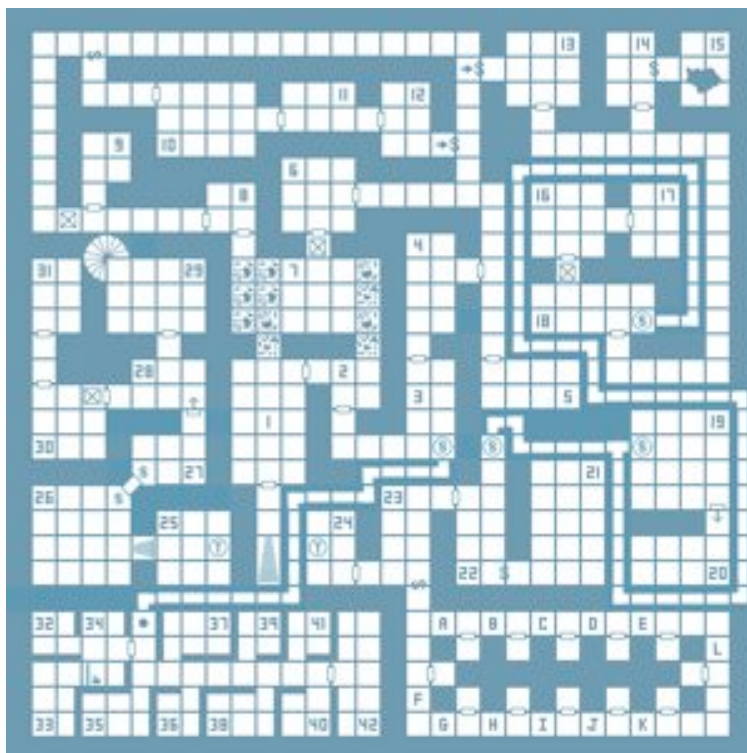


Mountain Lair of the Misanthropic Magus — To gain a huge reward, the characters must rescue the Merchant's daughter Fayona from some Bandits who dwell deep within a mountain, home to a reclusive Magus.



Map Key

S - Secret Door, an arrow beside it means the door is one-way only.

Circled S - Secret Trapdoor.

Circled T - Teleporter. Transports individual to another room.

Boxed X - 10ft deep covered pit with either (roll 1d6):

1 to 3 Tar at the bottom, a dropped torch will ignite it.

4 to 6 Rusted spikes down the sides and at the bottom.

Rumours (Roll 1d6 once per character at start.)

1 to 3 - Goblins have been spotted nearby by shepherds.

4 to 5 - Merchant's daughter is shy and scares easily.

6 - The Bandits work for a Magus who shuns mankind.

Wandering Monsters

The GM should check every third turn; 1 in 6 (roll 1d6)

chance. If encountered, roll 1d6 to indicate which monster.

Then determine if either side is surprised.

1 to 2 - 1d6 Goblins. 3 - 1d4 Giant Rats

4 - 1d4 Giant Ticks 5 - 1d6 Bandits

6 - Roll Twice.

Restocking Rooms if return to Lair (1d6).

1 - Monster. 2 - Monster & Treasure Chest.

3 to 6 - Empty (1 in 6 chance of hidden Treasure Chest).

Contents of Treasure Chests

2 in 6 chance of gas being released on opening, causing itching for 2d4 rounds, the opener cannot spellcast during this time due to inability to concentrate.

Silver 1d6 x 100. Gold (3 in 6) 1d6 x 10.

Gem (1 in 20). Magic Item (1 in 20).

Entering The Mountain Lair

Characters enter via a long steep flight of stone steps leading to Room 1. A sign above reads 'UNWELCOME'.

Lair Description

Rooms and tunnels are cold, unlit and musty. All doors are stuck shut and require force to open. Magus' chambers are warm and lit by oil lanterns. Whole lair is magically sound-proofed so noises are contained within each tunnel/room.

Room Key

written by Sean Wills

1 **Entrance Hall:** 1d3 Giant Spiders emerge from rubble at far end. Walls are painted with murals of pastoral scenes.

2, 5, 6, 8, 12, 14, 16, 32 **Empty**

3 **Chamber of Cacophony:** Loud discordant noise fills the room if both doors are closed, magic users and clerics cannot concentrate to cast spells within this room.

4 **Black Pool:** Sunken floor, 5ft deep pool of murky water.

7 **Cave In:** ceiling collapsed, blocking access on two sides

9 **100ft Ceiling:** no gravity, entrants float upwards 10ft/round

10 **The Drop:** Floor drops by 10ft/round for 4 rounds.

11 **Flypaper:** Entrants stick to floor. Must be burnt free.

13, 19, 22 **Bandit Guard Posts:** 1d4 Bandits in each.

15 **Deep Pit:** 1d6 Stirges will fly out to attack.

17 **Storeroom:** Crates, Yellow Mold, empty Treasure Chest

18 **Gallery:** Ceiling has a painting of a dragon hunt across it.

20 **Dark Room:** One-way door opens into this. No non-magical light can penetrate the dark. Otherwise empty.

21 **Bandit HQ:** Bandit Chief (who is actually Fayona) and 2d4 Bandits, Treasure Chest. Fayona will try to escape.

23 **Bat Room:** 1d8 Vampire Bats hanging from high ceiling.

24 **Teleporter Room:** Currently de-activated. Needs Star pendant inserted in depression and turned to activate teleporter to transport people to Room 25.

25 **Teleporter Room:** Straw and empty barrels in the bottom left corner. 1d3 venomous Snakes are nesting there.

26 **Guardroom:** A Stone Golem is pacing the room and attempting to whistle. Upon seeing the characters he smiles and says, in a deep booming voice, "He doesn't want to be disturbed, Get out or else" then adds "Please choose the latter option."

27 **Gas Room:** Anyone attempting to open the one-way door into 28 has a 2 in 6 chance of setting off this trap. The room will fill with sleeping gas that lasts 1d4 rounds.

28 **Parlour:** Exquisitely furnished, Magus' pet Wolf is in here.

29 **Storeroom:** sacks, staircase that leads out of mountain.

30 **Study:** The Magus is here, wizened and anti-social, he shakes his head and sighs, "You wouldn't leave me alone, would you" then rolls up his sleeves, preparing to spellcast.

31 **Magus' Bedroom:** Treasure Chest under bed.

33 **Cell:** Bruised Halfling shepherd imprisoned here.

34 **Guardpost:** Rotund Goblin Jailer with club eating gruel. Winch mechanism on wall operates portcullis to cell.

35 - 41 **Goblin Quarters:** mattress, pot, 1d3 Goblins in each

42 **Leader's Room:** Sarcastic Hobgoblin with Star pendant and 1d6 Bodyguard Goblins. Will fight rather than flee.

A - L **Catacombs:** No wandering monsters in this section.

All catacombs contain skeletons (each has 2 in 6 chance of coming to 'life' and attacking characters with swords. If A=1, B=2 etc, roll d12 for location of Treasure Chest.

Empty Room features (Roll 1d6 once per room)

1 to 4 - Water drips from ceiling at regular intervals.

5 - Low ceiling (4ft) 6 - Goblin graffiti on walls

Arms and Armour

When Goblins or Bandits are encountered, 2d6 should be rolled for each individual, one die for the weapon they carry, the other for the armour they wear. Bandit Chief, Hobgoblin and Bodyguard Goblins add 1 to each roll.

1 to 3 Spear No Armour

4 to 5 Light X-Bow Leather Armour

6 Sword and Shield Chainmail Shirt