

**THE  
SANCTUARY  
OF THE  
SORCERER**



## THE SANCTUARY OF THE SORCERER

**Rumors heard:** Roll 1 die

Roll a 1 - There is a hidden room, it's been told, that is the holding place of the Orb of Fsisx, the source of his great power.

Roll a 2 - Fsisx's sanctuary holds untold riches and treasures of great magical power.

Roll a 3 - The sanctuary is guarded by hordes of the undead.

Roll a 4 or 5 - The search for the sanctuary is a fool's mission and can only bring doom.

Roll a 6 - Some say that Fsisx still lives...as one of the undead.

It takes the party three days to get there. Roll 1 die. Evens - no encounter. Odds - roll on random event.

**Random Wilderness Event:** Roll 1 die

Roll a 1 - Great bear MR 60

Roll a 2 - Trail is blocked by fallen trees - journey takes an extra day

Roll a 3 - Goblin raiding party the size of the party MR 25 each

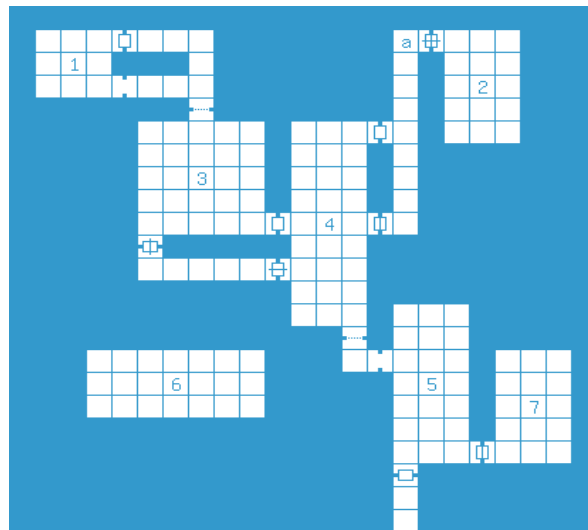
Roll a 4 - Bad weather - journey takes an extra day.

Roll a 5 - Pack of wolves equal to party+1 MR 20 each

Roll a 6 - Hill Giant MR 80

Fsisx's sanctuary appears to the party as a small stone building. It is bigger on the inside than it looks. The door needs to be pried open by the party. The entrance hall is pitch black until they step in and then torches light revealing a door at the end. The corridors are odd, but then again so was Fsisx.

Tunnels & Trolls created by Ken St. Andre and published by Flying Buffalo Inc.



Doors:

### Room Descriptions:

1. Portal room - The room is empty save for a golden pedestal holds a black orb. Neither can be moved. Touching the orb sends the player to Room 6. The NE door is stuck and cannot be opened.

2. Door a: Ward - Any one who opens the door and is not or does not have anything magical takes 1 die in damage.

Fsisx's Library - The walls are lined with full book shelves. The books are magically "locked" and can not be taken off the shelves. A few chairs and small tables are placed randomly. There is a desk with papers and scrolls. If the papers are disturbed they crumble to dust then whirl around to become a Dust Devil MR 54

3. Guard room - There are skeleton statues equal 2 times the party size along the walls. They animate and attack when the party enters the center of the room. They have a MR 30 each. The North door is an iron gate(L2SR vs. STR to

open). The South door is locked.

4. Grand room - Large room with several columns along the length of it. A large dragonette(Lizard type creature related to dragons) has collected all the gold in the place and is sitting on the pile in the NW corner of the room. The dragonette has a MR 64. The GM can decide what treasure is there.

5. Main room - There is a huge, dilapidated portrait of Fsisx on the back wall. It's eye follow the party wherever they go.. Roll for a wandering monster.

6. Fsisx's Lab - The room is a mess. There are two orbs on gold pedestals here. The black one takes whoever touches it back to room 1. The green one needs the whole party to touch it at the same time to teleport them back to where ever they came from. When the party goes to touch the green orb the undead form of Fsisx attacks them. Fsisx has MR 120. He can cast any spell up to 8<sup>th</sup> level(feel free to raise his level if you'd like)

7. Parlor - This room is covered with webs. A giant spider MR 58 has made this room its home. The spider is BS:3 HP:3.

The party can leave by room 6 or back the way they entered.

**Wandering Monster:** Check in every hallway Roll 1 die. Evens - no monster. Odds - Party encounter skeletons(the number encountered is up to the GM). Skeletons are MR 25 each.

**Treasure:** After every monster they defeat, use your favorite Treasure Generator to determine what the party finds

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