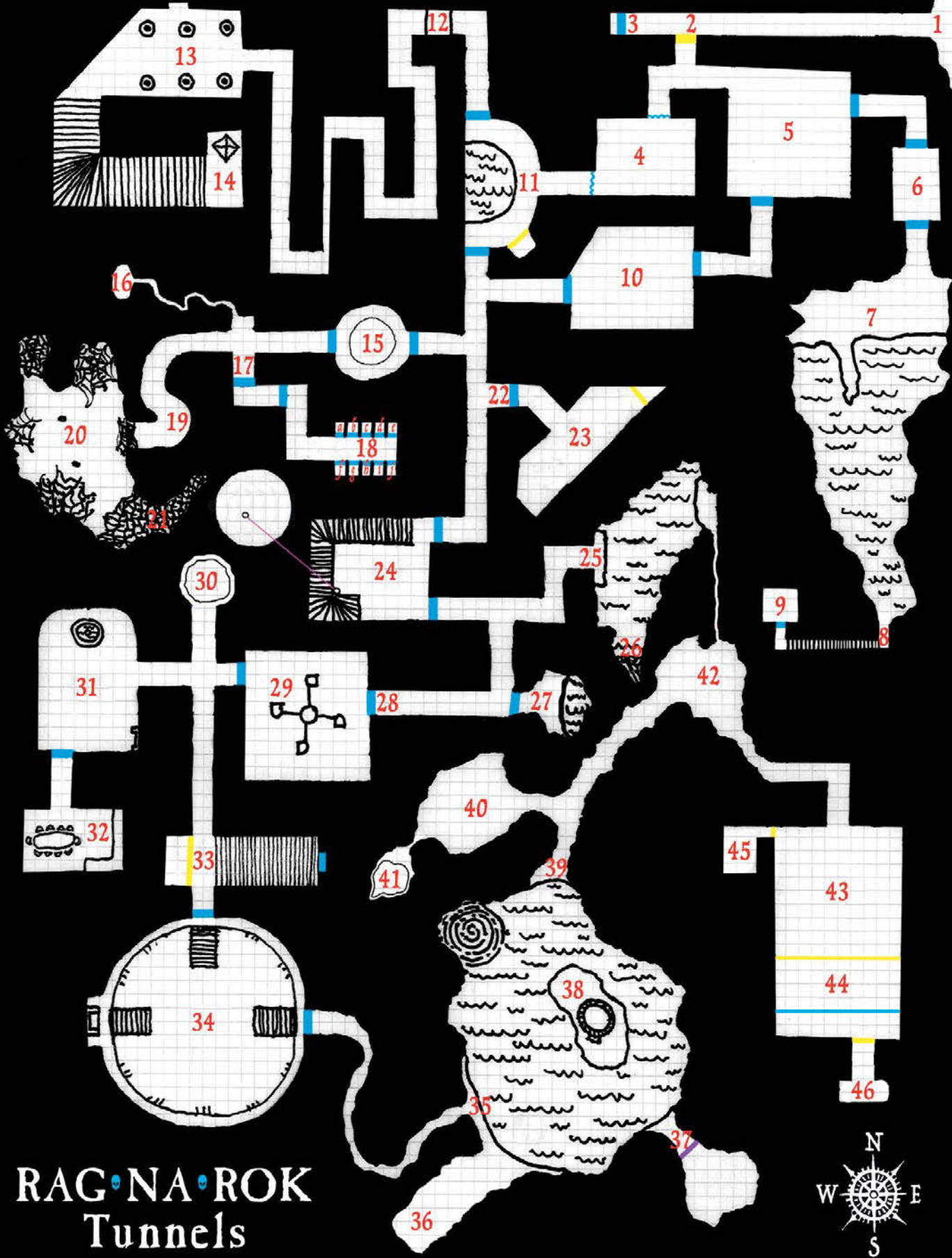


DELUXE
TUNNELS & TROLLS

RAG
NA
ROK
TUNNELS

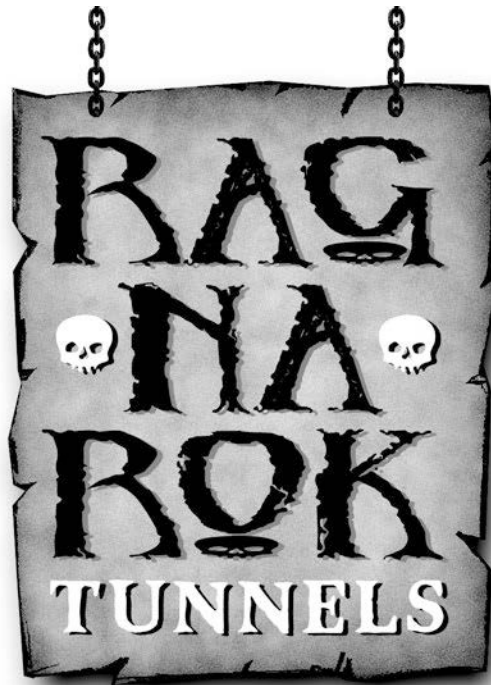


A GAME MASTER ADVENTURE BY TODD PETERSEN



RAG·NA·ROK
Tunnels





A Game Master Adventure for



Written, Illustrated and Designed by
Todd Petersen

Proofread by a Nice guy

Published by
**SPEED 1000
GAMES**



This adventure was created July 1st, 1990. It was the second to last adventure in my campaign and then Tunnels & Trolls was sadly put away for 24 years. I heard a deluxe version of T&T was coming and got ahold of the old gang, created an on-line play-by-post Facebook group and on June 1st, 2014, threw them back into delving, with this adventure.

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☠ Foreword ☠

Using this adventure with groups of varying skill

Three dwarves, three men and an elf warrior-wizard set out to complete what your group is now about to attempt. I have included their characters at the end of this book should you not have time to roll your own. My original player characters (PCs) had a combined 150 adds together, so MRs are based on that. If your players have 75 combined adds then halve the MRs printed within. If you GM a stronger group with 200, 300, 450 adds etc, multiply the MRs accordingly! Use a calculator or this handy reference chart!

Monster Rating Multiplier

Your groups combined starting ADDS	MR of combined foes
75 or less	x .5
76-150	Good to go!
151-225	x 1.5
226-300	x 2
301-375	x 2.5
Every additional 75 pts	x 3, 3.5, 4, etc

Saving Rolls

When a character needs to make a SR on an attribute. Find their attribute on the chart and divide by divisor and round up. For example, the dwarf Bomkar with a STR of 31 must make a SR on STR. He would take his STR of 31 and divide by 8 = 3.875 rounding up to 4. Thus, a 4th level SR on STR would be needed.

Attribute Value	Saving Roll Divisor
19 or less	10
20-35	8
36-57	6
58-up	5

These are just guidelines and ultimately it's up to you, the GM, to provide to your PCs a challenging and fun time. If something doesn't work for you, go ahead and change it.

👁️ Introduction 👁️

The noble's request

You're in the local inn one night having an ale when down the stairs comes a fair skinned, tall man. He is neatly dressed in bright orange and red clothing over his mail armor, with a long feather in his hat. He has thick black-as-night hair, a mustache and wears a morningstar tucked into his belt. You immediately like him and he seems very joyous.

“Oh hoy, brave ones!” He waves to you all. “Come sit at the long table, eat some pie and I shall offer you a quest with a most ridiculous reward!” He is all smiles. “I am Lord Conateer.” He bows. “Some months past a servant of mine made off with one of my most prized possessions, the visionary orb. He fled the city and it is believed he either took refuge in the Ragnarok Tunnels or was killed in the vicinity and his belongings were taken within.” He claps! “Twice, I have tried to locate the orb and the burglar Nish who made off with it. The first time I employed a wizard. With his arcane arts he summoned the demon Tribbtora, a black, one-armed flying thing that has never returned. If you should encounter it say its name and it should obey you.” He lifts his hand and crosses his fingers. The serving wench brings him a drink and he continues.

“Three weeks ago I sent a party of nine off to the tunnels. They were an argumentative, disagreeable lot and I don't even know if they made it there, as one

man cut off the hand of another before even departing the city. I will supply you a week of food and three doses of a healing salve. This will soothe cuts and burns (each application restores 9 CON). I will provide you with the magic broadsword ‘Shotel, the orc dicer’ (whammied to do 12 dice). Also an oil lantern and compass for someone to use. Upon receiving the visionary orb, I will reward each of you with 1,000gp.” He smiles. “I have paid the barkeep, for rooms for you to spend the evening here and would like you to depart tomorrow morning for Avalanche Pass where the tunnels are. The orb glows yellow and is the size of a small dinner plate. Any questions?”

✳️ **GM:** Lord Conateer will remain jolly and not give up much information except:

- If asked about **the previous group** he will say, “I do not know why there was infighting in the group. I do know three of the party had previously worked together and the one found dead, handless in the river had been in an argument with them.”
- If asked about **Nish**, “If you could bring back that fell villain I would gladly pay 500gp extra, head intact or not. He dresses in brown and is not to be trusted.”
- If asked about **the visionary orb**, “The orb is... something that lets me see

elsewhere. I'm not much of an acquirer of magical items but this has sentimental value to me."

All receive

- 7 day's basic trail food
- A healing salve that has three doses of 9 CON healing

One player receives

- Shotel, the orc dicer broadsword STR & DEX 12 required. 4 dice but does 12 dice damage against orcs.
- Lantern
- Compass

Lord Conateer

Level 5 Male Human Warrior

ST: 57

IQ: 26

LK: 18

CON: 34

DEX: 24

CHR: 16

SPD: 18

WIZ: 15

Adds: +69

- Twilight Steel Crusher 10 dice magical morningstar allows regeneration 8 CON a combat turn
- Mail armor protects against 12 hits
- Gold necklace with pearls 1,436gp, a jeweled silver belt with diamonds 450gp and a pouch of 3,770gp



Lord Conateer

☠ The Journey ☠

Six encounters are provided here

1–Rock crab MR 130

- Armored shell stops 10 hits

Traveling towards Avalanche Pass, the one with the lowest LK steps upon a spot on the ground that erupts upward as a monstrous rock crab twelve feet across emerges. Sandy tan in color and encrusted with a very thick exoskeleton and fierce claws, it quickly swings out its large 4' crusher claw trying to grab lunch. Make L1 SRs against LK immediately now and each turn in combat with the crab to see if anyone is grabbed. L2SR on DEX for whomever is caught to fight and L3SR on STR to free oneself. If anyone is caught, spite damage is fully applied to them.

2–Two gargoyles MR 150

- Can only be harmed with magical weapons or spells.

A hundred yards ahead you see a land bridge over a ravine. From 50 yards out, you can see two small hard scaly, gray skinned humanoids with large eyes, bat wings, talons and claws. They sit in the middle of the 100' bridge. After several minutes, one of them stretches up, flaps its wings and gravels out to you in the common tongue. "I am Zastryl and this is Gastryl, and we are the toll keepers of the bridge. To cross you must each give up a possession of yours! If you try to proceed we will one-by-one pluck you up and drop you from 100' up." Gastryl flexes his bat wings. Any items given will grant passage

or whomever has the highest CHR can vow to give up items on the return voyage. L3SR on CHR. Beneath the bridge, 45' below, is the following loot donated by previous travellers:

A huge carnelian 800gp, a large diamond 850gp, an opal 45gp, a serpentine stone 130gp and a decent sized ruby 75gp, 64' rope, four torches, two lamps, 46 arrows, a bronze amulet 25gp, an iron amulet 10gp, misc. bones (one leg bone has feathers tied to it), two ratty hats (one gray with a yellow band, the other red and has been used to wipe ass), some dyed fabric destroyed from sand and rain, an orange beat-up turban, a giant lizard's foot, a leather belt made for a small man, a goblin jawbone, a 4d saber with an amethyst gem in the hilt (worth 326gp), two 2+3 katar daggers, a 3d javelin, a 2d dirk, a 2d stiletto, a woman's bloody dress, a dried up purple potion, a ring with a little mirror on it, three packs of spoiled food, a gauntlet with a star on it (1 protection), a really, really, small 2" shield, a wrinkled book entitled *My Mum and I Dated*, a necklace with five topaz 450gp, a skull-topped sword cane, and 542 scattered gold coins.

3–Vactor the demon imp

You hear the roar of water and reach a waterfall. Water plummets down a steep rock wall 40' into large roundish basin 70' across. Way up at the top on the ledge sits a small 3' solid black humanoid. It

picks up a shiny mirrored spear and just looks at you. "Do you have the means to release me? If you do, I will perform one task for you before I depart. Beneath the water flow here is a bone skull. I need it retrieved and smashed. Upon doing so I will perform any one task for you I am capable of. You have my word."

Two L1SRs on STR will be needed to fight the water flow. A L1SR on LK to find the skull in the dark and a L1SR on DEX to actually maneuver down and grab it. Damage can be the amount SRs are missed by. Vactor says, if successful, "Well done. As I offered I will perform any one task I am able to." He flies on tiny wings that unfold from his back. He holds a magical silver spear. GMs can play Vactor as an NPC until the group smashes the skull releasing him. He is a powerful fighter.

Vactor

Level 7 Demon

STR: 68

IQ: 36

LK: 26

CON: 70

DEX: 54

CHR: 23

SPD: 40

WIZ: 58

Adds: +140

- Silver light spear whammied to 9 dice
- Flies & knows all lvl 1-4 spells

4-Eight goblins MR 15

You spy some small figures entering a field from the south. They seem to be scavenging hazelnuts from bushes in a very random way. You count eight goblins

with daggers at their waists.

5-Hill Giant MR 240

You suddenly look skyward to see a large 5' rock hurtling through the air which thumps the ground nearby. If anyone rolls a 3 on a L1SR on LK they are hit and reduced to zero CON until magically healed. While at it, break their leg and 1/3 DEX loss. A 25-foot shirtless hill giant armed with a tree trunk club yells out a challenge.

6-Filora the nymph MR 70

Roll a L1SR on CHR. Whomever makes it hears beautiful singing which leads to a wall of thorns. A nymph of incomparable beauty will converse through the wall. Filora is captivating with long copper hair, perfect skin, large eyes, and a tall and slender figure. She sings, paints and gardens in her house, behind a wall of thorns to keep visitors out. 120 pts delivered to the wall will destroy it otherwise a L6SR on LK can be attempted to squeeze through it. Failure causes sleep. If a L4SR on CHR is made, Filora will invite a guest through and entertain one sexually rewarding a fireproof cloak that protects against 8 fire damage. (Very usable for area 13.)



☠ Outside Fight! ☠

Seeing the ogre boss Agnifar, but not fighting him just yet

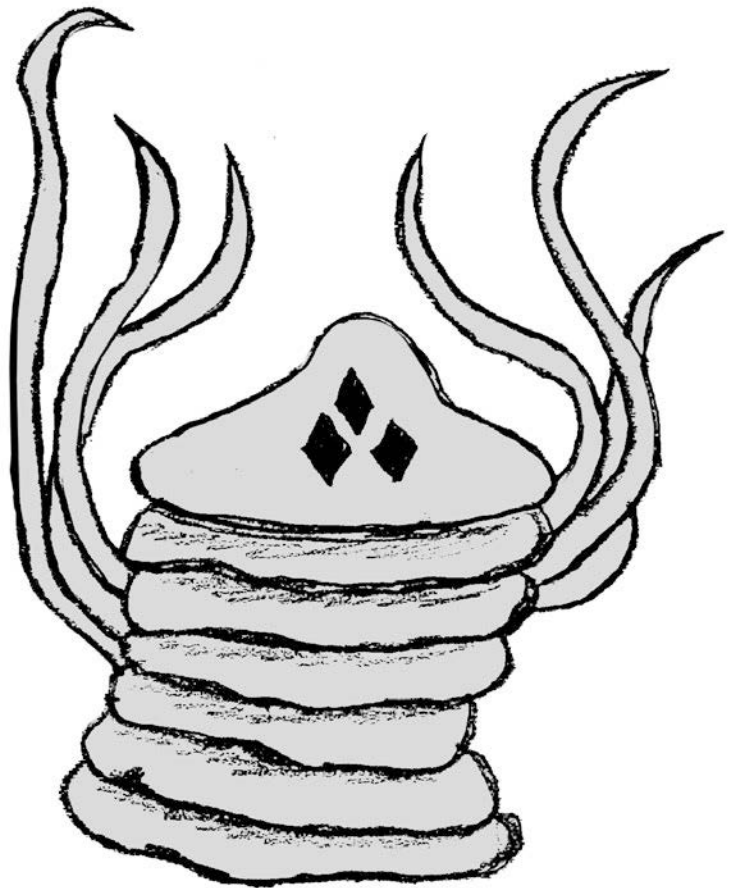
Your group traverses the rocky hills for another half hour and sees Avalanche Pass. Apparently at one time there was a passage through the mountains here, but it now looks impassable. A steep, curved rocky path leads 60' up a hill to a dark rectangular opening in the mountain-side. A line of orcs stands along the left of the path, facing an ogre who is talking to them. They are about 300 yards from your current hidden location. As you watch a few more minutes, the ogre and two orcs leave the rest and go up the hill into the tunnel opening that is indeed the Ragnarok Tunnels' entrance. The remaining orcs take up positions on the hill, talking to one another.

✱ **GM:** There is one orc more than player characters. **Orcs MR 30** each with broadswords, medium bows, buckler shields. If the orcs are getting wiped out or if the party has sent Vactor upon them, then one orc near the front takes something out of his pouch and throws it to the ground. The air shimmers above it and a horrific nightmarish thing appears. It resembles a stack of fleshy golden discs making a column 7' high. Tentacles on its sides thrash and it has three black eyes that gleam in the sun. The orcs back away from it.

These orcs have no treasure upon them other than their weapons and shields. One has a small hummingbird statuette made of copper worth 25gp.

Quaggoth MR 80

In addition to its damage it may select one target per combat round. Its tentacles touch and force them to roll a L3SR on STR, or become so nauseated as to fall to the ground dizzy and throwing up violently, removing them from combat for 2 full turns. When defeated, the Quaggoth collapses and disappears, banished back to whatever dimension they come from.



Quaggoth

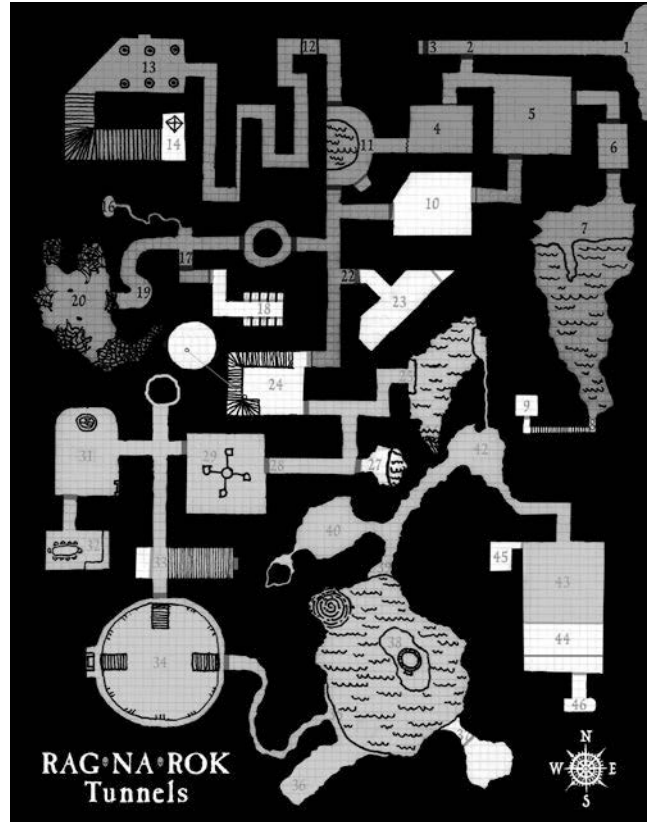
Wandering Monsters

Two zones vary in activity level

The map is divided into a north and south region as NPCs try to avoid passing through the scorpion room (24). Encounters should be rolled off the corresponding tables depending where your PCs are. The white areas on the map are where NO wandering monsters will occur (but don't tell the players that!). The darker area is ruled by Agnifir the ogre and is very active, thus encounters can happen three times as often. If doors are closed and WMs do not have the ability to open them they will be heard outside. Grrr!

DARK — Encounters can occur every 10 mins on a 6 on 1d6. Roll two dice and consult area for its MR and description.

2. Nemrothazen (area 23)
3. A fight between two orcs (area 11)
4. Scorpion (area 24)
5. Large spider (area 20)
6. Agnifir and two orcs (area 11)
7. Two less orcs than PCs (area 11)
8. Troll (area 7)
9. A single orc who will run west (area 11)
10. Black Cube (see below)
11. Huge spider (area 20)
12. Booper (area 16)



LIGHT — Encounters can occur every 30 mins on a 6 on 1d6. Roll one die and consult page for its MR and description.

1. Hars the Red Imp (area 35)
2. 1-6 Giant Ants (area 34)
3. Gremlin with crossbow (area 31)
4. 1-6 Goblins (area 40)
5. Thumper being joyful (area 40)
6. Tribbtora (area 42)

- Black Cubes are 10' gelatinous, box-shaped soul stealers. Very slow with hundreds of 3' tendrils that only deliver 1 pt of nerve damage through armor to characters in melee, but that CON loss is permanent. It vanishes upon defeat. CON of 1400.

☠Ragnarok Tunnels☠

A thieves den, ogres lair or so much, much more!

1-----
The tunnel before you is dark for as far as you can see. It is 10' wide, slopes down at a 5° angle and is well weathered. There are many boot prints in the dirt. If anyone was claustrophobic, they'd be turning back now. What will be your light source?

2-----
✳️ **GM:** A tall hidden rock door that an *Oh There It Is* will reveal or L2SR on LK if searching. If discovered before the door at the end of the passage, the dark hobbit Nevertell will still be in his room (area 4).

3-----
After 2 minutes of walking you come to a large 10' high metal door. There is an X scrawled on it in blood from years past. There is a knob and a quick check of it shows it to be locked.

✳️ **GM:** A *Knock Knock* or L2SR on DEX will open it outward. The closet beyond is just a few feet deep. The walls are covered with orange, furry, mossy looking lumps. These hand-sized things start leaping off the wall at your group making little shrieking 'eep' sounds! There are 584 of them and the chorus of voices grows as more and more (1d6 per player) launch themselves at your group looking for armor-free spots to bite! 1 hit damage from spite only.

Eeps MR 1

While dealing with the eeps an arrow will

strike whomever misses a L1 LK roll by the most. A dark skinned hobbit shouldering his bow, bursts forth with a sword from that spot shouting "Die!"

Nevertell the dark hobbit MR 40

If he is not killed in the first combat round he will surrender! Looking him over you see he is dressed in blue clothing, wearing sandals (that are magical and let him walk on top of mud), has a medium longbow, sheaf of 22 arrows and his gladius. He falls to his knees. "I beg you spare me! Don't kill me and I'll take you to it!" He is quite mad looking. If asked what it is? "I dunno its name. The goblins say it can be banished by saying its name. I doubt that. Perhaps if you find the jar? Maybe in the mud or the pit?" He unknowingly speaks of Killbar the Balruk in area 44 which he has never seen.

4-----
Behind black and white striped curtains, the entire floor of the 40'x30' room looks to be covered in mud. Leaning back against the south wall is a recliner couch of the same striped material as the curtains. There is another curtain on the West wall. Lots of muddy prints on the landings of both entrances.

✳️ **GM:** In the bowl are 10x number of players in gold coins. If Nevertell has not been met, he will be here eating chicken. He is the door guard and will accompany the group until the first combat that he is

able to flee. In the 1' deep mud in the SE corner is a small clay pot containing paper with the word "Killbar." A L4SR on LK is needed to find this. It has no power and is meant to give players false security that the balruk in area 44 can be controlled. Nevertell will not actually lead the group anywhere useful. If not killed, their goal is to escape.

5-----

A copper plaque in the entryway reads "KEEP FLOOR CLEAN." The floor is a black & white checkerboard made of 2' tiles. The walls are covered with fifteen floor-to-ceiling tapestries. They all feature the same two bald men wrestling in the buff. (Sing & Song, area 32.) In the back corner stands an odd looking 7' statue. He wears a robe and a wreath of leaves on his abnormally large head. Bubbly blue fluid pours forth from where its left arm should be. From its right arm dangles a morningstar.

✱ **GM:** Behind two of the tapestries are wooden doors. The east one is locked. Upon closer look at the statue, you see it is entirely made of stone except its eyes are bright blue. The blue liquid has an ammonia smell to it (Windex®) and becomes less frothy over time. Dipping your weapon in the liquid a few seconds does nothing. Prolonged exposure cleans the blade. Any mud tracked in (from room 4) will animate the statue.

Statue cleaner MR 150

Upon defeat, its life force is done and it crumbles to the floor unleashing lots of its blue frothy liquid that spreads out, covering most of the floor. Out of the statue's head rolls a huge aquamarine stone 2,200gp. It is magical and the first



one to touch it gains the ability to see through it, like a detachable eye.

6-----

A small 20'x30' room that smells like shit upon opening the door, because it's everywhere. Torches light up the room where the orcs defecate. Against the west wall sits a shoddy stone throne with an old man slumped in it; his ankles and left wrist are handcuffed to it. He wears scale armor and looks muscular for a man in his 60s. His hair is long and gray and he looks slumped, and half alive (he has 19 damage currently). He has fresh wound marks on him. Across the filth-ridden floor against the wall rests a heroic sabre. He weakly says, "My name is Orith. I am... I am not a good man. At one time I ruled these tunnels alongside my... my doctor... until they came... the big ogre and his orcs.

They killed most... overtook the tunnels... captured me. He had his trolls carry my throne... from the stadium to here... their privy. Lucky for me, not many orcs make the venture this far east... these days... just to take a dump. They took my scepter... lay my sword before me.” He looks to the grand shamsheer, as he brushes his hair back and fiddles with the too tight gold ring on his finger. “I seek vengeance.” He sighs, “My group of men were raiders... thieves. Outcasts that stole from caravans on the Khazan road. T’was on returning from an excursion... we were ambushed by the orcs, goblins... the dark hobbit. Whether Sloppifingus, ‘doctor sloppy,’ lives... I do not know. Perhaps he escaped to the southern area. For as long as the foul ogre lives... I will assist you in these tunnels. It is of great importance to me... to find my scepter... with your group... my chances increase. I have been in this hellhole for far too long...”

✱ **GM:** Orith is knowledgeable of most rooms on the north side of the tunnels. Nothing past the arena (area 34) is known to him. The Doctor Sloppy he mentions now resides in the island tower (area 38). If freed (and to prevent him from completely spoiling the adventure, Orith will plane shift away) “I’ll be here watching... ready to fight.” As he stands before you his skin, cartilage and fat fades away, revealing his muscles and tendons, which quickly vanish, leaving his eyes and organs, before just a skeleton. Orith’s skeleton then fades away, leaving just a faint greenish glow. Orith will accompany the party looking for his scepter (area 21) and stay shifted away. A LISR on IQ must be made the first time witnessing this or panic and flee

to the south. Use him sparingly to help the PCs.

Orith

Level 8 Male Human Rogue

STR: 41

IQ: 37

LK: 21

CON: 49

DEX: 32

CHR: 22

SPD: 25

WIZ: 81

Adds +71

- Grand Shamsheer 7 dice
- Scale armor protects against 20 hits
- *Gold X-Ray ring* cannot be removed while Orith lives. Allows him to shift himself into another plane of existence during which he cannot be seen, **is deaf** and cannot be attacked.

7-----

The cavern is dark with a rough floor filled with rubble. You briefly hear multiple sounds of metal on stone to the west, but they stop. From out of the darkness come three trolls carrying gigantic picks they’ve been digging with. They lumber slowly, so everyone with missile weapons can get off a shot before they reach you. They look strong and fierce!

Trolls MR 100

Extending out into the lake is a rock pier. Bending down and looking at the water you see it releasing some vapor and it’s a strong acid.

✱ **GM:** Entering the acid will cause 1d6 damage through armor, destroy a set of clothes and lower armor protection by 1

as well as decrease CHR by 1 per combat turn. The trolls had been digging on the west wall and looking over there reveals a stack of gemstones: 6 quartz gems worth 65gp, and 2 topaz gems worth 330gp. The ceiling is rough as is the floor. It is quiet except for a slight hiss from the simmering lake.

✱ **Orith:** If Orith is with the group he will dissuade the group from all attempts to cross the lake (should they try), knowing his treasure vault is on the other side. The cavern slopes down at the back where a small narrow entrance leads to a staircase.

8-----

A steep and narrow staircase. On the first step is a turquoise necklace that radiates conformation magic, worth 550gp.

✱ **GM:** The dropped necklace has a modified *Bigger is Better* spell upon it. The wearer can cast this spell for 7 WIZ a turn to enlarge inanimate objects. WIZ must be continually fed to keep item enlarged. The toy boat hidden in area 11 may be an option. Upon reaching the midway point on the stairs, they will fold down into themselves, creating a slide. Characters get a L3SR on either STR, DEX or LK to prevent backsliding to the bottom for 1D6 damage through armor. If a 40' rope or longer is used to reach the top after the stairway collapse only a L1SR on DEX is required to ascend.

✱ **Orith:** If Orith is with the group he will just accept there is no stopping the group and bide his time until they find his scepter. He will not bother to go up the stairs knowing fair well it dead ends and they will be coming back down.

9-----

A small locked door. A L4SR on DEX is required to pick the lock or a *Knock Knock* spell. Within is a room with 20 gold bars along the wall. Each is worth 500gp and has 50 wt. along with gems: citrine 600gp, ivory smiley face idol 170gp, iron & alexandrite necklace 50gp, a bronze pair of gardening shovels with smokey quartz gems 253gp, pink coral 80gp, and a huge chunk of green quartz 330gp.

✱ **Orith:** If Orith is with the group he will try and make a deal to get the group to leave the treasure alone. He will not attack but plan his exit after scepter.

10-----

The doors are magically locked. A *Knock Knock* spell or L2SR on DEX will open them. They will lock after closing. The room is illuminated from a large 4' stone along the north wall that throws out bluish white light. The floor and walls are smooth, pretty colored stones. Water is pooled in places on the slick floor. In the center of the room is a hot tub of water. Alongside the tub you see a strange looking sword covered in coral with misc. gems embedded in it. The room exudes a sense of calm and fighting is the last thing on anyone's mind.

From out of the tub you see a large grayish blue man rise. He has long straight black hair, dark eyes and a warm smile. He waves and pulls himself out of the tub, splashing water on the floor. He is a snake from the waist down; a water naga. "Hello, I am Nockee, the oldest being in these tunnels. Everyone likes me... because I know all." He puts his hand to his lips whispering "Well, most things.

What would you like to know this day?"

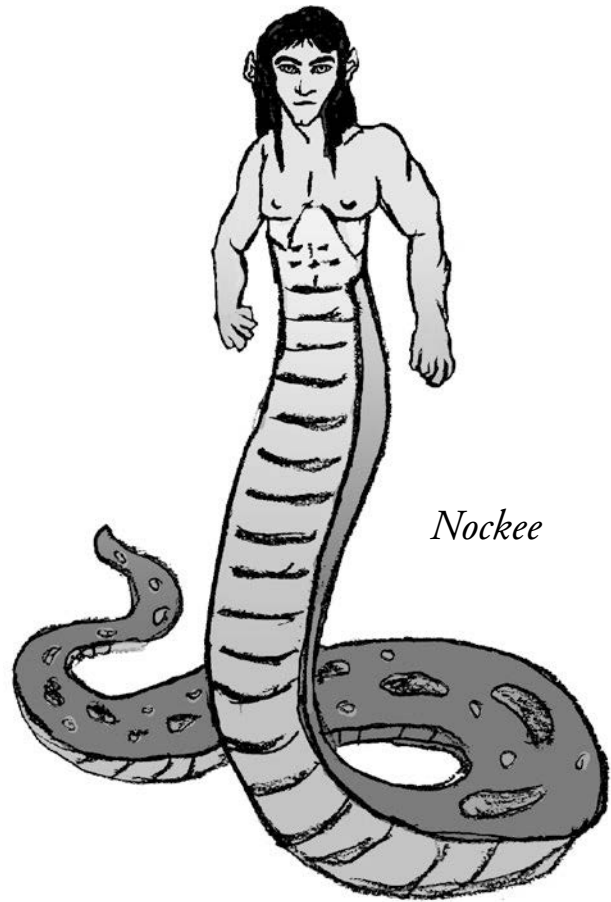
✱ **GM:** Nockee will provide unbiased answers to the complex itself, not about the regular inhabitants or items within. If by some foolish whim the players attack him, he will grab his sword if possible and slay them or, if losing, he will jump down his tub and flee elsewhere in the complex. He is immune to acid, fire, & cold. He also knows the L5 *Mind Pox* spell and can affect up to ten people, before dumping them into the hall.

Nockee the Naga MR460

- If asked about **Nish**. "I did meet him a while back. Dressed all in brown, he passed through looking for food. I told him to go to the kitchen, talk to the brothers. I haven't seen him again."
- If asked about **Tribtorra**. "He is across the acid lake. It just sits there spinning."
- If asked about the ogre **Agnifir**. "He and his orcs have a rule on the north end. They stay cautious of the threat from the south but seem more concerned with moving out of these tunnels to a bigger area."

✱ **Nockee's quest:** He will offer to teach wizards a spell for a fish sandwich from the brothers in the kitchen (area 32). "They make the tastiest food and it has been long since I had a real delicious meal. Let them know it's for me!"

✱ **Upon delivering the sandwich...** The next time the group enters this room six orcs will be here (with Nevertell if he lives). Combat should not occur here due to the room's aura of peace. PCs wanting to fight are out of character. Consider it like a modified *Seek Ye*. The orcs will leave out the east door and head towards area 7 to check on the trolls.



II-----
A well-lit semi circle chamber 25' x 45' lined with lit torches. A large 10' wide basin collects greenish water from a geyser that blows water from it. There are mud clumps fallen off feet leading in both directions to tall arched openings set in the north and south walls. The water radiates clairvoyant magic.

✱ **GM:** Upon drinking it a L2SR on IQ may be attempted or the character will hallucinate. Roll 1d6 or pick your favorite fun with it.

1. They see something that does not exist
2. They hear voices running a commentary on their actions
3. They smell unpleasant odors that do not exist such as vomit, urine, feces, smoke or rotting flesh.
4. They sense that they are being touched by bugs crawling over their skin

5. They taste something that is not present
6. They sense their body being invaded by snakes crawling into their stomach.

A L3SR on LK will reveal a small hidden niche in the SE wall. A small 2' wooden boat is kept in here. It is Orith's boat to get over acid lakes. Expertly crafted. Wt.20

✱ **Boss Fight:** The second time in this room Agnifir will be present with 3 orcs. His multicolored hat allows him to discern illusions as not real and gives a 2nd chance on IQ saving rolls.

Agnifir MR 225

Orcs MR 30

12-----

There is a pit 10 feet across.

✱ **GM:** 30' deep. At the bottom is a fallen dead human adventurer from the previous group sent by Lord Conateer. It has been looted and left here with its broken bones. A L1SR on DEX to run and jump across or take 3 dice damage without armor for the fall.

13-----

The ogre's bedroom is lit by torches. A round blue clothed bed is in the center covered with food scraps, blood stains and crap. The six pillars have large muddy hand-prints. A small skeleton is broken and missing bones along the south wall. It is charred as if burned badly! In an alcove in the north wall is a rack of 2 of every type of spear. Misc. weapons are scattered throughout the room. L1SR on LK to find a particular 3 die weapon. L2SR for 4 die, L3SR for 5 die etc.

In the southwest corner there are

stairs going up. They are 20' wide, exude magical vibes and purplish stone in color. Wood boards, and mud cover the bottom 6 steps. A humming sound is heard from up around the corner. At the 30' mark they turn east. Here are many rocks, a few weapons and arrows and two charred skeletons. In the SW portion of the stairs are three more charred black skeletons.

✱ **GM:** Underneath the bed (if anyone looks) is a trunk with 382gp and a larger ruby worth 750gp.

Stepping on the stairs causes intense blasts of heat to be released. As long as you don't physically touch the stairs you are okay. Damage is 1 die per 5' of stairs you travel through armor. To run the 60' length causes 12 dice damage. If the group has the fireproof cloak from the nymph Filora (outdoor encounter #6) that can be used to get one person to the top.

14-----

A small room containing a magical glowing purple 4-sided crystal obelisk about 6' high. There are lots of keyhole openings in it and it hums quite loudly. Twenty large 8" keys are scattered all over the stone floor.

✱ **GM:** Anyone picking up two keys, finds that they cannot drop them unless they pass the threshold of the room back onto the stairs. Feel free to adjust the number of holes to suit your party of adventurers/NPCs. If all keys are inserted, the humming grows louder as does the light and you all are unable to let go or pull out the keys. There is a flash of light. Everyone drops to the floor. A L3SR on STR to remain conscious. The pyramid is gone as are all the keys. A small piece

of the purple obelisk now resides in the back of your dominant hand. You all feel amazing and invigorated!

✱ **Purple pyramid boon:**

+5 STR, +10 CON, Fireproof to 24 damage, +20lbs, +300ap, and all CON damage restored

15-----

The wooden door to this room has an 'X' carved into it. Inside it reeks of death. It is a dark room, but your light can faintly illuminate the entirety of this 30' round room. Shackles are around the walls with the remains of men. They are decayed and their armor bits are eroded and rusted. A large 10' wide pit (70' deep) is in the center of the room. A door faintly appears on the other side.

✱ **GM:** None of the bodies is in anyway complete. Only small parts of limbs nearest to the shackles. There is a ring on what looks to have been a woman's hand. Of all the metals you see, this one is not tarnished. Radiates good magic and gives wearer poison immunity 8 protection. If the group lingers, a huge worm with teeth and thick hide will begin coming up from the bottom of the pit. Nonmagical metal weapons used to attack the beast will corrode from it's blood and become useless a full turn after being used on the worm.

Huge Corrosive Worm MR 340

16-----

A small 2' high dark narrow passageway north that you could crawl through.

✱ **GM:** At 25' in the passage is a bend that turns so sharply and narrowly there is no way to go further. A L1SR on IQ is required or crawling characters start to

feel as if the walls are closing in on them as there is no way to turn around. It will take 15 minutes to turn around.

Should they somehow be able to traverse to the end of the passage they will encounter Booper the mad leprechaun in his den. There are several kinds of pipe weed here, clothing in different colors, books in leprechaun, small furniture, and piles of +1 LK clovers. Touching at least one will give an immediate +1 LK boost. Additional ones give no boon. Should Booper be coaxed into leaving he will ride atop his levitating pot of gold that is merely 1/10th full with 100gp. When it reaches 1,000gp he will *Wink-Wing* away.

Booper

Level 3 Male Leprechaun wizard

STR: 9

IQ: 16

LK: 33

CON: 16

DEX: 29

CHR: 13

WIZ: 13

SPD: 12

Adds: +38

• Katar 2+3 and throwing stars 1

• Knows all lvl 1-3 spells

17-----

After going through two sturdy metal doors, you come to a dungeon cell block. Both doors are locked.

✱ **GM:** A *Knock Knock* will slide the deadbolts or a L3SR on STR will shoulder bash them open. The cells are rarely used as the orcs prefer killing prisoners or throwing them in pits.

18-----

There are 10 metal cell doors that have a small 2" high slot at the bottom. In the SW corner there is a wooden stool and a ring of 12 keys: ten cells and the two hallway doors.

✱ **GM:** The cells are identical in size and each contains a wooden bunk.

A- A lone wooden bunk sits in the corner.

Upon inspection you notice beneath the bunk there is a cramped, tunneled hole that leads just 4 feet into the wall.

B- Empty but a concealed stone found on L2SR on LK unveils a pin cushion with 7 pins, a velvet bandanna with banana imagery, a stick figure erotic art book, and 6gp.

C- Opened slightly door, a mirror is on the wall. A heart has been drawn on it with blood.

D- A dead hobb dressed in green and brown missing all his toes. He has been dead for some time and his skin is bloated with signs of rats gnawing.

E- A dead assassin dressed all in black laying on his side. He is bloodied and thin. A 2+2 misericorde dagger is beside him where he had been digging with it.

F- An opened cell with a dead goblin on the floor. She is infested with rot grubs. Any examination of the goblin sets off the colony of rot grubs, who quickly attempt to find a new host.

G- A dead man in brown with a bad haircut sits slumped here against the wall. This is **Nish**, the thief of the Visionary orb. He was killed by the orcs and robbed. His possessions were dispersed and ultimately the visionary orb went to area 46.

H- Door is slightly ajar. A lever-drawn

medium 4 die crossbow and 16 bolts are stored here. Requires STR 15 and DEX 10 to use it.

I- The prisoner is a white and black cat. The cat Scits sleeps on a nest of straw. When the cell is opened, the emaciated cat meows for food and rubs up against the players' legs. Scits is magical and will give all its allies +20 LK as long as it lives, is within 50' and line of sight to them.

Scits MR 12

J- The ceiling, walls, and floor are filled with blood and charcoal etchings that depict floor plans to prominent locations throughout the region.

19-----

Affixed to the wall, tightly wound up in a large spider web, is a woman with long white hair who died fighting the spiders.

✱ **GM:** Larelyn, a rogue from the previous group sent by Lord Conateer. The corpse has a pouch filled with gold and several miscellaneous cosmetic items. The helm she wears is magical and is a large hollowed-out skull with gold teeth and a crescent shaped hole in the forehead. She has seven flasks wrapped in her pack alongside her clothing. Two are very cold to the touch.

✱ **Larelyn's backpack:**

- Gold earrings 20gp
- Large fire opal ring 200gp
- Compass
- 80' silk rope
- Broad ax 5 dice
- Silver girlie headband with an average diamond 200gp
- Moon skull helmet stop 4 hits (cursed, the wearer gets possessed by Nail, a ghostly apparition that will permanently drain

1d6 STR pts while the bearer sleeps until a curses foiled is done.

- Two cold white potions—ever cold 4 dice damage if touched to skin
- Black potion—can see in dark 1 hr
- Pink potion is Pepto-Bismol for stomach acid
- Lt. brown is maple syrup
- Dark purple potion — never have to eat breakfast again
- Clear potion, heal 3 CON +1 CON permanent
- 40gp

While looting her pack, three large spiders will come investigate from down the hallway.

Large spiders MR 60

✱ **Orith:** If he is with the group, he will phase away to his faint green glow form during the fight and rush in to area 21 and take his scepter.

20-----

A large natural cave. The floor is littered with rocks and webbing is everywhere! Two holes are in the center of the floor and hand sized spiders are crawling about. There are five large, and two huge spiders here.

✱ **GM:** Roll 1d6 each combat turn for each spider= 1-3 they attack, 4-6 they wait.

Large spiders MR 60

Huge spiders MR 100

After the fight ends, a giant spider drops down from the ceiling. It has venom causing temporary paralysis. Damage rolled by victim is halved for the next five combat rounds. If hit again paralyzed for 5 combat turns.

Giant spider MR 160

21-----

✱ **GM:** In the far SE corner is a decayed troll wearing ring-joined-plate. It is crushed in spots and has been dead for a long time. It has a gold nose ring and six earrings worth a total of 70gp. The ceiling here has many passageways, most are narrow that could lead other places for the spiders to go?

✱ **Orith:** If Orith is with the group he shows off the emerald topped scepter. There is demon writing on it. Orith is quite pleased to have his scepter back. He says “Thank you” and bows his head as his skin, muscles organs and bones each vanish until he’s nothing but a faint green glow. He won’t be seen again. There should be no way for the party to get this item unless they have not met Orith. The scepter is a deluxe staff and worth 6,200gp. If anyone can speak the demon language then they can communicate with and summon the demon Nogar for one task and 70 WIZ.

Nogar MR 600

22-----

Before the door are two rock people with short pole weapons. One is dressed in white with a large black spade on his armored breastplate. The other is all black with a red heart on his. Their eyes are closed. You can see light coming from beneath the door beyond them. The black armored rock man says “Password, or begone!” The rock guards say together, “We have a riddle for you and if you can solve it you may pass.”

WHITE GUARD with black spade: “My father is the king of diamonds and his wife is not a spade.”

BLACK GUARD with red heart: "My father is the king of hearts and my mother is the queen of clubs."

WHITE GUARD with black spade: "This knight to my side just lied about the identity of one of his parents."

BLACK GUARD with red heart points at the other beside: "His half brother is a heart."

Both then say "Who are our parents?"

✱ **GM:** The answer is "The White Guard's father is the King of Diamonds and the Black Guard's father is the King of Hearts while both share the same mother...the Queen of Spades."

The guards turn facing one another making an opening beneath their weapons. "Oh joyous day" "Be wary now."

Mezud and Peldur MR 150

23-----

This chamber is a complete shrine to numbers. The floor, ceiling and walls are all painted white with black numbers and symbols. An obese, old man sits on a wooden chair looking at your weapons. A bowl full of chicken bones is on his lap with dried meat. He lifts a hand and gestures you to come forward. "Greetings peace lovers, I am Nemrothazen, the math magician. I offer you, in exchange for a small sum of your gold, a great chance to raise your abilities. For 20 gold you may sit in my large orcish O on the floor and increase your skills."

Wizards can detect a conformation spell associated with the floor zero.

✱ **GM:** Anyone sitting in the O may choose an attribute of theirs. Nemrothazen stands, "Numbers!" Waves his hands, "And magic!" as energies fill those who

try the challenge. Make the highest level saving roll you can beginning with L1. The highest successful SR made is added to the stat they paid for. Example: If a L4SR is made, then 4 would be added to the stat. The process takes a minute.

As this is going on, Nemrothazen picks his teeth with a toothpick. He straightens up in his chair and claps. "Splendid! It has been some time since I channeled through the orcish O. I'm pleased you are benefiting from it! Those things you excel at become all the better, while those skills you're not so good at... well they need help, mostly the old fashioned way... experience."

Afterwards he says "Many months ago I witnessed a foul flaming shadow demon come from that zero there. Pleased I am to not have a recurrence today." He waves the rock people back to the doorway and looks you all over.

✱ **Gambling:** He will invite you to stand on one of several numbers on the floor 1-6, and place a bet, and roll a D6. If it lands on your number, you get your money back. If it lands on it again, you double your money. If it lands on it again, you triple it. Nemrothazen has 82gp on him and more in his hidden alcove.

The secret door can be found only if searching L1SR on LK. Within are his personal items: clothing, toothbrush, comb, mirror, a bag of pears, and 220gp.

✱ **Nemrothazen's quest:** "If your group is out in the tunnels exploring perhaps you could keep an eye out for an object of mine. It disappeared while I slept. How it was taken past Mezud and Peldur I do not know. It is a small 8" wooden box with numbers on each side. It is of great importance to me. Please bring it back to

me. I am old and cannot walk very well.” He sits back down. (The item is in the tower area 38, middle floor.)

Nemrothazen

Level 6 Male human wizard

STR: 32

IQ: 27

LK: 45

CON: 33

DEX: 21

CHR: 12

WIZ: 62

SPD: 18

Adds: +68

• Medium dagger 2+2

• Knows all level 1-6 spells



24-----

The door opens on this 40' x 40' room. The floor has bits of old blood on it. A rock staircase, 10' wide goes up, winding along the north, west and south walls. The ceiling is beyond your light, 60' above the floor.

✱ **GM:** From the stairs, a crack opening in the wall can be seen 35' up on the south wall. The landing at the top of the stairs is just 5' below the ceiling. There is a 5' round opening with a wood plank from above covering it. Opening the plank in the ceiling will attract two giant scorpions from out of the crack. They will crawl down and linger between the doors.

Giant scorpions MR 190

Above this room is a 30' round smooth looking domed room with white metal walls. A large 4' metal ball hangs suspended in the center of the room. If the ball is touched, even the slightest contact, it will

ricochet through the interior of the giant bell the group has entered into from below. Make a LISR on DEX or SPD to exit the room to avoid the maddening loud tones.

25-----

A small rocky balcony with a railing, a few feet above the misty acid lake. The current is strong as waves flow towards the south. The remains of an impassable wooden rope bridge dipping into the acid is seen. Wizards detect conformational magic out of sight to the south

✱ **GM:** Across the span is a goblin who will take a shot at a random party member. Have everyone make a LISR on LK. Whomever misses by the most is struck for 2+7. Afterwards the goblin flees south down the narrow passage.

Goblin archer MR 15

26-----

✱ **GM:** Lodged in the far south of the cavern is a large horned skeleton. The acid has burned through all of its belongings except a magical pole weapon. The item has a conformation spell upon it allowing the wielder with STR 17 and DEX 14 to become a minotaur for an hour a day. Stat multipliers below.

✱ Gallant, halberd of the minotaur

7 dice wt. 180

STR x2.5 CON x2.5 DEX x.75

IQ x.67 CHR x2 Ht x1.25 Wt x1.5

27-----

Unlike most of the doors, this one is made of metal. Beyond the heavy door is a dark 25' round cave with smooth walls and floor. The far half of the room has a dark pool of that acidic water. Bobbing up and

down in the water is a pale naked woman with dark hair and dark eyes. She smiles and says. "Greetings men. I am Arliss. I am the concubine of the lake and fare very well. Such fine strong men I see. I would like to spend some private time with you!" She points at the highest STR character. "And you too!" She points at the highest CHR character. "Would the rest of you wait in the hall and give us a little privacy? Come to me." She shakes her hair exposing her breasts before covering them with her hands. "For this one's enjoyment first. The rest of you wait outside."

✱ **GM:** The water conceals her lower half. She will try and divide the group moving to the edge of the pool ledge and resting her hands on the edge."

Arliss the octomaiden MR 190



She moves mostly out of the acidic water revealing herself to be an octomaiden. Armed with a broken-tipped broadsword she moves with incredible speed and dexterity to attack your group. "You should've taken up my offer!" Everyone must make a L1SR on DEX each combat round. Anyone missing is plucked by a tentacle and dragged and released in the acid pool for 1d6 damage each combat round they remain in. Clothes will be burned away too. Arliss will not fight to the death and will flee, submerging into the pool after losing a round. GMs will want the opportunity to bring her back whenever acid pools are seen!

28-----

Beside the door is a small 5' sapling of a leafless tree with a tiny face on it.

✱ **GM:** A L3SR on IQ, L2SR for an elf or one with lore talent will jar their memory of hearing of tree monitors, aka 'spy trees.' They will only speak with whomever possesses the one leaf they grow each spring. It's been said the holder of the leaf can look through the spy tree's eyes. If true, your passage in this hall has been observed. The holder of the leaf is the knight in area 34.

Spy tree CON 75

29-----

A moderately well lit room 50' x 50' with a 20' ceiling. On each wall, ten feet above the floor, are two framed 10' square paintings of solid colors which emit conveyance magic (in clockwise direction from your door: blue, purple, brown, black, red, orange, yellow, green). Three lit torches are on each wall. In the center

of the room is a large metal cylindrical device. Out of it stem four poles with chairs facing one direction. There is a sign on the floor which reads "Ride 20gp." There is a coin-sized slit in the cylinder. Across the room is a wooden door.

✱ **GM:** The first ride costs 12gp (musta been some already in there). You scoot into the seat, your feet inches from the floor, and the cylinder begins to hum and it slowly starts spinning around and around. The chair moves in a circle spinning and rising up into the air gaining speed. A powerful electrical nerve jolt forces the riders to let go. The occupants fly through the air and sail through the frame of one of the paintings (roll randomly or pick). They have been teleported & disappeared. The apparatus slows down and the chairs lower. The painting passed through has turned gray.

A *Blow You To* spell on the paintings has sent you 'elsewhere.' You are floating within a 10' x 10' colored room with a white portal across the room that will send you back:

Blue—You are underwater and have gained the water breathing ability. SPD is doubled in water.

Purple—It's all purple smoke. It pulses over you as you breath it in and feel everything improving. +15 attribute points to divide and distribute to your stats.

Brown—The walls, floor, ceiling and now you are all covered with a gritty mud. You now stink -2CHR until stat raised. You have gained night vision and can see in the dark perfectly.

Black—You are wearing a black robe over

your clothing and armor. Shadowstrike adds +4LK, gives 2 protection. Your hair has turned black and your shadow delivers an additional 10% damage after adds.

Red—The room is filled with fire. You are now immune to fire and can channel fire through your hands for an additional 2+3 damage to weapons or fists.

Orange—Wings of orange light have sprouted from your back. For a cost of 1 WIZ you can fly 50 feet. Carrying capacity is halved while airborne.

Yellow—A floating yellow blob telepathically tells you its name is 'Smear'. It flows over your main weapon which gives it the ability to fight in the air independently from your actions. Its adds and CON are equal to half yours.

Green—Green powder circling you. Your skin takes on a greenish tone and you are now poison proof for 8pts. In addition you have the ability to do a casual poison touch 1+4. You do not get adds for this and it takes 10 minutes to take effect.

✱ **After the first eight:** Moving through the white portal brings you back to the painting you entered. You gently fall 10' to the floor. When all eight have been ventured through and all are gray they flash white and reset with these colors: chartreuse, periwinkle, pink, light blue, lime green, light yellow, charcoal, and teal:

Periwinkle—Any scars you had have vanished. You've lost 20 lbs, +5 CHR and are nearly irresistible to the opposite sex.

Teal—Your body has become ripped with muscle. You weigh 30 lbs and have gained +10 STR and +10 CON.

Pink—The room is filled with a pink spongy material. Your weight has dramatically decreased to 1/2. +2 CHR, +2 DEX and you only need to eat breakfast daily.

Light blue—Your eyes have turned blue and you have a blue streak in your hair. You can see invisible items as if they were not hidden.

After the fourth of this second round of colors is gone through, the machine starts to smoke and breaks down with a nasty burning smell. It is irreparable.

30-----

The door is partly open. A dark 25' circular room. Except for a small 1' wide rim, the entire floor is a pit that is deeper than your light will show.

✱ **GM:** It is a near bottomless pit at a mile deep before striking water. Any light dropped in will disappear from view after 18 seconds. The Ragnarok pit latrine.

31-----

A large, torched and smoky room. In the corner is a crude lit fireplace which has blackened the walls from smoke. Two silver swords hang crossed above it alongside a note. There is a wooden door in the south wall with the letter K scratched into it. A magnificent tiered fountain made from agate rock is along the north wall. The water flowing from it has a tinge of red to it. A huge 18" blonde fairy is lying on the floor behind the fountain asleep.

✱ **GM:** She will assist the group in anyways possible if the GM needs an NPC to accompany them. She too is on a quest to fetch a sandwich for Nockee in exchange for learning a spell.

The swords are 4 dice broadswords. A

L3SR on IQ or LK will detect a bag of black powder that will fall into the fire exploding for 8 dice. L2SR on DEX to prevent the bag from falling. Missed rolls drop it. The bag is tied closed.

The second time in this room, a gremlin with a light crossbow will shoot the tallest character and run.

Gremlin MR 20

The pinkish water will double a character's STR, CON and height for an hour. It can be bottled but the magical ability fades in a day outside the tunnels away from the fountain.

Tizariana (Ti-ti)

Level 2 Female fairy warrior

STR: 11

IQ: 12

LK: 29

CON: 18

DEX: 18

CHR: 21

WIZ: 13

SPD: 17

Adds: +28

• Sling with 20 stones 2

• Small dagger 2

32-----

A short hallway leads to this well-lit kitchen. You see two bald men chasing a rat around what appears like a kitchen with cupboards, knives, spices, vegetables, nuts, breads, various kegs, and lots of provisions. The men (Sing & Song) are dressed identically in blue pants and red sleeveless shirts. There are two orcs with javelins sitting and eating and grimacing at you. The two pale hairless men stop

and the rat gets away. They look at you and begin to sing:

“No fighting, no fighting, eating only in the kitchen. No fighting, no fighting, making it delicious. Have some food, have some wine, take the time to rest and dine. Just remember... again, no fighting in the kitchen.” One of them walks over to you and says, “We are preparing lunch, would you like to have some?” “Have some,” the other echoes. The two orcs, seemingly disgusted by your presence, grimace and get up and leave.

✱ **GM:** The brothers Sing and Song bring bread and goblets of ale and continue their cooking over a glowing heated stone. While eating one character's chair breaks—roll randomly. The brothers shrug and continue serving. You notice lots of writings carved and scratched into the table:

I hears that!

I hears that too!

Use taper axes Bilford.

Don't say Futenglab.

I hate my poor baby boss.

Don't eat the fc

You can sit on my chair any day.

Hi Cline.

Trolls are cute.

Step out of the mud!

Nevertell was here.

Elves are wimps!

You are!

If the group returns to this room later: The identically dressed bald men come up to you. “I'm Sing,” one says, “And I'm Song, and we welcome you back.” They begin to sing, *“We welcome you back, back for dinner, back to dine, stay for a drink, have our wine. And remember... No fighting,*

no fighting, only eating in the kitchen.”

If the group returns in the morning they sing: *“Good morning, morning. Are you hungry? Are you ready to eat? Another day of eating, another day of smiling. We'll start cooking, cooking. Breakfast coming, pastry treat. Just no fighting, fighting. No fighting in the kitchen.”*

The kitchen is locked between 10pm and 7am with no admittance. If a fight is started, the brothers will pick up the assailants and toss them out. A punch from one is enough to disable even the mightiest warrior.

Sing & Song MR 175

✱ **Orith:** If the party has met & freed Orith and he isn't with them, he will be here eating. Orith waves you over. “I knew you'd be coming here. I'm hungry. As the brothers said, no fighting in the kitchen. These two... along with Nockee... been in these tunnels long before I came... years back. There are the places... in the Ragnarok Tunnels where peace... is respected by all. Well... as I know. No fighting. These two... quite the culinary skills... on occasion... despite the flavorful meal... men have gotten sick... those times are rare. Today is to be... chicken stew with carrots.”

33-----

The passage is 85' long and ends in a wooden door. A 20' wide staircase leads down 40' to a wooden door.

✱ **GM:** A rare unactivated trap in the tunnels. The wall across from the stairs conceals a giant 8' high rolling pin wooden wheel the entire width of the stairs. A L4SR on LK will locate it. Should the door

below be opened it will activate lifting the secret door that pivots and send the 20' wide wheel down for a crushing 3+3 damage to each figure (armor values not doubled for warriors). Stunting L2SRs can be attempted on SPD, DEX, LK or CON to reduce damage by half.

34-----

A large arena well lit by torches along the curved wall every 20'. The 80' round room has a 5' wide walkway circling the rocky floor 15' below. Three sets of stairs lead down to where there are numerous doorways. A trio of three giant ants are tussling with the lifeless body of an armored woman.

Giant ants MR 28

To your left is a wooden door. To your right is a disheveled stone throne (a match to Orith's throne in area 6) upon which sits a helmeted knight in bluish purple plate armor. To its side is a female centaur who calls out to you. "You there! Can any of you face these creatures single handedly and win? Fame and glory for our amusement... and... we'll throw some coin your way too. Money for the brave!" She looks at the knight and says "A magic rock too!" and raises her halberd in salute."

✱ **GM:** The knight, Valiant, will sit motionless. He will do nothing except fight if attacked with his large claymore. The centaur Wilhena, will engage anyone who approaches the throne with taunts, "The fight's in the ring!" If the ants are defeated, door after door will be opened, releasing combatants:

Two wargs MR 60 followed by a **Cockatrice MR 35** and then a **Manticore MR 220** before finally a

Hydra that begins with MR 100 adding 100 each round up to 700. Should the Hydra be defeated, the final arena door will be opened which contains loot:

- A smooth jade sphere worth 500gp. This is a magical 'power stone' that doubles the rate resting WIZ is restored. 1 pt every 5 mins.
- A gold amulet of spider control. Half your added stats = MR of spider controllable. 6WIZ to activate each day. Worth 50gp
- A 3' gold arm labeled 'PUNISH.' If placed against a severed limb it attaches and gets 6 dice +66 adds 600gp wt 200
- A bracelet with a huge sapphire and *Dear God* spell. May ask one yes or no question of the GM per day for 10 WIZ. Worth 1,700gp
- A huge aquamarine gem 1,100gp
- A quaggoth egg (see outside FIGHT!)
- A silver ring with a rune on it 100gp

Wilhena the centaur MR100

Valiant the knight MR 150

- Plate armor protects against 32 hits

35-----

A twisting and rough passageway, and your nostrils feel that burning sensation as you arrive at the shore of Lake Acidic. The soft paddle of an oar precludes a bone boat that arrives out of the mist. A brown cloaked figure faces away from you, oar in its skeleton hands, while a tiny 2' high red imp with wings flutters by the prow. He has a tail and a small three-pronged gold trident. The imp lands, pointing his spear at you and says cheerfully, "Room on the boat for twelve. Come on board... we'll bring you across. No payment now. Delay no further."

✱ **GM:** The boat is slow going as

the oarsman moves the boat along the Western cave wall. It seems as if the boatman is trying to keep the craft from moving too quickly as he often says "Slower!" The ride is long moving about 50' in 10 minutes. The sound of the lake is roaring the further north you go.

The boat turns sideways and the hovering little imp says, "If you'll look off the port side of the boat here you'll see a tremendous whirlpool. See how it sucks everything down! Okay, now the fun part. I want all of you to listen carefully. We can't have you proceeding armed as you are, so I need you to throw all your weapons overboard here. We're not going anywhere until you do." He smiles and continues, "I've instructed the oarsman here to stay. Kill me and you will all die—the whirlpool will suck you down." He brushes the oarsman's cloak away and you see the skeleton and the boat are one piece. "Kill either of us and the boat will go spinning down a funnel of acidic death."



Hars

✱ **GM:** The words spoken are lies and killing either will not destroy the boat. As long as the oar is grabbed, it can be rowed by the party. A round in the acid is 1d6 damage. Hars the imp will stay outside of melee range and flee to the north if able.

If defeated the imp will vanish.

Oarsman CON of 100

Hars has a MR of 65



Hirriah

36-----

A dark alcove off to the side of the acidic lake. On the back wall is a rectangular black doorway surrounded by pink fire. Several feet in front of that is a large 2' high chest. Before them is a huge 15' long white and green worm. A thing with six eyes, a huge mouth and claw-like appendages speaks in a tremendous clicking voice, "I AM THE GUARDIAN. NONE MAY PASS UNLESS THEY CAN DEFEAT ME. SHOULD YOU EVER DEFEAT ME, ANOTHER EVEN MORE POWERFUL THREAT WOULD TAKE MY PLACE. ONLY SLOPPIFINGUS MAY PASS."

Hirriah MR 350

✱ **GM:** The demon Hirriah if defeated will vanish as well as the illusionary chest. Wizards will sense concealment magic from it. If anyone wears the hat of Agnifir

they will see through the illusion. The gateway is a *Blow You To* the street outside the wizard guild in either Kasar or Khazan depending on preceding passwords *Osior* or *Invitaz*. Only Sloppifungus knows them.

37-----

A steep incline that leads to a force shield. The wall of colored light is not passable.

✱ **GM:** There should be little if anything the group can do to get past this point short of a L13SR on STR or IQ or a *Dis-spell*. Out of sight beyond the groups vantage point is a gold-scaled dragon Napha, the destroyer of life, sleeps on a hoard of treasure. If the iron golem (from the tower area 38) is activated, it will burst through the force wall and fight the dragon, allowing the group access to the wealth. I'll leave that up to your imaginations if such a breach occurs.

Napha the destroyer of life MR 565

Its breath will automatically do 3d6 points of poison damage to everyone in front of the dragon unless the targets can make a L11SR vs. LK or SPD. The poison gas will also cause the victims to suffer from blindness for 3d6 combat rounds. This attack damage is in addition to its MR damage during that round.

38-----

The island in the center of acid lake is scarcely higher than the acid level around it. The sand has residual acidic properties if characters do not have boots (2 damage/turn). There is a three story tower built of dark gray slabs of rock. Fire light emanates from window slits on the second and third floors. It is quiet except for the hiss of acid lake.

The Tower

• **Bottom**—After getting through the portcullis you can see the bottom floor of this dark tower. Curved stairs lead up to the 2nd floor. The floor is made up of large shears of rock that also make up the walls. A hobbit lies dead on the floor. An ancient-looking treasure chest is open and contains some shiny liquid metal. From up the stairs is heard a wailing cry. It sounds like someone in pain.

✱ **GM:** The stairs going up are very sharp and anyone without boots will cut their feet for 1+3 damage. The dead hobbit has no possessions, as they were forced off him by the imp. His hands and lips are all silvery metal like that in the chest. Any objects dunked in the liquid will acquire a silver coating. This is a *Breaker Breaker* solution that make items brittle. Magical items are protected.

• **Middle**—Going up the stairs you see the floor is covered with ashes. A horrendous mad-looking man with fly wings, a crab claw and bird features is here. Chained to a table is the dwarf (Galladra) with a flattened body. She is missing both legs and has a big rock embedded into the side of her head. To the side is a shelf with all sorts of horrible tools and Nemrothazen's numbers box (which is a full 32 WIZ battery). There is a small unlit fire. Stairs leading up are covered with internal organs, body parts and bright green mushrooms grow on them.

✱ **GM:** This is Doctor Sloppy, a horrible geneticist. The dwarf will not live beyond this room. She was adventuring with the hobbit below. If ingested, the mushrooms provide sustenance but

knock you out for 1d6+6 turns. The tools are used to take apart limbs. Dr. Sloppy may pose as an eradicator of evil creatures. He will not leave the tower nor share any information willingly.
Dr. Sloppy MR 120

• **Top**—On the top floor of the tower is a horrible creature. The obese fat man has a sewn on troll head. Its legs are thick wooden poles. He has pieces of rock, similar to the walls, attached to his shoulders. A gigantic 10 die sword is on the floor. It has 6 small diamonds (3,000gp total) deeply embedded in the hilt. There is a portal here on the wall with pink fire around the edges. A ladder leads to a trap door in the ceiling, allowing access to the roof.

✱ **GM:** The creature is blind, deaf and cannot speak and any significant blow will kill it. The black, pink fire doorway will teleport Dr. Sloppy only to Khazan upon activating with the word *Invitaz*. The trap door in ceiling cannot be opened because...

• **Roof**—A 12' steel golem lies on the trap door that gives access to the roof.

✱ **GM:** If the sword below is brought up here and it touches the giant, it will arise and take the weapon and resume its quest to kill the dragon in area 37. It is acid-and fire-immune and can only be harmed by magical weapons or creatures. Spells do not harm it. Its master has long ago died.

Iron Golem MR 470

39-----
Paddling towards the north shore your

group is suddenly under attack as arrows fly out of the dark. Being so close together on the boat it's quite difficult to dodge. L3SR on LK or DEX or you're hit by an arrow for 2+7. If you critical miss the roll you're hit in the head! You will take another round of five arrows before you can get ashore and fight the 5 shore goblins. Between them they have 79gp and a huge aquamarine gem 1,100gp.

Goblin archers MR 15

40-----
You traverse up a slight hill and move into the cave to the west. It is lit by a small fire pit. A large blue oval rug covers much of the floor. There is a long wooden table and small stools, empty boxes and lidded crates around it. Along the wall are some boxes of various rancid meats and jugs of ale. There are two goblins cowering near the back of the room where there is a small passageway.

Goblins MR 15

✱ **GM:** If not outright killed one goblin will identify himself as 'Thumper' and say "We play a birthday game with the thing in the pit... next room. You throw food in and then see who can go out on the ledge the furthest and then jump back before getting pulped. I'm up for playing if you are tall one."

41-----
A small passageway leads to a dark 20' x 25' small cave. The majority of the room is a seemingly bottomless pit.

✱ **GM:** If anything is dropped in or Thumper's challenge is taken then...The goblin gathers up an armful of rancid meat and walks into the room. He goes to

one side of the pit, and instructs someone to go to the other. "The winner is the one who goes out on the ledge the furthest... and of course gets out of the room alive. Ready?" He tosses in the meat and moves about 10 feet along the edge. You both try and go just a bit further than the other by making the highest SR you can on DEX.

You hear a loud scraping sound. The goblin heaves up a bit of food as the giant grotesque bloodworm emerges from the pit. It is disgusting and terrifying to see! A L1SR on CON to not flee in terror. The goblin trips up on the ledge, and the worm smashes him and swallows him before it reaches towards the small doorway. After a few minutes it disappears and the room is just a dark pit again.

Giant Bloodworm MR 300

42-----

A small chamber strewn with rocks. There is a small very narrow passage way leading



Tribbtora

north that a thin hobbit or smaller ilk might traverse. Near the entrance to this room is a wooden sign pointing from the direction you just came. Poorly written it reads "Thumper's birthday." Floating in the NW corner is a 9' black thing with a giant yellow eye, huge toothy mouth and great muscled arm.

✱ **GM:** Its brain was mind poked by the goblin wizard Cline who is in area 43.

Tribbtora

Level 16 Male demon warrior

STR: 144

IQ: 52

LK: 40

CON: 160

DEX: 56

CHR: 22

WIZ: 40

SPD: 48

Adds: +240

- Always has *Little Feets* active
- Spinning taloned claw 8

If his name is spoken: "That name... seems familiar... yes, I believe that to be my name. Tribbtora. I feel confused... but it's starting to come back to me. Trying to recall where I am. Why I am here. The orb! Yes, the visionary orb. So close to it. So much fighting to get here. I must retrieve it to be freed of my existence on this plane." The hovering demon starts to move to the SE slowly whether the group follows him or not. Not an ally per se, but will fight alongside the group to get to the end. When the orb is found, Tribbtora will insist on carrying it unless a persuasive L2SR on CHR can be made.

43-----

Tribtorra leads you down the dark hall. You see light coming from around the turn. With no hesitation the demon turns the corner and proceeds into the large chamber. Torches are around the walls every 20 feet. The south wall is a moving mural of images and combats between forces. There are tables along the left wall. A malignity of twelve goblins is here and attack instantly!

✱ **GM:** One is the goblin wizard Cline who will throw down his belt and cast Magic Fangs which transforms it into a MR 40 snake which moves to strike. The snake will randomly grab and constrict a target unless they can make a L2SR vs STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. Cline has all L1-L5 spells.

Goblins MR 15

Cline the goblin wizard MR 60

✱ **Hars:** If the red imp Hars still lives, he will be here pointing his trident at you and fight to the death!

Tribtorra begins twirling around faster and faster, clawed arm outstretched and flies into the goblins that all begin to attack him and then run as he tears them asunder. Shortly after the combat and restful period your PCs may need, Tribtorra destroys the mural wall and enters the next room to the south.

44 part 1-----

The room is even brighter than the last one with torches every 10' along the east and west walls. In the center of the room is a rock & metal obelisk with

strange embossed markings on it (Balruk language). The workmanship shows whomever made it has mastery skills regarding earth, stone and metal.

✱ **GM:** A L2SR on IQ will detect the obelisk seems to have a built up static charge in it that could be released if touched. A 4' high hidden door is to the right. L4SR on LK or IQ to discover it.

If touched: You all feel a shock of energy course through your bodies as you are pushed back away from the object. Those with metal objects on them must make a L2SR on STR taking difference in electrical damage. All are also repulsed away and towards the walls! A L2SR on CON to remain standing. The obelisk having been discharged and metal not being repelled by it will recharge over 24 hrs.

44 part 2-----

Suddenly, the south wall crumbles and breaks and falls into the floor, the rocks being absorbed into it. Behind the disappearing stone wall the chamber continues. It is featureless except for two large figures. The larger of the two is a balruk, a giant shadow with flame rippling along its surface. It wields a whip and stone ax. The smaller figure with hand to the floor is made of rock. They come forward and attack! The balruk will yell out for any goblins that still live to come aid him.

Killbar the balruk MR 500

Ironhead the earth elemental MR 110

✱ **GM:** If any goblins live they show up on the third combat round. Feel free to adjust the balruk's MR depending how healthy your PCs are. Tribtorra and any other NPCs with the group should give

them the edge they need to triumph!

The southern doorway can be discovered L4SR on LK or IQ to discover it. A *Knock Knock* or L3SR on STR will open it.

45-----

This small dark room has weapon racks. Mostly 3d6 wooden light spears and some 2d6 wooden thrusting short sword.

46-----

This is a small 20' x 10' room. There are 5 pedestals in the room with silky cloths covering objects.

✱ **GM:** Beneath the cloths are magic items given to the balruk:

Swiftstrike—A dual parallel-bladed, hand-and-a-half sword. Vorpalled to 10 dice damage.

Big Guy—silver rune ring. STR, CON and height double for the duration of a fight once a day. Activates automatically.

Judgment—black & gold knights shield stops 10. Once a day will attract and *Dis-Spell* opposing magical attack beneath bearers level.

Slash Terror—4 die medium saber with large 260gp amethyst gem allows rogues to get their level in extra dice.

Visionary Orb—glows yellow and is the size of a small dinner plate. Lord Conateer uses this and its *Mystic Visions* ability to see family.

☠ Exit ☠

✱ **GM:** On the way out, if the group has not defeated Arliss she will be in whichever acid pools they come across!

Two **Trolls MR 100** will also be met in the northern halls prior to exit.

Reaching the top of the entry tunnel you think of all you accomplished in the Ragnarok Tunnels. You feel elated to be outside having succeeded in your quest! Congrats! In a few days you'll be back in the city and in the luxury of a warm bed. With the monstrous Triborra along, there is little that can threaten your journey home ...right?

The return journey home

✱ **GM:** Feel free to use an encounter with a 30' scavenging gray blob that damages metal weapons (permanently subtract a die from metal weapon's damage rating due to corrosiveness) and all spite damage damages metal armor, removing 1pt of protection. The gray ooze is immune to all magic except *Take That You Fiend*.

Giant gray ooze MR170

THE END

Agnifir





NAME MARIAN SEX MAGE 65 LEVEL 3
 KINDRED DWARF HT. 4' WT. 175
 TYPE WARRIOR

WT. POSSIBLE 2300

WT. CARRIED

WEAPONS

BROADSWORD 5



ARMOR

LEATHER 6

BUCKLER SHIELD 6

EQUIPMENT & STUFF

CLOTHING & BACKPACK

CALF HIGH BOOTS

LANTERN & OIL

SPARE OIL

7 DAYS PROVISIONS

(m) 3-DOSES HEALING SALVE

RESTORES 9 CON EA.

AP

STR 23

LK 18

DEX 20

SPD 12

CON 36

IQ 15

CHA 7

WIZ 11

COMBAT ADDS +25

MONEY 94

TALENTS



NAME BOMKAR SEX MAGE 58 LEVEL 3
 KINDRED DWARF HT. 3'8" WT. 157
 TYPE WARRIOR

WT. POSSIBLE 3100

WT. CARRIED

WEAPONS

BROAD AX 5

SLING 4



ARMOR

LEATHER 6

BUCKLER SHIELD 6

EQUIPMENT & STUFF

CLOTHING & BACKPACK

7 DAYS PROVISIONS

AP

STR 31

LK 14

DEX 14

SPD 6

CON 31

IQ 9

CHA 7

WIZ 7

COMBAT ADDS +24

MONEY 11

TALENTS

(m) 3-DOSES HEALING SALVE
 RESTORES 9 CON EA.



NAME EXION SEX MAGE 21 LEVEL 1
 KINDRED HUMAN HT. 5'8" WT. 210
 TYPE WARRIOR

WT. POSSIBLE 1500

WT. CARRIED

WEAPONS

MED. BROADSWORD 4



ARMOR

LEATHER 6

BUCKLER SHIELD 6

EQUIPMENT & STUFF

CLOTHING & BACKPACK

CALF HIGH BOOTS

7 DAYS PROVISIONS

AP

STR 15

LK 16

DEX 17

SPD 8

CON 16

IQ 11

CHA 10

WIZ 13

COMBAT ADDS +12

MONEY 34

TALENTS

(m) 3-DOSES HEALING SALVE
 RESTORES 9 CON EA.



NAME ELROND SEX MAGE 61 LEVEL 2
 KINDRED ELF HT. 6' WT. 180
 TYPE PARAGON

WT. POSSIBLE 1200

WT. CARRIED

WEAPONS

(m) STAFF 2+2

STANDARD BOW 4

24 ARROWS

ARMOR

LEATHER 6

EQUIPMENT & STUFF

CLOTHING & BACKPACK

LANERN & OIL

2 TORCHES

7 DAYS PROVISIONS

COMPASS

(m) 3-DOSES HEALING SALVE

RESTORES 9 CON EA.

AP

STR 12

LK 14

DEX 26

SPD 13

CON 12

IQ 21

CHA 26

WIZ 12

COMBAT ADDS +17

MONEY 3

TALENTS

SPELL COST RANGE
 detect magic 1 100'
 hocus focus 2 -
 its elementary 1 5'
 knock knock 1 -
 know your foe 2 40'
 lock tight 1 10'
 oh go away 2 100'
 oh there it is 1 50'
 tityf 3 200'
 unerring blade 1 10'
 will-o-wisp 1 -
 Khidey hole 8
 poor baby 2 heals 2
 teacher 1 15'
 vorpal blade 3 10'



NAME DUMFIS SEX MAGE 26 LEVEL 2
 KINDRED HUMAN HT. 4'4" WT. 98
 TYPE WARRIOR

WT. POSSIBLE 1800
 WT. CARRIED
 WEAPONS
 FALCHION 5
 2-JAVELINS 3
 ARMOR
 BACK & BREAST 12
 GREEK HELM 6
 EQUIPMENT & STUFF
 CLOTHING & BACKPACK
 SANDALS
 WATERSKIN
 7 DAYS PROVISIONS

(m) 3-DOSES HEALING SALVE
 RESTORES 9 CON EA.

STR 18
 LK 17
 DEX 16
 SPD 11
 CON 23
 IQ 9
 CHA 14
 WIZ 13
 COMBAT ADDS +15
 MONEY 45
 TALENTS



AP



NAME BORIS SEX MAGE 22 LEVEL 3
 KINDRED HUMAN HT. 5'6" WT. 200
 TYPE WARRIOR

WT. POSSIBLE 1600
 WT. CARRIED
 WEAPONS
 (m) BROADSWORD 3+4
 vs. OIGS 12
 ARMOR
 STUDDER LEATHER 10
 EQUIPMENT & STUFF
 CLOTHING & BACKPACK
 7 DAYS PROVISIONS

(m) 3-DOSES HEALING SALVE
 RESTORES 9 CON EA.

STR 16
 LK 31
 DEX 15
 SPD 13
 CON 18
 IQ 10
 CHA 8
 WIZ 8
 COMBAT ADDS +27
 MONEY 20
 TALENTS



AP



NAME CALUM SEX MAGE 56 LEVEL 2
 KINDRED DWARF HT. 4'6" WT. 270
 TYPE WARRIOR

WT. POSSIBLE 2900
 WT. CARRIED
 WEAPONS
 BROAD AX 5
 SHORT SWORD 3
 DIRK 2
 ARMOR
 STUDDER LEATHER 10
 TARGET SHIELD 8
 EQUIPMENT & STUFF
 CLOTHING & BACKPACK
 CALF HIGH BOOTS
 7 DAYS PROVISIONS

(m) 3-DOSES HEALING SALVE
 RESTORES 9 CON EA.

STR 29
 LK 13
 DEX 14
 SPD 11
 CON 29
 IQ 13
 CHA 8
 WIZ 15
 COMBAT ADDS + 20
 MONEY 0
 TALENTS



AP



NAME KINDRED TYPE
 WT. POSSIBLE
 WT. CARRIED
 WEAPONS

ARMOR
 EQUIPMENT & STUFF
 MONEY
 TALENTS

STR
 LK
 DEX
 SPD
 CON
 IQ
 CHA
 WIZ
 COMBAT ADDS +
 MONEY
 TALENTS



AP

RAGNAROK TUNNELS

DELUXE
TUNNELS & TROLLS

A local noble has sent two previous expeditions to the **Ragnarok Tunnels** to hunt down a thief who stole his valuable visionary orb. They failed! Your group, armed with a magical orc-killing sword and plenty of healing salves, makes their way to the entrance only to see a horde of orcs guarding the way. This is just one of many obstacles your valiant group of adventurers will face in these dangerous **Ragnarok Tunnels**. As you encounter the many personalities within, will you ally with them, kill them or find yourself trusting no one and fighting alone?

This is a GM scenario adventure for **Deluxe Tunnels & Trolls**. You will need the rulebook, paper, pencils, some six-sided dice and some courageous friends to play this adventure.



Tribbtora

Written, Illustrated
and Designed by
TODD PETERSEN

SPEED 1000
GAMES