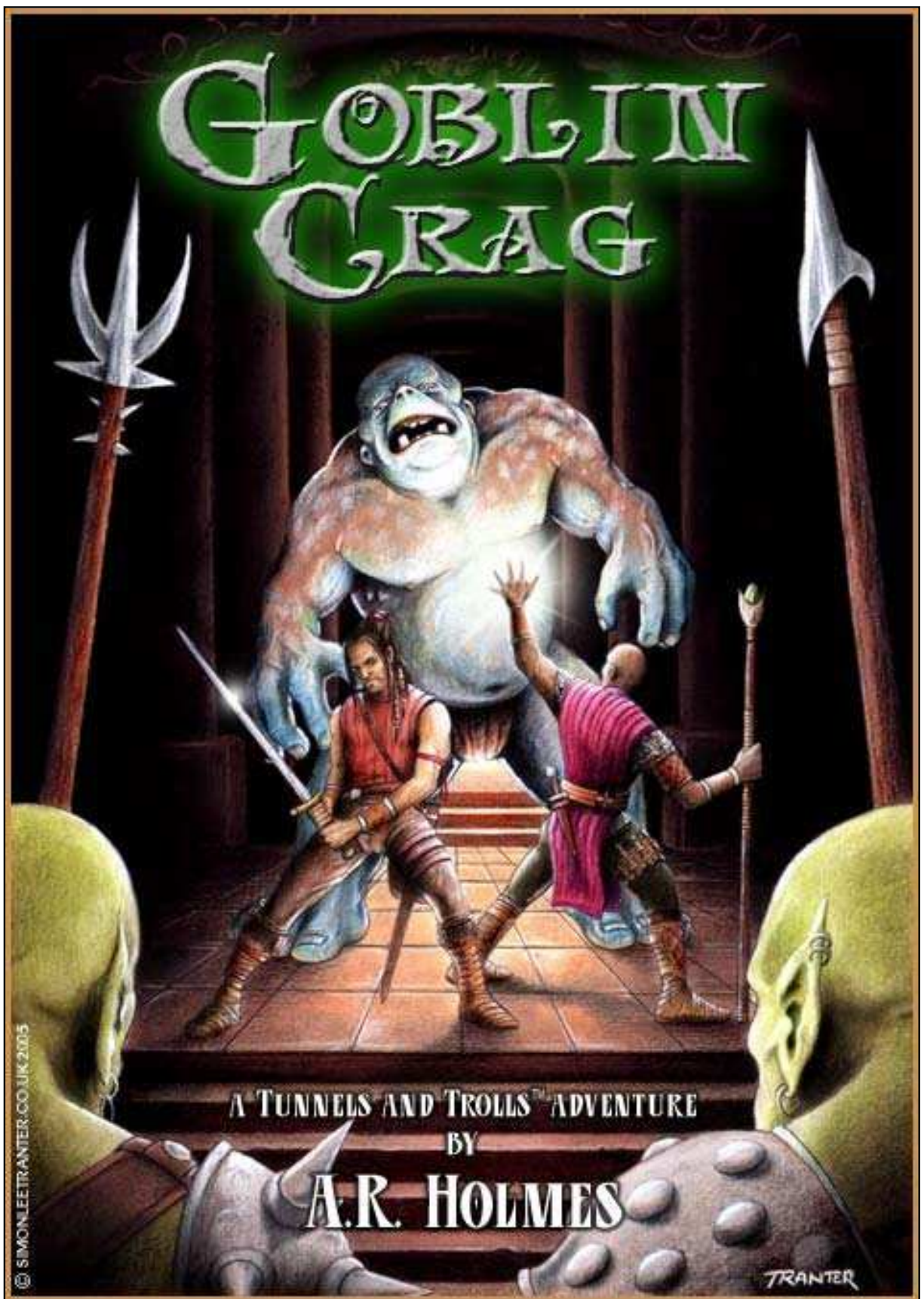


GOBLIN CRAG



A TUNNELS AND TROLLS™ ADVENTURE

BY

A.R. HOLMES

© SIMONLETRANER.CO.UK 2005

TRANER

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.

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.

- 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; its 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 lightning 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 porta!*". 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.

Halfway down the room is a stone plinth, 3' high, upon which rests a **Magic Crystal Globe**, 1' in diameter, which glows with an eerie green hue. It has been enchanted with high level magic so that the first delver who touches it will instantly increase by 1 level and have 1D4 points added to each Prime Attribute. The next to touch it will receive 500 AP and receive 1 to each attribute. The next and all subsequent character to touch it will receive a magical electrical shock, which does 1D10 instant CON damage. It contains 10 charges then loses all magic abilities. It is worth 90 GP. The sphere will lose all magic if removed from the pillar and will return to the pillar if removed from the room.

Needless to say, the first time it is touched, all 20 Zombies animate and leave the alcoves to attack anyone in the room, each one having an MR of 40, and a CON MR of 80. If the delvers attack the zombies before they animate, the first attack will trigger the animation of the remaining zombies.

Behind one of the alcoves (GM to determine) is a secret door, which requires a L3SR on LK to find which can only be opened by the golden key in the Vampire Vault, room 18, which leads down to Level 2 of this dungeon. *Knock Knock* spells will not work here.

The Zombies carry no treasure. Delvers taking hits to CON must make a L1SR on LK each turn for the next 6 turns. Failure means they have developed a disease from the wounds and will lose 1 CON per turn until cured.

13) The Chaos Temple

In this chamber is a large stone idol of a horrid horned deity. It stands around 20' high and has an altar at the base, upon which stand various gruesome items of the GM's devising (e.g. bowls of blood, sacrificial knives etc.). The eyes of the statue are large gems (serpentine), which reflect the glow from the burning braziers, which are also scattered, around the room, providing warmth, sickly sweet smells and light. The gems are worth 150 GP each. This is a small temple to a minor chaos deity. Behind the statue a small door leads to an antechamber in which live 12 acolytes (13B). This room is detailed separately below. A secret door also leads to the High Priest's chamber (13A) again detailed separately. The room is split into two sections by a set of stone steps, which rise 12' to the east end of the chamber in which the statue is contained. As seen on the GM map, the steps are 30' from the entrance door.

The first time the party enter the room, roll on the table below;

- 1) Room is empty. The acolytes/Priest will return in 1D6 turns.
- 2) The acolytes are in the antechamber and will enter the temple to attack the party.
- 3) The acolytes are in the temple sacrificing a captive adventurer.
- 4) The sacrifice has just taken place. 50% chance the victim is dead/on CON of 1.
- 5) The acolytes are performing a complex ritual. Victim awaits sacrifice.
- 6) The High Priest is present, leading a horrible ceremony to the statue. 2 victims are bound and await sacrifice!

Each acolyte has an MR of 30, and carries no treasure. They will fight blindly until slain. If the party is more than a match for them, the acolytes will attempt to flee after 1 combat round.

The High Priest is detailed below, and will be present on rolls of 3-6 on the table above.

High Priest Stoller-Gat.

ST: 24 CON: 28 IQ: 25 DEX: 21 LK: 17 CHR: -19 ADDS: +26 LEVEL: 5

Stoller knows levels 1-5 spells, and fights with a sacrificial dagger getting 3+5. He wears an amulet, which rebounds level 1 spells, and wears an **Enchanted Robe**, which takes up to 18 hits.

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!

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-craw lies, which abound in this grim vaulted chamber. The remainder, including those standing up against the walls, are still sealed, though the wood is starting to rot and they are damp.

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

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

- 1) Gold ring worth 45 GP.
- 2) Silver bracelet worth 30 GP.
- 3) Small pouch containing 4 random gems.
- 4) Scroll case containing a random level 4 spell that can be leaned 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...

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.