deeply into this is a ragged tree, about 8' high (the room is 15' high), with bare branches and a hard, scaly trunk. This is the Vampire Tree of Fortune.

As the delvers enter the room, the tree begins to sprout small deep red berries, and blood begins to ooze from the trunk and branches of the tree. When twice as many berries as there are delvers have appeared, they stop growing and no more will grow for the remainder of the game. The berries are magical, but will not allow their magic to be revealed by magic spells or magic items. Should any of the delvers try and pick a berry or two, the tree will suddenly sprout strong tendrils from its bark, which attempt to wrap around the delver. A L4SR on DEX is required to avoid them. Failure means the delver is held fast by the tendrils, which quickly make their way through any armour or clothing and sink barbs into the victim's flesh. 1D6 CON is lost immediately.

Unless the tendrils are cut from the tree (daggers are required to complete this action successfully due to the size of the tendrils) which requires 30 points of damage per tendril (1D20 wrap around the delver) the victim, is drained of blood at the rate of 1D20 CON per combat round until death. If the party successfully saves one party member from the vampire tree, it produces no further attack and the berries can be picked easily. If one is eaten, the delver makes a L4SR on LK. Failure results in a 1D6 loss from a random attribute, permanently, and the character becomes a Vampire for his level number in full turns, and the player must play accordingly.

The GM may wish to impose further restrictions on the character for the duration. If the roll is made, the amount the roll was made by is added permanently to LK, to a maximum of 10. If a delver eats a second berry, roll 1D6 and consult the table below. Eating more than two has no effect.

- | | |
|----------|--|
| 1 | Repeat the above saving roll procedure, with the same effects. |
| 2 | The character's attributes are randomly 'Omniflexed', permanently. |
| 3 | The character falls asleep for 2D6 full turns. |
| 4 | The delver is teleported immediately to room 13. |
| 5 | Repeat the above SR procedure but with double effect. |
| 6 | The character is changed permanently into a Vampire. |

PART TWO: CORPSE CAVERNS

CAVERN ONE

- A) The Guardian of the Lake**
- B) The Cyclops' Lair**
- C) The Fire God**
- D) Crocodile Lake**

This area is a large underground cavern system, comprising mainly of two large caves, two smaller side-caves, and a large ancient temple building, carved into the rock to the north of the caverns. The caves are home to strange life forms, and are lit by phosphorescent fungi, which are abundant and thrive in this humid underground environment. The GM should attempt to recreate this atmosphere to the players, and make it clear to them that the whole area is not fully illuminated, as the large glowing fungus provide only a dim, greenish light. There will be areas of the caverns, which are almost totally dark, and the player-characters should beware when attempting to explore these areas. Random Encounter tables for this area can be found later in the text, and of course the GM is free to create his own.

The Dead River carries the delvers into the main cavern, labeled as Cavern One on the map. The GM is free to have the river enter the cave system at any part, and need not follow the map, which shows the river flowing into the cave from the north. If you stick with this idea, either have the river transport the party through a tunnel of rock, emerging in the lake to the south of the cave (area A), or through a 'tunnel' of dense vegetation, through which the delvers can see very little, until they emerge again in the lake.

The river continues to flow through the south of the cave, and this area has been left for the GM to further create if he so desires. The boat will be easily steered to the edge of the small lake and the delvers can alight in their own time. The strong current of the Dead River lessens somewhat as it enters the cave and out of the other side.

By the time the boat reaches the lake, the current can hardly be felt at all. Magical forces influence the river as it travels through the dungeon, but they do not affect the river as it enters the cave system and out of the other side to destinations and adventures not explored here. The GM is encouraged to describe the character's entry into the caverns as he sees fit, adding details accordingly.

CAVERN ONE

A) The Guardian of the Lake

However the GM decides the party arrives in here, they will come to rest in this small lake, where the fierce current, which they encountered in the river tunnel has almost faded to nothing. The river continues through a tunnel opening in the other side of the river, but this way is barred by a huge iron gate, kept closed by thick iron chains and huge padlocks. The party is not encouraged to explore this unless the GM has prepared something in advance. Surrounding the lake are old stone statues, many now damaged, of armed and armoured men, carved as if in combat (read-on for an explanation!). Some of the statues have frighteningly realistic facial expressions, of horror and fear, and many appear to be looking upwards towards the cavern roof.

The lake is covered by strange plant-life, and the water smells strangely, but the delvers cannot distinguish the aroma, which is like nothing they have experienced previously. If they look carefully, they see a faint gas or mist rise from the water. This is harmless, but the GM may wish to worry the party a little at this point to keep them on their toes.

As the party brings the boat to a halt, by steering it towards the edge of the small lake, the surface of the water begins to ripple, and from the centre of the lake a figure rises. It has the appearance of a lizard, but the head is completely hidden by a large and ornate helmet. It is covered in 'seaweed' and water plants, and steam rises from it as it rises up out of the water. Spines run down the length of its back and continue beneath the surface of the water.

The creature is actually 35' long and has a snake-like body, although the delvers cannot see it in its entirety yet. The creature has four heavily muscled arms and carries a large trident with two of them. It appears to wear no armour. Its eyes are bright yellow, with black slits, and they shine brightly through the slit in the armour.

The creature observes the party for a moment, before using its two free arms to lift the helmet from its head. Shrieks of horror will no doubt go up from the terrified party as the creature's head is revealed; it is a Gorgon! The head is snake-like, with living snakes sprouting from the top of the head, spitting and hissing.

The Giant Water Gorgon causes all who look upon her to turn to stone, so immediately, all player-characters must make a L4SR on LK. Failure means the character could not help but gaze upon the creature, and is turned to stone where he stands, to add to the motley collection of grim statues which surround the lake. Only magic will bring the victim back to life. If the statue is broken, the character is lost forever.

Assuming some members of the party survive this initial encounter (the GM may wish to reduce the level of saving roll by 1 level if the players are quick to turn away or bury their head in their cloaks instantly) then the creature attacks. It will never leave the water, and will sink beneath the surface if it is losing the battle, not to reappear for the remainder of the game. It has a CON of 2000, and if this is reduced to 500 or less and it survives, it will escape. Each combat round, the Gorgon attacks with the large trident, scoring $100D6 + 1000$ adds per round. If the delvers are looking at the creature as they fight, they must make a L2SR on LK each combat round not to be turned to stone. If they are fighting blind, halve their combat scores. If they invent other ways to fight, the GM should judge accordingly.

B) The Cyclops' Lair

This area, the exact size to be decided by the GM, is almost totally dark, having none of the phosphorescent growths seen elsewhere in the caves. The area is a thick tangle of harsh plants, thick cobwebs and thorns, growing out of a swampy area, which stinks of death. The delvers will feel very insecure underfoot if they choose to explore this area.

Each turn they spend in here, have them make a L4SR on LK. Failure means they have stood in a particularly unsafe area, fallen or twisted their leg and become injured. The delver loses CON equal to the amount the roll was missed by. A 'min 5' miss always deducts 5 from the player's current CON. If a considerable loss of CON is experienced, the GM may wish to restrict their walking/fighting abilities for a while. After $1D6+2$ turns of searching this area, the party discovers an ancient statue, carved from stone, with large gems for eyes.

The statue is of a man and it is featureless. Each gem is worth 350 GP, and may be removed easily. However, living near to the statue, in an area free of the tangle, is a Cyclops. The creature, standing 12' tall and dressed in a loincloth, will be aggressive and attack instantly with a club. It has an MR of 350, but will flee if it is losing the battle. Its lair can be searched, and amongst the creature's 'mess', an old iron box can be found, containing a large iron key (required to open the main door to the temple (A) and 45 GP.

Also in the box is a magic ring, and sadly for the cyclops, it was not aware of its power, as it was too small for its huge fingers. The ring is a **Ring of Warding**, which can be used once a day to protect the wearer for one full turn, from all magic, good or bad. It acts rather like a temporary Anti-magic spell of infinite level. During this turn, the wearer can use no magic spells, items or powers, and will not be affected in any way by the same.

C) The Fire God

This area is surrounded by dense growth, which the GM should make particularly difficult to pass through, and should ensure that some encounters are had on the way. Standing in this area is a 40' statue of an elf warrior, 'dressed' in scale armour, wearing sandals and holding a longsword in his left hand and a tower shield in the other. No helm is worn, and the face is stern, with eyes of ruby. The statue stands upon a large, flat plinth of stone, which has been covered completely with runes. This is a Titan. Anyone understanding Elven has a 45% chance of understanding them (or allow a L4SR on IQ) as they are very old and obscure. If deciphered, they read as follows:

"BEHOLD VULCAS, LOOK UPON HIM AND DESPAIR!"

If the area around the statue is searched, a L4SR on LK for each delver will uncover a small treasure chest hidden amongst the rocks, stones and vegetation that cover the cave floor. There are 10 such chests to be found, each covered with the same runes, this time reading:

"THIEVES BEWARE, FOR VULCAS WILL SLAY ALL WHO STEAL HIS TREASURE"

Each of the small chests contains 1D6 x 1000 GP worth of gems, and 1D20 mithril coins. One of the chests will contain a minor magic item of the GM's choosing. The chests are small and can be opened with magic or a lockpick (L4SR on DEX). Wizards sense a magical presence around here but will be unable to pinpoint the magic or ascertain its nature, but they will feel uneasy. If anyone attempts to climb the statue, they must make four L4SRs on DEX.

The first failure indicates a fall, taking damage equal to the amount the roll was missed by times 2. The eyes are composed of many rubies, totaling 200 for each eye, with each ruby worth 1D6 x 10 GP. It is a lengthy job, and to remove all the rubies from one eye will take 6 turns.

However, as soon as a) anyone attempts to remove the eyes or b) any of the treasure chests are opened, Vulcas will react. The Titan will very slowly animate, with a dreadful creaking noise like stone grating upon stone, and the huge head will look upon the delvers. (*Does anyone remember the iron giant Talos from 'Jason and the Argonauts'?*)

Vulcas cannot be harmed by non-magical attacks, and is immune to poison, fire and all 'mind' spells. It opens its mouth slowly and issues forth a blazing fire attack upon the party. Anyone caught in the attack will instantly take 2D% damage, at least half of which will be directly to CON. If there was a delver on the statue's head removing the eyes, Vulcas will attempt to shake him free, resulting if successful in a fall and taking 10D6 damage, again, at least half will be from CON, as not all damage from a fall of this nature would be absorbed by armour. If any characters are near to the statue, it will attempt to stand on them, resulting in instant death, no save.

The GM should play this encounter carefully, and if miniatures or diagrams are used to represent to positions of the characters, this will aid the combat. The delver's best bet here is to run.

Vulcas will attempt to search them out, but cannot leave cavern one as he is too large, but he may attempt to block the delvers should they escape into one of the other caves, by placing huge rocks in front of the entrance or hammering the ceiling to cause a rock fall. Again the GM should play this scenario by ear.

D) Crocodile Lake

Area D is a medium sized lake area. Surrounding the lake for a depth of about 15' from the shore of the water are large grasses, standing around 15-20' high. The grasses are very tough indeed, and to slice through a single stem requires in excess of 30 points of damage, so hacking through this dense grassy area is tough going. The grasses themselves however hide no significant dangers to the party; the danger lies at the water's edge, where large Crocodiles dwell.

The area is home to around 30 crocodiles, each with an MR of 650. Only a character making a L6SR on LK will spot 'something scaly' lurking near the water's edge, hidden by the tall, thick grass. If a character reaches the edge of the water, he will be attacked by 1D6 crocodiles, and unless a L1SR on SP is made, the crocodiles will score a full round of damage upon the hapless delver before he has time to react, such is the speed and ferocity of their attack, and their adaptation to combat and movement in these surroundings.

Characters will find it all but impossible to swing large, heavy weapons around whilst surrounded by the thick grass, let alone combat these low-lying, ferocious and lightening-quick monsters.

The lake area is swampy and gaseous, and foul smelling to boot. However, the delvers will be able to see small cave openings in the cavern wall at the rear of the lake area. There are 4 such openings, and getting out to them requires either flight or wading through the swampy lake.

If the characters use flight, they will reach the caves without harm. However, wading through the water will attract the attention of the 'Daddy' of the lake - Big Vern...

'Big Vern' is a Crocodile-Demon. He is of humanoid appearance, sporting scaly wings (only for show - it cannot fly) and a reptilian head, with a full compliment of ferocious fangs. Vern will rise from the gaseous water with a hisssssss and then a roar, and attack anyone who dares to swim through his home. His MR is 2500, and he has the following special abilities:

1 - Acid Breath. Each character in close-combat with the demon must make a L4SR on the average of LK and DEX each combat round, or take 2D6 damage from CON due to the demon's ferocious acid breath, which somehow finds its way between all the gaps in armour to corrode skin and destroy clothing.

2 - Summon Crocodile-Child. The demon can summon the aid of 1D6 crocodiles from the swamp, assuming they have not all been slain by the party prior to this demonic encounter.

3 - Tail-Lash. The demon can lash his mighty tail up to 3 times per combat round, with devastating effect. All characters in combat with it must make a L4SR on DEX to avoid this attack, or take 2D10 damage (armour counts here) and be out of the next combat round as they are stunned and knocked into the water.

Should the demon be defeated, the delvers may explore the caves.

Cave one is empty, damp, and usually home to crocodiles, but by the time the delvers get here, all the crocs will have been out thrashing around trying to feed on them!

Cave two contains a rotting old wooden box, which is barely held together by rusting nails and leather straps. It contains 6 gold ingots, each worth 500 GP and weighing 50 wu.

Cave three contains a Giant Centipede, which lies hidden amongst the detritus of the cave. It attacks with an MR of 600 for up to 3 combat rounds before wriggling through a crack in the floor. If the monster has the upper hand in the combat, it will fight on, attempting to slay and feast upon the delver.

Cave four is the largest, and contains, amongst the stones and fungus growths, an ancient and mottled stone statue of a creature akin to the demon. Wizards feel that high-level magic is at work here. The enchantment is triggered by touching the statue.

- ❑ The first person to touch it receives a boon of 2D6 to ST and CON (roll separately)
- ❑ The second to touch it receives a boon of 2D6 to ST, CON & DEX, as above.
- ❑ The third to touch the statue increases to the next level of experience

The fourth person to touch it is obliterated by a Hellbomb Bursts spell. If by any stroke of luck they are immune to this spell, they are transformed into a crocodile, IQ becoming zero, doomed to dwell here amongst the swamp and grass for the rest of their days.

If this occurs, the statue crumbles to pieces following the curse.

ENCOUNTERS FOR THE GENERAL CAVERN AREAS

(Use this table for all cavern areas)

- 1 - Crocodile - MR 500
- 2 - Green Slime - Special attack - see * below.
- 3 - Gray Ooze - As above.
- 4 - Leech - Attaches to delver and bites into exposed flesh, causing 1D6 CON loss per turn.
- 5 - Ogre - MR 900. 1D4 will be on a hunting party from their lair in Cavern 2.
- 6 - Salamander. MR 1000. Wreathed in flame and only damaged by magic attacks.
- 7 - Giant Lizard - MR 500. 1D3 will appear and attack all at once.
- 8 - Ogre young - From the clan lair in Cavern 2. GM to ad-lib: delvers to be careful...
- 9 - Giant Spider - Drops onto party from web above. Special attack - see ** below.
- 10 - Cave Trolls. 1D6 will appear, MR 800 each. May parley if outnumbered.

* Green Slime & Grey Ooze are plant growths, which dwell in subterranean places, usually preferring the dark and wet environments. They attach themselves to living flesh and attempt to turn the victim into more of them. A character thus attacked must remove it quickly, as it burns through leather in one combat round, metal in 1 full turn, and *enchanted metal* in 3 full turns! GMs should reduce the power of any armour, which comes into contact with this stuff as appropriate, assuming the delver survives the attack. Fire will hurt both slime and ooze, but care must be taken not to burn the victim! The best way to escape is to quickly remove the clothing or armour onto which the slime or ooze has attached itself.

Any flesh which is exposed to the slime or ooze attack results in serious burns and permanent disfigurement, and a reduction to CON (and CHR is the face is attacked) depending on exposure, a guide for the GM being 1 CON point loss per minute of exposure. This loss may be permanent at the discretion of the GM.

** Giant Spiders drop from their webs high in the cavern, onto the delvers beneath. They are cunning and lie in wait for the last member of the party before attacking. Initially, they attempt to bite and paralyze the delver. A L4SR on DEX is necessary to avoid this initial attack.

If missed, the venom will paralyze the delver totally within 1 combat round. If unchallenged, the spider devours the delver, or may wrap him up in silks to store high in the web for later. Either way, if the delver is alone, he is doomed. If attacked, the spiders fight with no MR but have a CON MR of 600. Each round, the combatants must make the above SR to avoid being bitten.

CAVERN TWO

This cavern is home to '*The Bone-Crunchers & Munchers Social Club*', which is a large gathering of nasty Ogres who like to think they are in charge of the caverns down here. They are not, but they are left alone by the inhabitants of the Mausoleum to get on with their own devices.

The cavern can be described as the GM sees fit, but as a guide, has several large fires burning, many large cauldrons on the boil (with horrid contents best left up to the GM.), weapon racks, sleeping and eating areas, etc. etc. To the rear of the cavern is a large mound of furs, beneath which is the Ogres' treasure, described below. The clan number around 30-40, although this includes females and youngsters. If the party has captured a youngster, or even slain one, the Clan will be very annoyed! The GM should play the Clan according to the player's actions.

The Ogres are not to be trusted, and will attempt to gain the upper hand on the party whatever the situation. As a guide there are around 20-25 adult male warriors, one wizard and one leader. Here are the details for the more interesting of the group.

Clan-Leader, Sanguinus the Slaughterer. MR 4500.

Special attacks - He carries a magic sword, which causes Fear in all enemies. Characters facing him must make a L4SR on IQ or surrender to this Ogrish Clan Leader!

Special Defenses - Sanguinus wears an enchanted crocodile-hide cuirass which causes all non-magical weapons which strike it to shatter, and all magic cast at it, good or bad, cast at level 4 or below, to nullify.

He speaks Ogrish, Common, Orcish, Dwarfish, Trollish, pidgin hobbit and pidgin Elvish.

Tuti-Cabooti, Ogre Magi. MR 2000.

Special attacks - Tuti-Cabooti knows levels 1-14 spells, and wears a magic torc around his thick neck, which stops all fire attacks aimed at him and doubles the effect all fire-based spells cast through it. It is also a DMS and will act independently if the GM deems it so.

Special Defenses - The Magi is unaffected by spells cast below level 8, and if attacked by fire, will return the spell at the caster for double effect.

Serena Bloodspiller, Fierce Oriental Ogre Lady! MR 3500.

Special attacks. Serena fights with incredible speed and therefore gets 2 attacks to the opponents one. This is a magical ability. She always uses a pair of silver enchanted knives, each causing 1D10 CON of magical damage per combat round to all combatants, even if she lost the round. Damage from these knives always takes effect.

Special Defenses - Serena wears a full set of magical skins, which look like they serve as no defense at all, yet surprisingly absorb all non-magical damage, and protect the wearer totally from fire.

The remainder of the Clan are Ogre warriors, mostly male, some female, with an MR of between 1000 and 3000 (roll 1D3). Game Master's may wish to give the characters above more special abilities or a full set of statistics, and should feel free to add more personalities into the Clan, being careful not to make them more powerful than the Clan Leader. Each of the above may carry extra magic items/treasures, which the GM may allow the party to plunder should they slay them.

Upon approaching the cavern, the party will quickly work out what's going on in there, and should act accordingly. Rushing in there with 'guns blazing' will bring upon them the full wrath of the Clan and unless the party are amazingly powerful, swift death will follow, ending their adventure. The Clan post guards outside the entrance to the cavern, which involves climbing up some large boulders, which the Ogres have placed there to make entrance to the cavern difficult, but these guards are lax in their duties, and have an MR of about 800 each. The party may choose to ambush them before creeping into the cavern. The GM should play this scenario by ear. I'm sure quite some fun can be had with the Ogres. If captured, the delvers are in trouble. Most will probably be killed and eaten at the discretion of the GM.

The treasure hoard consists of the following:

Numerous treasure chests containing about 500,000 GP in total (yawn...).

Numerous treasure chests containing gems (mostly cheap trinkets worth 10 GP each).

Two small chests containing good quality gems (about 10,000 GP worth per chest).

Two large treasure chests containing jeweled weapons and armour pieces (GM's discretion).

One small chest containing a sprinkling of minor magic items of the GM's choosing.

The GM is encouraged to add further detail to this area as he sees fit, in order to make it gruesome and frightening, although adventurers down this deep will be frightened of very little. Let them enjoy themselves, for the Mausoleum of Despair awaits...

CAVERNS THREE & 3A

Cavern three is the second largest of this cavern system. It is much more humid than cavern one, with thick vegetation and a hot, misty atmosphere. Water drips constantly from numerous places in the cavern roof, filtering down through the rock from the lake on the second level of the dungeon (probably!). The GM can use the encounter table provided above, or use his own creation. There are many insects, flying creatures, bugs and spiders in the caves, but *especially* in this cave due to the humid atmosphere, so a small additional encounter table is given here, which the GM is free to chop and change as necessary:

NASTY BUG ENCOUNTER TABLE

1 - Giant Butterfly - completely harmless if left alone, with wonderful coloured wings. If left alone it is completely harmless, but is coated with a minor poison (any delvers handling one will notice a fine pollen-like powder on their hands) which will cause a fever and a temporary ST loss of 1D6 lasting for 3 turns.

2 - Crag Beetle - Large, lumbering beetle with horn-like protrusions. Harmless but if disturbed will emit poison gas from its rear-end, causing anyone within a 5' range 1D6 CON loss.

3 - Giant Orb Spider - This amazingly coloured and patterned spider, about 6" across, will bite if disturbed, causing paralysis within 1 minute lasting 1D6 turns and 1 ST & CON loss.

4 - Fire Bug - Bright orange and red hard-shelled bug, which scurries around the cave floor looking for food. If killed, it will explode in a fury of fire, causing 1D6 CON damage to all within 10' radius.

A) At this area of the cavern is a large waterfall, cascading out of the rock high in the cave wall, splashing down into a noisy, bubbling, foaming pool of water on the cave floor. From this pool a quickly flowing river has been formed which runs across the cavern to exit through a sinkhole at point B on the opposite end of the cavern. This pool is home to N'yaga - Ka, Water Elemental. The creature will appear out of the thundering waterfall if the area is approached by the party, and stand towering 45' above them, great watery arms folded across a rippling chest, a water-sword hanging by his side. His face is stately to behold, and on his head he wears what appears to be a watery crown. His great watery legs stand rooted to the floor of the cave, making hardly a mark on the ground.

He surveys the scene, then in deep yet gentle tones, addresses the party, with something akin to ***“Sooooo, I seeeeee little creatures before me, Men if I am not mistaken! What will you have of meeeeeee, my friends? I wishhhh you no harrrrrrm...”***

His voice is warm, soothing and charismatic. N'yaga wishes the delvers no harm, and he will grant them favours if he likes them. Each character must make a L4SR on CHR. If they succeed, the Elemental takes a liking to them and will offer one magical service each. This will be perhaps a spell (L1-12) or healing etc. He can heal a single character for 2D20 worth of CON or ST without using spells.

The GM should play it by ear, bearing in mind that the creature will not perform major tasks for the characters. His limits are healing, casting spells up to level 12, telling them what magic items do or how much something is worth, curing curses etc. If a character fails the roll, the creature will not like him very much, but will not make it obvious. He will deliberately leave this character until the end, and then declare sadly that his magical abilities have run-dry, and be very sorry.

The Water Elemental has one duty, and that is to guard the Mausoleum. He will chat and help the characters along quite nicely until mention is made of the structure heading the cavern. N'yaga will tell them that this temple is out of bounds, and they must not enter it. If they insist, or set-off to do so anyway, his mood will turn quickly, and he will become rather nasty, warning them against their actions.

If the delvers persist, the Elemental will stride over to stand in front of the Mausoleum and prepare to fight them should they try to enter. If they turn back, the Elemental will stand guard for 6 turns, before returning to the waterfall and vanishing into the thundering waters.

N'yaga - Ka, Water Elemental, Warrior-Wizard.

ST 350 CON 3000 IQ 50 DEX 76 LK 80 CHR -300 SP 36 ADDS 470

The Elemental uses a powerful attack, battering the party with a heavy watery fist, scoring 50D6 damage, and its watery oversized sword, which scores an additional 100D5 damage.

If you prefer to allocate an MR to the creature, its MR would be in the region of 2000, but it would also score from the special abilities below, and would have a CON MR of around 3000.

Special Abilities: The Elemental can cast any spell up to and including level 12. His watery crown acts as a DMS and can cast spells independently if it feels this is necessary to save its owner from harm. It too knows spells 1-12.

During combat, N'yaga will use his watery sword, shaped like a gigantic icy scimitar. Each combat round, the delvers must each make a L4SR on DEX.

Failure resulting in a direct-hit from the sword, which will send them flying back into the cave for 6D6 feet, and being temporarily encased in a block of ice. The ice will melt after 6 turns, during which the delver is unable to move or cast spells. Upon emerging from the ice, the delver will have lost 2D6 CON per turn encased, and 1D6 of this will be permanent loss.

The Water Elemental cannot be harmed by non-magical attacks, and in fact any non-magic weapons used to fight him will turn to water as soon as they make contact. Spells involving fire-based attacks will do double damage, but ice attacks cause no harm.

Restrictions: The Water Elemental cannot wander more than 100' away from water, and in addition cannot leave this chamber. If it is in combat for more than 2 full turns, (10 combat rounds) it begins to deteriorate, and will attempt to return to the waterfall and the pool, where it may continue to fight from the pool, but must remain here to regenerate. The GM may wish to hint to the party if they are struggling to combat it, that the longer the combat goes on outside the Mausoleum, the less 'solid' the Elemental appears to be. After 10 combat rounds the Elemental will lose 2D20 CON per round.

If slain, the Elemental will collapse, losing all humanoid form, and the floor of the cave will be awash, as the remains of the Elemental drain away into the floor and river.

Hidden behind the crashing water of the waterfall is a small cave. It cannot be seen through the water without magical aid, and wizards will not feel extra magic vibes from it due to the enormous magical energy being produced by the Elemental creature. The cave contains a small tomb. It is not trapped and if opened contains a rotted cadaver, still wearing scale armour and holding a sword. The armour is useless, but the sword is magical and free for the taking. It is called '**Angry Avenger**', and is a particularly fine broadsword. It scores 12 dice + 30 adds, and will protect the user from level 1 – 4 spells. In addition, if the wielder loses a combat round against a foe whilst using Angry Avenger, the sword will glow red and score double damage for the next three combat rounds, before returning to normal. It can only do this once per day however.

B) This is the sinkhole down which the river drains away. There is no adventure here, but the GM may add additional detail if required or desired.

C) This is a stone ledge, high up on the cavern wall, 20' from the roof. From the floor of the cave, the ledge can be seen, but no detail can be made out, although the GM may wish to point out the faint glow from the item. On the cave floor directly beneath the ledge is a human skeleton. It wears old armour and a rotted pack of equipment and provisions can be seen half buried in the dirt of the cave floor nearby. The skeleton has been half hidden by plant growth, and it is clear that it has been here for a long time. This was the previous owner of the item on the ledge, who committed suicide...

Upon reaching the ledge, by whatever means they have employed, the delvers see that resting upon it, amongst some plants and fungi, is a sword, gleaming and magical, untouched by the dirt of the cave, and as clean as the day it was forged. It glows with a pale red hue.

This is the sword '**Nightmare**'. It is a great sword, and therefore two-handed. However, it will be bound to the first delver to touch it, and from then on, until the delver dies, anyone else who tries to lift the sword will be able to do so. It has the same statistics as the great sword in the rulebook. The wielder of this weapon will feel great power flowing through him, and out through the sword.

The sword draws Life Force from the wielder and transforms it via great and powerful magic, into magical damage. It scores as many dice (D6) as the user's total ST+CON multiplied by two, and as many adds as the user's ST multiplied by his level. In combat, a minimum of damage equal to the user's total ST & CON will *always* count against CON or MR of the foe. However, for this there is a price...

With such power comes a curse. Each combat (not individual combat round) in which the wielder uses the sword, he will lose 1 permanent CON point if he misses a SR on LK at his own level. In addition, the sword is sentient and will not allow the owner to carry any other sword (other weapons are fine). Until all other swords are disowned, CON will drop at 1 per minute. It will return the instant all other swords are dropped, but begin to drop again if any extra swords are ever picked-up.

The user may never choose to disown the weapon. No one will buy it, steal it or covet it. If left somewhere, the owner will find it has teleported back to him at dawn the next day. It cannot be broken or damaged in any way, and magic cast upon it will not function. If genuinely lost, it will somehow be returned the next day.

3A) The entrance to cavern 3a is a magically locked gate, with a glowing padlock keeping it tightly shut. This gate is akin to the one at the start of this level, and the *only way to pass through* is by using the magic key found in the Mausoleum. The cavern's only feature is a 30' diameter sinkhole, from which a freezing cold howling wind blows. This is the way to the next level, should one exist...

PART THREE: THE MAUSOLEUM OF DESPAIR

- A) The Entrance**
- B) Annex**
- C) The Greeting Chamber**
- D) The West Chamber/The Chamber of the Three Tombs**
- E) The East Chamber/The Chamber of Lost Souls**
- F) Final Conflict**
- G) Treasure of the Gods**
- H) High Enchantments**

This grim structure dominates the cavern, and has an entrance annex built from huge stone blocks, with the rest of the building having been hewn from the rock. The internal rooms are 50' high, with the exception of the largest chamber, room F, which has a magnificent vaulted ceiling 80' above the floor.

The party will begin to feel depressed as they look upon the exterior of this mausoleum, and must each make a L5SR on IQ. Failure indicated that they are fearful of entering the building, and will not enter into it unless the following 2 conditions are met:

- 1-** As many turns have passed as the amount the IQ SR was missed by.
- 2-** A person with a CHR greater than theirs by at least 5 must make a SR at the level of the character to be persuaded on CHR, to convince the delver to enter the building.

The GM may put as much importance on this fear as is necessary, or ignore the ruling completely if it does not fit into his game plan.

A) The entrance is a pair of double doors, standing 30' high and each 12' wide. The doors are arched at the top, open outwards and have a pair of heavy iron handles on them. The doors are not locked, but are very heavy and stiff, requiring a ST of 30+ to open each one. Only one character may pull on each door at one time, and if there is no one in the party with sufficient ST, saving rolls are required at the GM's discretion. Inscribed upon each of the doors is the message;

"Enter and Die. Heed this Warning and Depart!"

Standing at each side of the door is a 15' high stone gargoyle. They are unmagical and purely for ornamentation. When the doors are opened, there is a 'moan' from the building and a cold draft is blown out, as if the doors have remained sealed for ages. Each player character will feel a chill to his bones as the doors open, and PCs who previously missed the IQ SR above, will hesitate before entering, and will need further persuasion from the rest of the party, but no further saving throws are necessary.

B) This is the entrance annex, which has been strongly constructed using huge stone blocks, hewn from the rock of the cavern. The remainder of the building has been built into the rock of the rear wall. The chamber is cold and miserable, and the same depression will settle over the party, with anyone who previously missed the IQ saving roll, feeling desperate, suicidal and hopeless, but they may be led into the building with the aid of other members of the party who remain unaffected. Anyone standing at the threshold of the chamber will hear chilling voices in their head, saying

“Leave now or die....”

Over and over again for around one minute before fading away. The ceiling, 50' high, is arched like a cathedral, with gothic stone arches and gargoyles. A single door stands closed in the north wall. It stands also within a gothic archway, and has a single ring of brass as a handle on the left hand side. As can be seen from the GM's map, this is the only door in the mausoleum apart from the entrance portal.

The door opens outwards. Around the arched doorway is the following message, written in Olde Elven (those understanding the Elven Tongue will need to make a L2SR on IQ to fully understand the message. Failure indicates that they only succeed in understanding part of the message at the GM's discretion. The message reads as follows):

“Beyond This Door Is The Realm Of The Dead. Those Seeking Passage Through This Portal Beware”

The chamber is empty, but after the party have been in there for one complete turn, the following things occur:

- a) The entrance doors slam shut. If they were wedged open, the wedge is destroyed. If it was highly magical, it is thrown clear of the doors by unseen forces. The doors will not open until the party have completed their task within the mausoleum, which will be explained later (chamber F). No amount of magic or force will cause the doors to be damaged or opened before this time. (Note – individual GMs may wish to allow teleportation magic to function to allow exit from the mausoleum as appropriate)
- b) Three Wraiths will materialize in the air, towards the roof of the chamber, and attack the party. All are pale blue in shade with burning white eyes. Their attack is wholly magical and no amount of unmagical attacks will harm them. They are immune to magic cast below level 4 and have no MR. Instead, they cause each member of the party 1D20 CON damage each combat round, unless the PC makes a L4SR on DEX to protect himself. In addition, 1D6 ST is also lost by each PC each combat round, as the presence of the Wraiths drains it from the PC's mortal bodies. Any undead in the party will be unaffected by this, but will still be attacked.

- c) A pale green fog begins to seep through the cracks between the floor slabs and surround each PC. The fog cannot be dispersed no matter how much the party try and escape it, and wraps itself around the delvers within 3 combat rounds. Each subsequent combat round, the fog will drain 15 points of ST & CON from each PC until death. Should this occur, the PC's soul will sink slowly through the floor of the chamber and be forever lost. The character cannot be reincarnated and this over-rides any magical abilities the PC may have, with the GM's discretion of course. The fog will disperse once the party have passed through the north door.

C) This is the Greeting Chamber. No further doors can be seen or detected apart from the one the party enter through, and once again this depressing, grey stone room has a high vaulted ceiling from which gargoyles leer down at the adventurers. The room has three spaces in the west, north and east walls which each contain a stone coffin. There are no markings or inscriptions of any kind. Shortly after the delvers enter, the room becomes very cold, so cold in fact that the PCs can see their breath in front of their faces.

Then, an apparition appears slowly towards the north of the room, just above the level of the stone slab floor. The figure seems to be a stately lady, maybe even a queen, as the figure takes form. However, all manner of pleasantness vanishes after one combat round of forming has elapsed (it cannot take damage during this time) as the apparition takes on the form of a Banshee, a howling spirit of the underworld! This is the spirit of an evil female elf, a rarity indeed!

The banshee is immune to all spells using extreme elements (fire, heat, freezing etc.) and spells affecting the mind. She cannot detect illusions however and is harmed by magic weapons of all types. Her MR is 4800, and she attacks the party without question or quarter, after delivering the following message in ghastly tones, which echo around the room for all to hear and understand, no matter what languages they speak;

“You are not welcome here! You were warned but did not heed the warning! Now Die!”

The Banshee attacks wildly and is a deadly and tough opponent. Each combat round, the delvers must make three fourth level saving throws, or take the damage as described below, in addition to fighting hand-to-hand:

- 1 – L4SR on DEX to avoid the Banshee's freezing touch. If missed, deduct difference from CON instantly. Armour will not help here.
- 2 – L4SR on LK to avoid the Banshee's icy stare from her eyes, which seem to burn with hell fire! Deduct difference from CON if missed.
- 3 – L4SR on IQ to battle the Banshee's dreadful wail. 1D6 permanent loss from IQ if missed.

If the Banshee is slain, she departs with a deafening howl. The party are then free to search the chamber for exits, as there is no way back. If the coffins are searched, they contain long since rotted corpses with no treasure. However, the character with the highest luck rating will find a scroll tube behind one of the coffins. Within is a scroll upon which a magical incantation is scribed in Common, Elven and Dwarvish tongues. Magic users will be able to determine with magic or a L2SR on IQ, that it is a '**Scroll of Passing**', and reading it aloud will allow the inhabitants of the room to pass through into another chamber of the mausoleum.

All living creatures present in the chamber when the scroll is read aloud will pass, be they friend or foe, and this includes undead. Non-magic users require a L4SR on IQ to be able to understand and read the scroll. It can be used 10 times (GM's discretion here; you could just give them as many as they need), and each use will transport the entire party and their possessions. The party will fade out of the chamber as quiet as a whisper, to re-appear in the next chamber following the alphabetical order of the rooms given on the GM map. If used in chamber H, it will return them to chamber B.

The party can choose to use the scroll to pass into a chamber, which they have already visited. In so doing, they should remember to save one use to return to chamber B from where they can leave the mausoleum. Like many before them, they could end up imprisoned in the final chamber (H) with no way to leave! Once the party have accomplished their task in chamber F, the entrance doors will open once again.

If the party have sufficient charges left on the scroll, they then have the option to visit chambers G & H to collect their rewards. There is no other way to pass between the chambers and there is nothing else to be found in this room.

D) This is the West Chamber, also known as The Chamber of The Three Tombs. Once again, the roof is 50' high and vaulted, and the room grey and dreary.

The room contains three stone tombs, arranged in the room in any way the GM sees fit. Upon each tomb is an inscription, in Elven tongue:

Tomb 1 – “Here Rests Oshi-Garashi, Creator of Zombies”

Tomb 2 – “In Eternal Rest, the Slayer of Souls”

Tomb 3 – “Plunder the Treasure of Rankin-Hor and Die. You have been warned”

Every tomb can be opened easily and none are trapped.

Tomb 1 contains a decayed cadaver wearing long wizardly robes, which have faded and rotted over time, but oriental style patterns can still be seen in the faded cloth. The skeleton wears a ring set with a carnelian stone, and holds a long sword of oriental design in its right hand. Oshi-Garashi is not the name of the corpse resting in this tomb, but is the name of the sword, also called '**Zombiemaker**'.

It is a two-handed sword requiring a ST of 12 and a DEX of 18 to wield. In combat it does 40+60 in dice and adds, which is very tempting for a delver to collect! However, the sword is actually cursed, and at the point of death, it will reanimate the foe as a zombie. If the foe had an MR, the new MR is twice original, and if the foe had attributes, either add them together to form an MR then double it, or amend the attributes as per the rules in the rulebook.

The sword therefore is a disaster for any adventurer to wield, and so has been placed in this tomb, along with its last owner, who fell foul to its dangerous and evil powers. The sword's powers cannot be discovered by a wizard using divination magic etc., and the true nature of the weapon will not be discovered until it is first demonstrated, no doubt to the horror of the party!

Tomb 2 contains an evil looking skeleton with long pointed fangs. The skeleton is bound by silver chains held by a magical padlock, which is held tight by 8th level magic. This will have to be dis-spelled if the chains are to be unlocked.

Unlocking the chains releases the Master Vampire, which screams with hellish pleasure as soon as the chains are broken and vanishes, to re-appear instantly behind the delvers and attack. The Vampire's MR is 6800, and this must be reduced to zero or less for the creature to be defeated. Each combat round, delvers must make a L4SR on the average of LK & DEX to avoid the deadly bite/scratch of the monster. Failure to make the roll results in a CON loss for the difference, in addition to any damage taken from combat. However, this is no 'normal' vampire!

Any PC taking hits to CON must make a SR at level 9 on LK. If this is missed, the character's soul is destroyed by the vampire and the adventurer dies instantly. If this happens, the vampire will howl with delight and vanish, never to re-appear in this adventure.

Tomb 3 has three 7th level curses upon it. The first acts when the tomb is opened. All those who assist in removing the lid will suffer immediate heart-attacks and must make a L7SR on current CON to survive. Failure results in the difference being taken *permanently* from CON, and ST will be reduced temporarily by half this amount.

Characters missing a 'min-5' will die instantly. The second curse acts immediately following the first. All characters in the chamber that survive the first curse will suffer a TTYF spell of 50 points, which is cast from the tomb. The third curse is activated whenever anything is first removed from the tomb. A 'Death Spell #7' is cast onto the thief, who will die instantly should a 7th level SR on LK be missed.

The tomb contains a horrible skeleton partially wrapped in mummy bindings. The face is still partially preserved and is the face of horror. It would appear that this creature, presumably Rankin-Hor, was buried alive with its treasure, for whatever reason.

The treasure consists of 100 mithril coins in a cloth-of-gold pouch, a scepter topped with 10 rubies worth 10,000 GP (which is also a DMS containing levels 1-10 spells. Exact details of its nature to be generated by the GM as appropriate, but I suspect it may be of evil intent) a magical necklace of pearls and emeralds which protects the wearer from fire and is worth around 6000 GP, a mithril vest which can be worn under any other armour to take a further 100 hits, a jewelled head band worth around 6000 GPs, and a small magical dagger called '**Deathseeker**', which will do 6+6 in combat but any damage when thrown is multiplied by ten. DEX required to throw is 15.

In addition, there are 7 spell scrolls, which are activated when read aloud. Magic users need no saving roll to do this, but non-magic users should try for a L4SR on IQ. Failure means the PC cannot use the scroll and may not try for another 24 hours. The scrolls are for Dear God, Mystic Visions, Invisible Wall, Medusa, Pygmalion, Blow Me To and Invisible Fiend. The spell scrolls have been constructed in such a way that the user need not know the spell (or indeed be a magic user!) to 'cast' the magic. ST loss is always at the maximum rulebook cost however and cannot be lowered. Once the scroll has been used, it turns to ash.

E) This is the East Chamber, or The Chamber of Lost Souls, and is decorated with the same gothic architecture as the previous chambers in the mausoleum. The room is empty, but upon the east wall, at a height of 4', is a stone drinking bowl, into which a clear, sparkling liquid (rather like carbonated water) trickles from an opening in the wall above, which has been fashioned like a beautiful elven lady, her face pointed toward the bowl, her delicate eyes closed, her mouth pursed as if about to drink.

No amount of magic or searching will uncover any runes, messages or traps, for there are none to find. If divination magic is used here, the wizard will find himself unable to cast the spell. This is the Fountain of Hope, and is free to drink from. The first to drink the cool refreshing water will have any lost ST & CON points restored, all wounds healed and all curses lifted, should they have any. Any alterations that the delver has undergone whilst in *this level of the dungeon*, will be restored if it is the desire of the delver. In addition, the delver should roll 1D20 for each attribute and add the result permanently to the attribute. If a '20' is rolled, the attribute is doubled (or 20 points added if this is the greater).

Subsequent characters drinking from the fountain will have 1D20, 1D10 then 1D6 CON & ST restored before the water returns to normal.

The fountain is guarded however by 6 Lost Souls; restless spirits of those slain in the mausoleum in the past. They appear as the delvers enter the room, and attack mentally. They appear as grey shades, with no solid form, with just a vague appearance of tortured faces glowing a pale white amidst the ectoplasm.

They have no MR as such, but each combat round, the delvers are subject to a terrible mental attack, which manifests in panic, despair and confusion. In addition, characters attacked in this way feel desperate loss and depression, and lose the will to carry on. As the spirits haunt the very minds of the party, each character must make a L4SR on IQ. If the roll is missed, the difference x2 is deducted from CON and ST. Should either CON or ST fall to zero, the character's soul is lost, and joins the tortured spirits forever bound to this grim tomb.

To combat these horrors, magic must be used. The only weapons that will cause them any harm are those, which specifically damage the undead. All others will pass through the spirits harmlessly. The Lost Souls each have a CON MR of 800, which must be reduced to zero for them to be banished from the room. All magic spells function normally.

The Lost Souls will not attack the party if they leave the chamber straight away, ignoring the magical drinking fountain. If the party desperately desire the magical water, then they must face these deadly horrors.

F) Final Conflict. The walls of this large chamber are painted black, with the vaulted ceiling 80' above, lost to shadow, and the flagstone floor drab and grey. The chamber's only feature is an 8' high stone statue depicting a goat-headed devil, which stands in the centre of this large and miserable room. The statue cannot be moved, and if struck, the weapon, which strikes it will break in twain, magical or not. (GM - you may wish to allow a SR on IQ before a delver performs such an act if a highly treasured magical weapon is at risk. A successful saving throw would alert the delver that something was wrong, and he should perhaps think again before trying to strike the evil-looking statue)

The statue stands upon a base of solid stone, which bears the message (in glowing runes which all can understand)

"Summon Me Only To Feed Or Destroy Me".

The origins of the statue are lost, but it is now the dwelling place of an evil being; a creature so rare that its likes have not been seen or heard of in the game world for centuries; an Annihilator. This is a being of supreme evil, dwelling in the eternal darkness of Hell, yet tied into this world through an object, place or very rarely a person. In this case, the statue, once the focus of the great evil, which filled this deep mausoleum, provides the link between this world and Hell, and ties-in the Annihilator with this plane. It will only be summoned from the dark recesses of the Abyss where it dwells, if it is asked to do so.

If an Annihilator appears in this world, it cannot return to Hell without claiming one more soul than it's current level, or succumbing to its final death, which effectively banishes it to Hell for eternity. The Annihilator in this case is level 4.

The creature, when encountered, is a swirling mass of grey vapour, with two red points acting as eyes, and a dark shadow for a mouth. It can take any shape it wishes, but will always appear as vapour, whatever shape it decides to emulate. It will usually appear as a vague man shape, with extra long arms ending in long, pointed fingers, its lower body vanishing below the waist. Occasionally they will appear with a frightened, pitiful expression (made from swirling mist) as if to gain sympathy, but this does not last long, and soon the creature displays utter and abhorrent horror on its 'face' as it prepares to drag the victim's soul to eternal Hell.

The party need only to speak or think the summoning for the creature, and it will appear from out of the stone statue in 1D3 combat rounds. When it appears, everyone in the room must make a L4SR on IQ or become fear-ridden, and unable to act in attack or defence. A character so stricken will remain so for as many combat rounds equal to the level of the Annihilator, or until a fellow delver brings him out of his fear, using CHR and a saving roll at twice the level of the Annihilator. To do this takes a full combat turn, during which neither player-character may attack, defend, or affect the combat in any way.

Once the creature has appeared, it will begin to claim the souls it needs to return to Hell, more powerful. Each time an Annihilator is summoned from Hell, it must claim as many souls as its current level number plus one, and in doing so may return and increase its level by 1. This particular Annihilator requires 4 souls. If it successfully does so, it will depart. If there are insufficient delvers to be able to satisfy its soul-lust, it will attempt to slay them all then wander the mausoleum, caverns and dungeon in search of another. It is not bound by time to claim its souls, but remains bound by the dungeon, and may not leave this level.

To combat the Annihilator, the delvers must use magic in one form or another. Anything which touches the creature's body, which is not magical (i.e. weapons and the like) will turn to dust immediately. Magic spells up to the level of the creature +1 (i.e. 5 in this instance) will not affect the creature, nor will attacks with fire, poison, ice or 'mind' attacks. Magic weapons will harm the creature but will do the minimum of damage (e.g. a magic sword which does 30D6 + 30 + personal adds would score 30 + 30 + personal adds, that is to say, each dice rolled for the sword would be a 1, and the player would not be allowed to roll the 30D6 for the attack). 'Wall' spells will not contain the creature, yet an Invisible Wall would. Annihilators are immune to all attacks by Elementals, and the creature's form cannot be altered (e.g. made larger or smaller, turned to stone, slush or into another creature).

Hellbomb Bursts would work, reducing the creature's 'CON' by one quarter, and Death Spell #9 would slay the fiend, BUT, if the saving roll was made by the Annihilator, the wizard casting the spell would lose his soul to the Annihilator! Teleportation spells and Banishings, may work at the discretion of the GM, but only for a short period. If the spell takes effect, the Annihilator will return to the statue (or whatever it is tied-in by) in 1D6 full turns, to be rolled by the caster of the spell.

The GM *may allow* the player-characters to escape if this occurs. Other spells or types of spell not covered here should be dealt with by the GM, who by now should have a fair idea of the level of power this unearthly foe has. The Annihilator has the following attributes for the purposes of saving rolls and spells:

ST (unlimited) **CON** 4000 **IQ** 99 **DEX** 90 **LK** 50 **CHR** n/a **SP** 12 **ADDS** n/a
(*GM feel free to alter as you see fit*)

If an MR is required, the Annihilator has an MR = the largest MR on this level +1000 (I have assumed you as GM would wish to change the Monster Ratings of the creatures on this level).

To slay the Annihilator, the party must bring its CON to zero, as with any other combat, using magic, bearing in mind the above rulings. However, each combat round, they must be strong, lucky and brave to survive the attack of the creature...

For the first and every other alternate combat round, the Annihilator will cast a 'Death Spell #9' at one member of the party, starting at the highest level character. Failure results in the instant death of the character, all reincarnations and wangles being over-ridden, and the character's body vanishing into a black void, with NOTHING remaining. All personal items which were carried or worn vanish also. The character is TOTALLY ANNIHILATED, and is gone forever. Allow no quarter or argument. For each combat round in between the Death Spells, the Annihilator will attack with a devastating blast of evil, taking the form of red lightening.

Each delver is hit automatically, and must immediately take 1D% CON damage, 1D20 ST damage and they must also make a L4SR on LK. If the roll is missed, the attack caused them to suffer an instant heart attack (or whatever is appropriate) and die there and then, suffering the same fate as described above. The party must dispatch the Annihilator quickly if they are to survive.

If the Annihilator slays (and therefore destroys and claims the soul thereof) the required number of souls to allow it to return, it does so the instant it reaches its target, and will not reappear unless summoned again (though why anyone surviving would do this is beyond me).

If the Annihilator is slain, it implodes, shattering the statue (and therefore spilling out the 4000 mithril nuggets hidden within) and causing the room to collapse (but allow the delvers to escape). Shortly afterwards, the mausoleum will be sucked into the ground, leaving a vast cloud of dust, many howling spirits and a large, deep, dark, hole...

Allow any characters that either survive combat with the Annihilator or who take part in the slaying thereof to increase by 2 levels of experience.

GM Note - Combat with this creature has not been play-tested. Please feel free to alter any or all details for the creature to suit your game.

G) Treasure of the Gods. This chamber is calm and serene and contains no danger whatsoever. A large golden throne (worth 100,000 GP) sits to the north, and treasure is heaped beneath it. There are gold and silver coins, gems, gold and silver items, trinkets, jewelled weapons, goblets, ornate shields etc. Treasure of every kind imaginable is heaped here, and free for the taking. The GM is left to detail the treasure, which he wishes to allow the party to take. Sitting in the throne is a huge man, long since rotted and now only a yellowed skeleton remains. The figure is dressed in fine clothes, wears a wonderful cloak of cloth of gold, and wears a mithril crown set with a huge diamond (worth 5000 GP alone).

The giant figure can be anyone from your game world history, and I have left his identity anonymous for you to elaborate upon if you wish. The skeleton king is not undead or enchanted in any way. The GM is encouraged to sprinkle at least 2 magic items, weapons and pieces of armour amongst this treasure. If the GM wishes to give the party yet more adventure in this chamber, he is more than welcome to do so.

H) High Enchantments. This chamber pulses with soft blue light, the source of which is a slowly spinning sphere, which levitates high in the room. It's only magic is to levitate and illuminate any chamber in which it is placed, and it can only be destroyed by a Dis-Spell cast above level 20. It is free for the taking if the party can reach it, and when handled, becomes small enough to fit into a pocket. When released into a room however, it swells to become 2' in diameter and resumes its job.

Along the west wall stand 6 ornate, yet very ancient, wooden thrones, each containing a robed skeleton. Each wears a different coloured robe and wears a plain gold circlet crown and still holds a plain quarterstaff in one of their bony hands. Beneath each is carved a name and title. (GM - again, if you wish to make these figures important in your game world, you may do with this chamber what you wish. I have listed the details below for those who wish to use it as it is, with no particular importance or relevance to any world or characters therein).

These are The Dead Magi, and each sit here offering their magic, which still flows through them as if they were alive. The magi cannot be harmed in any way. Their souls actually wander remote plains of existence known only to a select few magicians (and almost all of those dead) searching for greater magic.

The six magi were once members of the original Wizard's Guild, and offer their magic here as a reward to anyone who reaches the chamber. Each mage will provide a magic boon to one of the player-characters' six Prime Attributes, and should a PC kneel before the dead wizard and touch the name plaque, the boon will be granted. The six are as follows:

- 1** - Chiranon the Enlightened. This wizard will add 2D20 permanent points to the character's IQ rating.
- 2** - Amarius the Pure. This wizard will restore all lost CON and add 3D20 to the character's original Constitution rating.
- 3** - Pix the Lighthearted. Touching this wizard will add 2D20 permanent Luck points, then cast a random Omniflex as a joke! (GM's discretion)
- 4** - Xavier of Northbeam. This mage adds 3D20 permanent points to the character's Strength rating.
- 5** - Serena Mortingdale. This dead lady mage will permanently add 1D20 x3 points to the character's Charisma rating.
- 6** - Jonachim Lightfoot - This mage will ensure that 2D20 + 10 permanent Dexterity points come the way of the character.

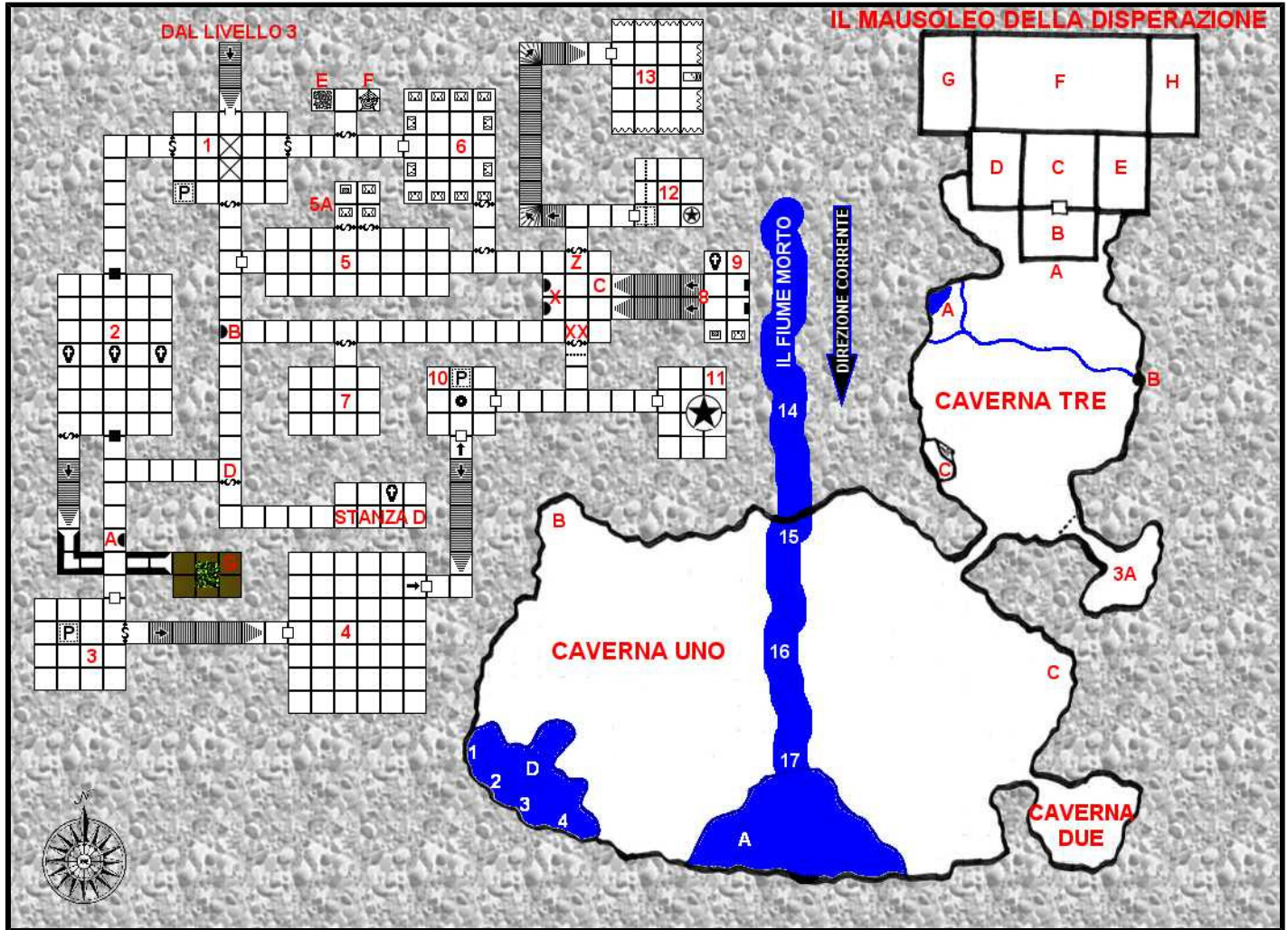
The GM is free to place a magic item for each of the players in here if he wishes, but I have left it empty of such gifts.

Every player-character may take each boon but once. Characters returning to a mage a second time will be cursed to *always fail a saving roll at any level upon the attribute, which the dead wizard concentrates*. The attribute will not change however. Characters returning a third time (surely no-one is that stupid, are they?) will be turned to ash where they kneel, their souls doomed to dwell in chamber E for eternity.

In addition, if the chamber is searched, a L4 SR on LK made by anyone will uncover a secret panel in the south wall. Within the concealed alcove in the wall rests an ornate mithril goblet, filled with a sparkling golden liquid. Owners of Grimtooth's Traps will recognize this as 'Golden Mead', and if they are feeling particularly nasty after dishing-out all the magic above, may decide to have this grim trap provide one final danger for the party as their time within Goblin Crag comes to a close. Kindly GMs, or those without this marvellous

[HOME](#)
[GM DUNGEONS](#)
[GM AIDS](#)
[MAGIC ITEMS](#)
[MONSTERS](#)
[HALL OF HEROES](#)
[MINIATURES](#)
[TAVERN SHOP](#)
[ABOUT ME](#)
[LINKS](#)

Goblin Crag Level 4 Map



Map courtesy of www.chimerae.it

N.B. The above map will feature in the Italian translation of Goblin Crag and as such features some Italian text. The Chimerae Hobby Group have given me permission to use the above map on this site only, and it remains their property. It is a big improvement on the hand-drawn map that used to be displayed here, and I am grateful to Gianmatteo Tonci for all his hard work and for his permission to use the new Goblin Crag GM maps.

