

THE ADVENTURE OF THE MYSTIC RUBIES™



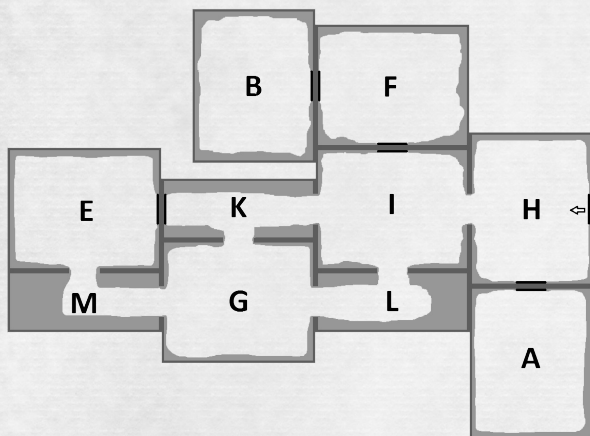
A Heroes & Treasure™ Campaign

How To Use This Booklet

Each mission in the campaign is on a two-page spread. It lists the number and name of the mission at the top.

Level 2: Inner Goblin Cave

There is a map that shows the layout of the rooms. There is an arrow pointing in at the point the party enters, and there may be an arrow pointing out to mark the exit, if there is one. Each room is marked with a letter that matches the letter on the large map tile to place. In some cases it may be possible to arrange a room in two different positions (e.g. if it has openings on opposite sides, as rooms C, D, and I do). If so, either arrangement is fine. On the map, doors are marked with a pair of solid black lines that show where to place the door tokens.



There are two possible Map Sets specified next. The first is “Caverns”, which is dark, has rough walls, and is labeled with white letters. The second is “Stone”, on the opposite side of the Caverns tiles, which is lighter, has shaped stone walls, and is labeled with red letters.

Next is a list of the monsters found in the level, which you can use during setup to collect the tokens and monster description cards you'll need.

Map Set: Caverns

Monsters in this level: Goblin Worker, Goblin Warrior, Goblin Elite, Giant Rat, Skeleton

Each room in a map is defined in four parts. The first is the letter that tells you which room on the map is being described. This is followed by a section in *italics*. Paragraphs in italics can be read out loud to the players.

A This room is a small barracks, where soldiers live. There is a table on one wall, a small, closed box on the other, and several messy beds. One bed is messy because it still has a goblin in it.

Next is a list of the monsters found in the room, if any.

Monsters: 1 Goblin Worker, 1 Goblin Warrior

And then finally there is a section for Quest Master use, in regular type, that describes the room and its contents, along with any other special considerations (such as special monster behavior, traps, locks, treasure, etc.). Items that can be taken or other specials are called out in **bold** to make them harder to miss.

When the door is opened, the Worker is cleaning up, and the Warrior is in bed. The Warrior will not be ready to attack until the second combat round. The small box contains **two health potions**.

Browse ahead to understand the level before you run the players through it, especially your first time on that level. If you've already browsed and know what to expect, then you're ready to begin!

Introduction

This adventure begins, like many adventures do, in an inn. An inn is like a small hotel where travelers can also eat, drink, and share stories around a warm fire. And sometimes a person who listens carefully there can learn a lot.

Tonight you sit quietly in a dark corner of the Inn's large common room, with a mug in your hand and a piece of hard, brown bread in front of you. The story you're listening to is about strange, gruff noises coming from some nearby caves that everyone swears were empty.

It seems like they aren't empty any more.

You glance around the room and see the faces of some old friends, people you've had adventures with before. People you trust. You quietly nod to each other, and one by one you all slip out into the night.

Outside the doors of the inn, you meet up, and you see that your party of adventurers consists of (some or all of):

<Name>, the Fighter, very skilled with swords and shields. Someone who can fight well without getting very hurt.

<Name>, the Wizard, who can use a small pointed dagger when needed, but who is an expert at attacking monsters with magic spells from far away, where it's safer.

<Name>, the Cleric, who's good at using a club, mace, or hammer to fight with, but who can use also use magic powers of healing and protection, especially against monsters that are already dead, like skeletons.

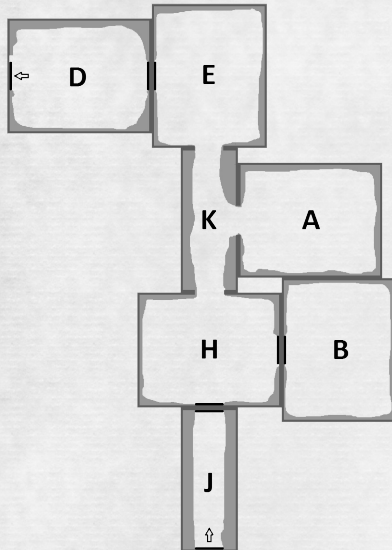
<Name>, the Rogue, who is sneaky and quiet and very good at using small weapons like daggers, or attacking from far away with a bow and arrow.

You take a few minutes to check your gear, the things you're carrying with you. You look at your companions and allow yourself a small smile. Where there is mystery and adventure, there is usually treasure. You look up ahead toward the dark mountains. Then, as a group, you start walking along the road to these strange caves.

Level 1: Outer Goblin Cave

Map Set: Caverns

Monsters in this level: Goblin Worker, Goblin Warrior, Giant Rat



Wandering Monsters: None

J *You enter the cave and walk down a narrow tunnel carved right out of the rock of this mountain. It looks very, very old, but you also see a number of small footprints in the dirt and dust, and the footprints are not old at all. Someone has definitely been here. You walk a little and then come to a large door that blocks your way.*

The door is not locked. If the group knocks or makes a lot of noise, the Goblin Worker in the next room will hide in the corner.

H *The room is dark and cluttered. You see empty bags and boxes, and bits of garbage around. There's a door on the east wall, and a darkened corridor leads north.*

Monsters: 1 Goblin Worker

If the group alerted the Worker before entering the room, he's hiding in the northwest corner under some sacks, but is easily found. Don't add his piece

to the map until he's found. If he wasn't alerted, he's surprised but quickly moves to attack. The bags and boxes contain nothing of value.

B *This small room has no other exits. There are a few tables against the back wall covered with papers and books. There are two Goblin Workers here. When you enter, they look at each other and in rough Goblin voices say, "Wait! Please help us!"*

Monsters: 2 Goblin Workers

The Goblins are very unhappy, and don't want to be working here. If the party will let them go and promises to get rid of the soldiers, they'll hand over the key they have.

Otherwise, the characters can attack the Workers. Looking at the tables and papers doesn't give any information. The group doesn't even recognize the letters of the alphabet that is written there. However, a small metal **key** is on one of the tables and will be found as soon as someone looks. It opens the locked door in room D.

K *The corridor runs from north to south, but there's a small opening on one side, and you can see a room through it.*

See the note on room A if the players stop in front of the opening or try to look through it. If so, read the room A description and place the players at the entrance to A for combat.

A *This room is more like a big hole than a room. It's dirty and empty. Mostly.*

Monsters: 2 Giant Rats

The rats will attack as soon as they see someone, which will include if the party stops in front of the opening to try to examine the room from a distance. Other than the rats, the room is bare.

E *You are in a well-lit room, probably the cleanest room in the area. Which in this case means you only see one rat. Plus a Goblin. There is a closed door in the side wall.*

Monsters: 1 Giant Rat, 1 Goblin Worker

The door is **locked** and requires the key from room B to open. The Worker won't attack first and, if the party tries to talk to him, he is happy to avoid combat and knows the location of the key if the party doesn't have it yet.

D *The room is large and bright. In the center of the west wall is a large iron gate blocking a tunnel that goes far off into the distance. A Goblin Warrior stands in front of it with his short, curved sword in his hand. A Worker cowers in the corner, obviously scared of you, but the Warrior growls at him and he slowly moves out to join the fight against you.*

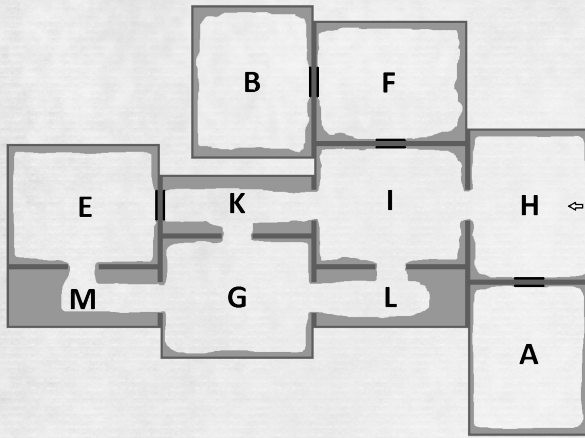
Monsters: 1 Goblin Warrior, 1 Goblin Worker

The Warrior will aggressively attack whoever is closest. The Worker will stay away if possible and will attack whoever looks the least dangerous or most injured, the Wizard if possible. The iron gate is not locked. When the enemies in the room are dead, the party can pass through the gate and **complete the level**.

Level 2: Inner Goblin Cave

Map Set: Caverns

Monsters in this level: Goblin Worker, Goblin Warrior, Goblin Elite, Giant Rat, Skeleton



Wandering Monsters: Black “U” Die, Giant Rat

H *The long tunnel finally opens out into a larger space. There is another tunnel opening in front of you, to the west, and there is a closed door off to the south side.*

The room is empty, but, like all empty rooms, it has a roll for wandering monsters each time the party enters it.

A *This room is a small barracks, where soldiers live. There is a table on one wall, a small, closed box on the other, and several messy beds. One bed is messy because it still has a goblin in it.*

Monsters: 1 Goblin Worker, 1 Goblin Warrior

When the door is opened, the Worker is cleaning up, and the Warrior is in bed. The Warrior will not be ready to attack until the second combat round. The small box contains **two health potions**.

I *You enter a large, bright room with a high ceiling. There are some small holes in some of the walls that make you think of rats. You see a dead Goblin Warrior on the floor.. which then stands up and comes toward you.*

Monsters: 1 Skeleton

Any wandering Giant Rat that appears in this room zips out of one of the holes and gets to attack first. As always, roll for wandering monsters every time the group enters here.

L *You walk down this short corridor and make a quick turn.*

K *You walk down this corridor and see an opening off to the side, while the main tunnel continues forward.*

G *This room has several openings leading out in different directions. There is a large pile of bones in one corner, and a smaller pile of bones, pieces of wood, and what looks like a lot of broken glass in another. The large pile of bones starts to move.*

Monsters: 1 or 2 Skeletons

At Easy difficulty, there is only 1 Skeleton, but it has one extra health point. Searching the pile of junk gains the party a **mana potion**.

M *A short corridor takes a turn, and it's hard to see what's coming up ahead.*

E *This room is a barracks, where some goblins are living. There are some tables and beds and dirty, ripped clothes lying around. Some of the dirty, ripped clothes are being worn by Goblins.*

Monsters: 2 Goblin Workers, 1 Goblin Warrior

The Workers will stay together and always attack the same opponent. The Warrior will attack whoever is closest. On one of the tables is a small **key**, which opens the chest in room B.

F *You are in a room that looks almost like an office. There are a few tables and a large desk. You can make out a map of the area sitting on the desk. There are some weapon racks along the wall with a few damaged, old weapons hung up on them. There are some small goblins cleaning up.*

Monsters: 3 Goblin Workers

The Workers are more scared of their boss than of the party, so they are loyal and will fight. The goblin equipment is not in very good repair, and nothing there is of much use to the party. The map is also not very interesting.

If there is a Rogue in the party, the Rogue notices that the desk has a secret drawer containing a **health potion**.

B This appears to be the private room belonging to the goblin officer in charge of this small army. There is a bed, a dresser, and you see a small metal chest in the corner. Unfortunately, you also see the huge goblin warrior who lives here, and one of his friends.

Monsters: 1 Goblin Elite, 1 Goblin Warrior

The **chest** is locked and requires the key found in room E to open, which will **end the level**. When opened:

Inside the chest are some papers and more maps. They look like plans for a large Goblin army to attack the kingdom. You realize that bringing all this to the king will help the kingdom a lot, so you take all the papers with you and carefully leave the caves and return to the inn.

Notes:

Health Potion: Instantly restores 2 health points for the drinker.

Mana Potion: Instantly restores the choice of any one spell token for the drinker.

Wandering Monsters: Upon entering an empty room, roll the indicated die. A non-blank result means the given monster is found in the middle of the room and engages the party. The party gets initiative and attacks first, unless otherwise indicated. Wandering monsters drop no treasure.

Level 3: Underground Storage

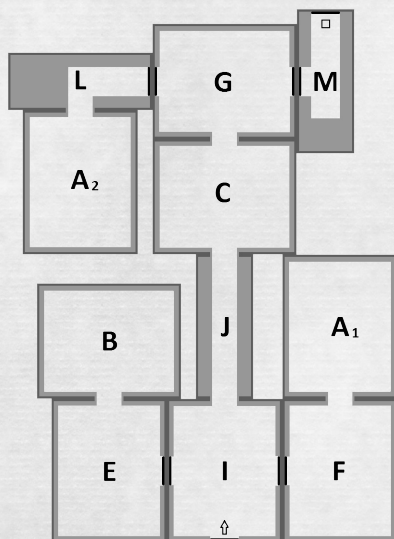
You return to town with the maps and papers you found in the Goblin cave. You find some of the king's soldiers and give them everything, and they promise to report it all to the head of the king's army, who can protect the kingdom from the Goblins.

When you arrive at the inn for a hot meal and a warm bed, you end up telling the story of your adventure to all the people there. After you eat, the innkeeper pulls you aside. He tells you that years ago he was an adventurer too. When he was ready to stop and retire, he opened this inn. But he needed a place to store all his treasures, so he had a basement dug under the inn, which he used for storing supplies and also the treasures. One day he tried to add more rooms to his basement and he broke through into some old rooms that were already there! He explored a little but came to a locked gate and couldn't go any further. When he came back a few days later, giant spiders had taken over some of his storerooms, along with huge rats. He says he's very scared of spiders and he hasn't been back down there since then.

He tells you that if your party can clear out the monsters, and maybe figure out where that locked gate leads, he would be very grateful, and you could have your choice of some of the magic weapons that he'd stored down there.

Map Set: Stone

Monsters in this level: Goblin Warrior, Goblin Wizard, Goblin Cleric, Giant Rat, Spider, Skeleton



Wandering Monsters: Black “U” Die, Skeleton

I You enter the storage area. Some water bubbles up into a fountain by the door you came in. It's sparkly and looks a bit red, so maybe it isn't actually water after all. There are identical doors to either side of you, and a corridor straight ahead leads deeper in.

Each member of the party can drink from the **fountain** once. It acts as a healing potion. The players have no means to carry the fountain's water with them, so they must drink here. This room has **no wandering monsters** in it.

E *This used to be a storage area for the inn. You can see empty shelves, some old flour sacks that have been chewed through by rats, and one of the rats.*

Monsters: 1 Giant Rat

The shelves have been picked clean and contain nothing of value.

B This is a large storeroom, so large that some of the shelves still have some stuff on them. Most of it is covered by thick spider webs.

Monsters: 2 Spiders

Once the spiders are dead, the party can search the shelves. While they're clearing spider webs, make a **wandering monster roll**. That monster, if any, will get initiative and attack first. When the webs are clear, the party finds a **shield** and a **mana potion**.

F The doorway opens up into an old storage area that's now empty. It gets narrow again to the north, where you see a passageway continuing on to another room.

Monsters: 1 Spider

There are some gross, sticky webs in the corner, but there's nothing of value here. If the players take the time to

fully clear the webs, roll for a **wandering monster** to wander in.

A₁ *This room is a little larger and a little less sticky than the last one. There were some shelves against the back wall but they've all been broken. There's a big jumble of stuff underneath them.*

Monsters: 1 Spider, 1 Giant Rat

Once the monsters are gone, the party can search the pile and find a **shield** and a **health potion**. If there's a Rogue in the group, the Rogue notices a **lever** in the corner, but it doesn't seem to do anything.

J *The corridor runs straight ahead for a while before opening up into another large room.*

C *This room is large and has empty shelves along all the walls. There's an opening in the north wall to another room, where you can hear noises – it sounds like people walking around. You focus so much on those noises that you don't notice the rats until they're already right next to you.*

Monsters: 2 Giant Rats

The rats here get combat initiative and attack first.

G *When you enter this room, you see the locked gate the innkeeper talked about. There are two Goblins in the room, so now you know who's taken over this area. Judging from the clothing, one of the Goblins is a wizard.*

Monsters: 1 Goblin Warrior, 1 Goblin Wizard

The gate in the east wall is **locked** and opens with the key found on the cleric in room A₂. The door in the west wall is not locked. The wizard will stay back against the gate, making him hard to hit before the warrior is killed. He can cast Frost Bolt twice, but even at higher difficulties will not cast other spells.

L *A short hallway goes around a corner.*

A₂ *There are weird diagrams carved into the floor, which you realize must have some sort of magic. There is a Goblin Cleric here, looking carefully at the strange pictures.*

Monsters: 1-3 Skeletons, 1 Goblin Cleric

On Easy difficulty, there is 1 Skeleton; on Medium, 2; on Hard, 3. The cleric is distracted and won't attack in the first round. Then the cleric will cast Heal twice on the skeletons and Heal Undead (if available to him) once after that. Only when his spells are exhausted will he attack. When the cleric dies, the party notices a small **key** on a chain around his neck.

M *Beyond the iron gate, there is a short corridor that gets narrower and narrower, until it ends at a blank wall. You look down and see a trap door in the floor. You look behind you and see a very large rat.*

Monsters: 1 Giant Rat (larger)

The rat has double the health of a normal Giant Rat and attacks first. When the rat is defeated, opening the **trap door** and going through **ends the level**, and the party moves to the next map.

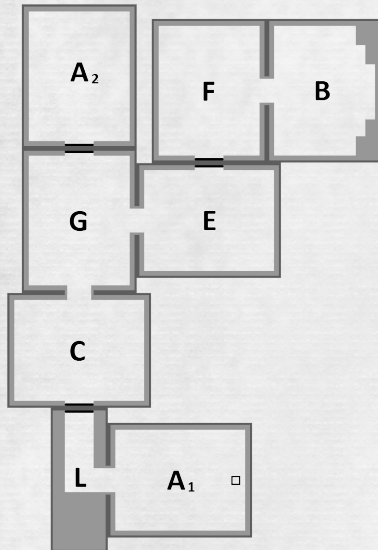
Notes:

Shield: Usable only by a Fighter, a shield protects the wielder from one successful hit from a weapon or spell, and then it's destroyed.

Level 4: Deep Underground

Map Set: Stone

Monsters in this level: Goblin Warrior, Goblin Wizard, Goblin Cleric, Giant Rat, Spider, Skeleton



Wandering Monsters: Orange "D" Die, Skeleton

A₁ Your party clambers down through the trap door and drops to the floor. At the far end of the room you can see an opening, with a rat at each side. These rats look even bigger than the ones you remember fighting a few minutes ago.

Monsters: 2 Giant Rats (larger)

The trap door is in the ceiling of the east wall. The two rats have double the health of normal Giant Rats.

L This short corridor stops abruptly at a door.

C This is another storage room, except it looks like it's being used to store... bones. There are bones neatly piled on shelves all along the walls. There is an opening in the far wall and you think you can see some more

bones in that direction.

Monsters: 1 Skeleton

The shelves contain nothing of use, but if they're searching at all, a character notices that one of the **rocks** is about the size of a baseball and feels good in the character's hand.

G You continue on through the bone storage area and come upon a Goblin Cleric working on creating living skeletons like the ones you've already fought. One of them is already moving. There is an opening to the east, and a door to the north that has spider webs on it and looks like it hasn't been used in a while.

Monsters: 1 Skeleton, 1 Goblin Cleric

After the battle, the party finds a **mana potion** on the Cleric.

If there is a Rogue in the party, the Rogue finds a hidden cupboard in one of the walls, which contains a **health potion**.

A₂ It looks like the goblins used to use this room, but gave up on it when the spiders moved in. There is a pile of junk in one corner.

Monsters: 2 Spiders, 1 Giant Rat

After the monsters have been killed, the players can find a piece of **lumber** and a **rock** by searching the pile:

Sifting through the stuff in the pile, you find a long, sturdy piece of wood, much stronger than the other pieces you see. You also notice that one of the rocks is the size of a baseball and feels very good in your hand.

E This large room seems normal at first, but then you notice the deep hole in the ground in front of the door in the north wall. You're not sure exactly how you want to get across that, but you'd better worry about the spider and extra-large rat that are here before you worry about the deep hole.

Monsters: 1 Spider, 1 Giant Rat (larger)

The rat has double the health of a normal Giant Rat. See the rulebook section on **pits** for the players' options on crossing that hole.

F *This room looks special. It is decorated with some heavy stone statues and other artwork, and you think it might be a small temple used by the Goblins. Maybe you can ask them. You see:*

Monsters: 2 Skeletons, 1 Goblin Cleric, 1 Goblin Wizard

The skeletons will attack, and the spell-casters will hang back. The cleric will heal the skeletons but not the wizard, and will attack when his spells are depleted. The wizard has only 2 Frost Bolt spells regardless of difficulty level, and after using them he will try to hide in a corner and won't attack again until someone attacks him first. There is nothing in the room of value to the players.

B *This room is especially clean, and you see no goblins or other monsters. Really the first and only thing you notice is the large treasure chest that's raised up on a platform in front of you.*

The treasure chest contains the second, more powerful weapons for each player in the party:

Warrior: A giant sword, very shiny and very heavy. Uses the large grey "G" die, replacing the "S" die.

Rogue: A carved wooden bow and quiver full of arrows. Uses the green "B" die. The rogue can choose which weapon to use at all times. The bow can attack any enemy in the room, not just the closest, and the arrows never run out.

Cleric: A gleaming white hammer that fills you with a feeling of goodness. Uses the white "H" die, replacing the "M" die, and always does 2-damage criticals on a hit against any skeleton or other undead monster.

Wizard: A small, sharp dagger that glows blue with magic power. Uses the blue "M" die, replacing the "D" die, and freezes the target for one round on any roll of "2".

While you look over your new prizes, you hear a noise behind you. You turn around in time to see two Goblin Clerics run out the door. They must have been hiding in the shadows in the corner. You grab the treasure and run after them. You chase them across the pit and all the way back to the trap door you entered, but they get through it first, and now it won't open again. Your group smashes at the wood with your weapons and finally gets through, but it looks like the clerics have gotten away.

This **ends the level**, with the party climbing back through the trapdoor to the previous dungeon level.

Notes:

Lumber: Can be carried by a character and placed over a pit so the party can cross without any trouble.

Rock: Can be thrown at a monster as a combat action, to stun the monster. Not all rocks – only the rocks that are specifically mentioned in the room text.

Pit: An obstacle that prevents characters from crossing unless they take special action. See the rule book for details.

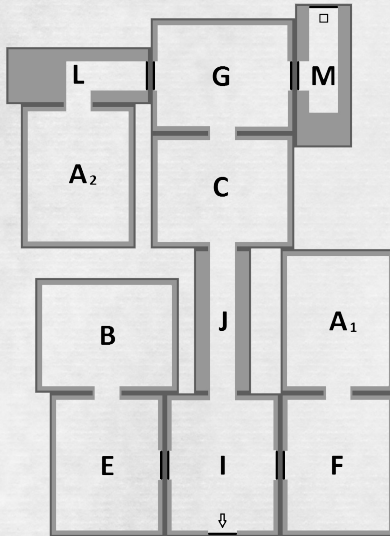
Level 5: ... And Back Again

Your party comes back up through the trap door and looks around.

Map Set: Stone

Monsters in this level: Goblin Cleric, Giant Rat, Spider, Skeleton, Giant Skeleton

Wandering Monsters: Blue "M" Die, on 1 a Giant Rat, or on 2 both a Giant Rat and a Skeleton



M *You find yourself back in a short, empty hallway that leads from the trap door to a large room.*

G *You remember this room from your first time here. As you enter, a skeleton rises up to greet you.*

Monsters: 1 Skeleton (later, 2 more Skeletons)

If the party has already been to the entrance gate and come back, the players will find that:

There is a heavy metal door now blocking the hallway out to the west.

If the party has already pulled the switch in room A₁, they will see:

It looks like something heavy was dragged across the doorway on the west side, but it's gone now.

Additionally, after visiting the entrance gate:

There are two new skeletons in the room, one on either side of that west

doorway.

L *A short hallway goes around a corner.*

A₂ *There are weird diagrams carved into the floor, which you realize must have some sort of magic.*

The room is empty until the party has visited the entrance gate. After that:

You see the two clerics you've been chasing. They're concentrating very hard on a very, very large skeleton, which turns his head and sees you.

Monsters: 2 Goblin Clerics, 1 Giant Skeleton

The clerics start out slightly in front of the skeleton, but on the first round of combat they will run behind it. The clerics will heal and protect the skeleton as much as possible, and they will stay behind it as much as possible. They will not attack unless the skeleton is destroyed. Each cleric has already used up one heal spell. When all have been defeated, the players can take a **shield** from the skeleton, and each cleric has one of the **gate keys** around his neck.

C *This room is large and has empty shelves along all the walls. There's an opening in the south wall and you see a long corridor leading away, where you can hear noises – it sounds like people moving a metal gate. You focus so much on those noises that you don't notice the rats until they're already right next to you.*

Monsters: 4 Giant Rats

The rats are evenly spaced around the room and will spread out their attack, 1 or 2 rats per character. The party

gets combat initiative as normal.

J *The corridor runs straight ahead for a while before opening up into another large room.*

I *You find yourself back in the entrance room with the fountain still bubbling sparkly water. There are identical doors to either side of you. The entrance gate to the south has just been closed and locked by the two clerics. There's a large skeleton next to the fountain, and, as you move to fight it, the clerics slip past you and run back up the long corridor you came in.*

Monsters: 1 Skeleton (larger)

The skeleton has double the health of a normal Skeleton. The clerics can't be engaged by the party here – they were too quick.

After the skeleton dies: *You hear a loud metallic "clang" sound off to the north.*

The fountain can be used as normal once the skeleton is dead, and it will heal 2 points of health per character, even if it was used before on Level 3. If the party examines the gate, they'll see that it has **two locks** on it. Once the party recovers the keys from room A₂, they can exit and **end the level**.

E *This used to be a storage area for the inn. You can see empty shelves and some old flour sacks that have been chewed through by rats, but instead of rats, you see a pair of skeletons. Not rat skeletons.. the kind that move around and attack you.*

Monsters: 2 Skeletons

B *This is a large storeroom, so large that some of the shelves still have some stuff on them. Most of it is covered by thick spider webs.*

Monsters: 2 Spiders

Once the spiders are dead, the party can search the shelves, where they find a **health potion**.

F *The doorway opens up into an old storage area that's now empty. It gets narrow again to the north, where you see a passageway continuing on to another room.*

Monsters: 1 Spider

After defeating the spider, if the party looks around they will notice a **health potion**.

A₁ *This room is a little larger and a little less sticky than the last one. There were some shelves against the back wall but they've all been broken. You notice the handle of a lever in the far corner and wonder what would happen if you pull it. There is also a Goblin Cleric and two skeletons here; the cleric is busy repairing one of the skeletons, and they haven't noticed your party yet.*

Monsters: 1 Goblin Cleric, 1 Skeleton, 1 Injured Skeleton

The Injured Skeleton is just like a normal Skeleton, except he's already lost 2 points of health to start with. The cleric has 1 Heal spell available and no other spells.

If there is a Rogue in the group, and the players think of it, the Rogue can sneak into the room, naturally invisible, and pull the lever without being noticed. If a character tries that with invisibility from a spell instead, it works fine until they pull the lever, and then the spell drops and the party is spotted, resulting in a normal combat encounter, with that character starting in the northeast corner. The **lever** opens the metal door that slammed shut in room G.

When the lever is pulled: *You hear a metallic grinding sound from far away.*

Level 6: Under the Mountain

Returning from the adventure in the inn's basement, your group sits down in the large common room and starts talking to anyone who will listen about all the terrific new weapons you found there. You are still talking when you realize that the rest of the inn has gotten very quiet.

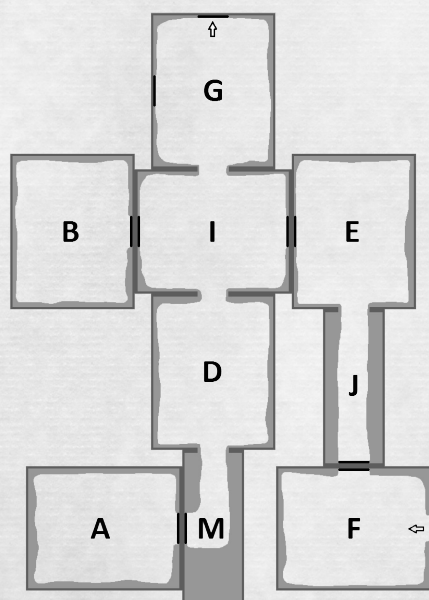
You look up to see that a small platoon has come in – Four of the king's soldiers and one officer in a fancy uniform who is obviously in charge. They're looking around the room, and then they spot you and march over. A little worried, you start to move toward your weapons, but then you realize it's the same officer you gave the set of Goblin plans to a few days ago.

The officer shakes your hands, and you all relax a little. He tells you that the king has sent him to find you. The plans were a great help, but the army was too late to stop the Goblins from stealing some powerful magical artifacts – a pair of Mystic Rubies. Nobody is sure exactly what the Goblins plan to do with them, but the Rubies have the power of magical, living fire. It can't be something good. The king is asking your party to travel beyond the mountains to the Goblin city and bring back the Rubies. He promises new equipment and special training to you if you can succeed, and you will be marked as "Friends of the Kingdom" forever.

You talk among yourselves for a minute and quickly decide that this is a pretty good deal, and it sounds like a pretty good adventure. You gather your equipment and hike to a tunnel that goes under the mountain, toward the Goblin city.

Map Set: Caverns

Monsters in this level: Spider, Goblin Warrior, Goblin Elite, Troll



Wandering Monsters: Blue "M" Die, 1 Spider or 2 Goblin Warriors

F *After a long journey through dark, empty tunnels, the party finds itself in a larger cavern, and finds a closed door, old and rotten-looking.*

Monsters: 2 Spiders

In the spider webs along the edge of the room, the party can discover a **mana potion** and a **health potion**.

J *On the other side of the door is more tunnel.*

E *The tunnel opens up once more into a cavern, and you see another door. This door looks solid, and it's guarded.*

Monsters: 2 Goblin Warriors, 1 Goblin Elite

The two Goblin Warriors start off flanking the door, and the Elite is in the center of the room.

If there is a Rogue in the party, the Rogue notices after the battle that the Goblin Elite also carried a **health potion**.

I *This large room has some old, rusted machinery and tools in the corners. They look like they were used for mining gems out of the rock.*

Monsters: 1 Goblin Elite

The Goblin Elite is walking towards the west door and is caught by surprise. He does not get an attack in the first round, but he can still use his shield that round.

G *This room looks like it was blasted by explosions. There's a very solid iron door in the north wall, and there used to be a passage out to the west, but that corridor is filled with large rocks from a cave-in and can't be used.*

Monsters: 2 Goblin Elites

The Goblin Elites are standing on either side of the north door. The cave-in is total, and that corridor really can't be used. The iron door won't budge, though it doesn't appear to have a keyhole. It opens by pulling the lever in room A. Going through the door **ends the level**.

B *You open the door to see a Goblin Warrior at a table covered with gear and junk. Another Goblin Warrior is in the corner, and when he sees the party enter, he picks up a bow and some arrows from a pile. They both turn toward you and attack.*

Monsters: 1 Goblin Warrior, 1 Goblin Warrior (special)

The regular Goblin Warrior is in the center of the room at the table. The other Goblin Warrior is in the northwest corner and is using a bow, which attacks with the green "B" die and can hit any party member. If the party is unfamiliar with the Bow weapon, explain the "B" die to them. On the table is the **key** that opens the door to room A, as well as a **shield** and **two empty bottles**.

D *This room is a large natural cavern that's been widened out by hand, probably by Goblin hands. In the southeast corner, water bubbles up from the rock, casting a sparkly sort of glow.*

Monsters: 2 Spiders

The bubbling water is a **fountain**. Each member of the party can drink from the fountain once. It acts as a healing potion. If the party has empty bottles, they can be filled here once and will become **healing potions** that the party can carry with them. They can't use the fountain during combat.

M *After a quick turn, the corridor ends in a solid door, marked "Access Control".*

The door is **locked** and requires the key found in room B.

A *This room has a much higher ceiling than the other rooms did. It needs it, because the guard here is really, really big. You see a Troll.*

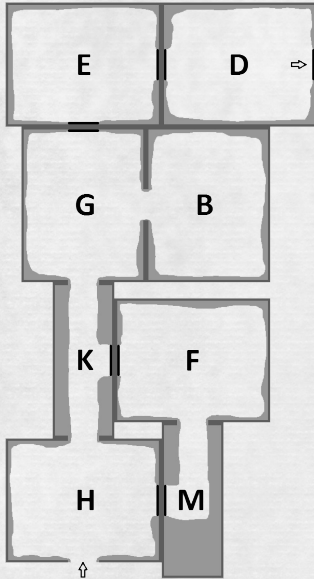
Monsters: 1 Goblin Warrior, 1 Troll

The Goblin Warrior is near the entrance, with the Troll behind him. When the Troll regenerates a point of health, you may describe it as: *The Troll looks a little healthier*. When the Troll is dead, the party can search the room and find a large wooden **lever** in the corner. Pulling the lever opens the exit door in Room G.

Level 7: Goblin City Entrance

Map Set: Caverns

Monsters in this level: Goblin Warrior, Goblin Elite, Goblin Wizard



Wandering Monsters: Grey "S" Die, 1 or 2 Goblin Warriors

H *You stand at the cavern entrance that you believe leads into the Goblin city. In front of you is an open gate, guarded by Goblin Warriors on either side. They haven't seen you yet. You notice a door off to the right that looks unguarded.*

Monsters: 3 or 4 Goblin Warriors

There are 4 Goblin Warriors at Hard difficulty. The party can try to sneak to the east door unnoticed. If the group has no Rogue, they will succeed with a roll of 1 on the Orange "D" die. If the group has a Rogue, they will succeed with a roll of 1 on the White "H" die. A failure starts combat, and a success gets them into room M with the door closed behind them. Any new entry into this room will be noticed and trigger combat normally.

If the Goblins are killed and searched, one of them has a small iron **key**, which opens the lock in corridor K to the north.

M *This short hallway runs from the entrance door to an opening to the north.*

F *This room appears to be the barracks where the warriors live when they aren't on duty. Right now, they are all on duty, so the room is empty. There are four beds and four small iron chests against the east wall. There is a sturdy door in the west wall.*

The iron chests contain **a shield** and **a health potion**. The door in the west wall is locked from the outside but opens from this side, so the party can exit the room into corridor K but cannot re-enter without the key. This room never has wandering monsters in it.

K *This long corridor runs north to south, and there is a sturdy door in the east wall.*

The door is **locked** and requires the key found on the Goblin Warriors in room H.

G *The corridor opens up into a large cavern that appears to be a common room. There are several Goblins sitting at the tables.*

Monsters: 1 Goblin Warrior, 1 Goblin Elite

The Goblin Warrior is toward the north end of the room, and the Goblin Elite is nearer, to the south. Like all the Goblins in this area, they are aggressive, but the Warrior will try to move behind the Elite if he is at risk of taking damage.

B *Judging by the tables and the food, this is the dining area. Some Goblins are eating and are caught by surprise when your group enters the room.*

Monsters: 2 Goblin Warriors

The Goblin Warriors start in the center of the room. Their first combat round, they will both move toward the northeast corner. At this point, the party will see a large **red button** on the wall in that corner. The second combat round, one will move the rest of the way and press the button (and the other, if still alive, will attack normally).

If the button is pressed, an alarm sounds, and after the next round of combat (or shortly after combat ends, if the Goblins are dead), a Goblin Elite will enter through the doorway and engage the party. The party may choose to press the button themselves, which will still summon the Goblin Elite.

There is a **health potion** on the table where the Goblins were sitting.

E *This room has bookshelves against the north wall and several tables with candles burning on them. Seated at two of the tables are robed Goblins reading books, and another Goblin with a sword keeps watch over them.*

Monsters: 2 Goblin Wizards, 1 Goblin Warrior (larger)

The warrior has the same health as a Goblin Elite, but attacks with the normal weapon of a Goblin Warrior. He is closest to the south entrance, in front of the Wizards. The Wizards are typical and will use their attack spells before resorting to their weapons. Each Wizard has a **mana potion** which he will use if he runs out of spells. If he doesn't use it, the party can take it as loot.

The east door is unusual in that it has a small window in it. If the players look through it, they can see the Goblins in the next room.

D *You see a room with no furniture and an iron gate set in the far wall. There are several large Goblins standing guard in front of it.*

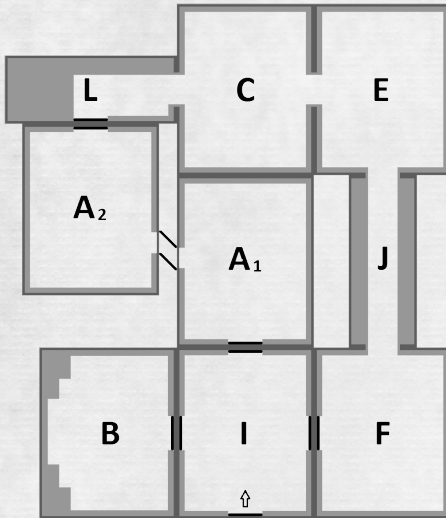
Monsters: 2 or 3 Goblin Elites

If the alarm was triggered in room B, there are only 2 Goblins left here. If not, there are 3 – 2 in front and 1 behind. The iron gate is not locked. When the enemies in the room are dead, the party can pass through the gate and **complete the level**.

Level 8: Goblin City Center

Map Set: Stone

Monsters in this level: Goblin Worker, Goblin Warrior, Goblin Elite, Goblin Wizard, Goblin Leader



Wandering Monsters: Grey "S" Die, 1 Goblin Elite or 2 Goblin Warriors

I *Your party enters the main part of the Goblin city. It's a lot nicer than you were expecting. There are fancy columns and everything. The west door, to your left, has a sign that says "Museum of Treasures". The east door, to your right, has a sign that says, "Goblins Only," but you can probably ignore it.*

The west door is locked, and the key is held by the Goblin Leader in room A₂. The "Goblins Only" door is also locked, but doesn't appear to have a keyhole. The first time entering this room, there is no roll for wandering monsters.

A₁ *You enter a guard room, filled with guard stuff, and guards.*

Monsters: 2 Goblin Elites

Each Goblin Elite carries a health potion. The one on the right will drink his potion, but the other will not. When the Goblin Elites are dead, the party can search the room. They'll find a **shield**, any un-drunk **health potions**, and a **button** that can be pushed to open the "Goblins Only" door into the city in the east wall of room I.

F *You are at the start of a winding walkway that slopes up and curves around the outside of this part of the mountain. A group of Goblins is winding their way down and sees you coming through the door. They quickly realize that you are not Goblins.*

Monsters: 2 Goblin Warriors, 1 Goblin Wizard

The Goblin Wizard starts off in the northeast corner, with the two Warriors in front of him. If the Wizard can cast Fireball at this difficulty level, he will do that in the first round. When the fight is over, the party can search and find that the Wizard was carrying a **mana potion** and a **health potion**.

J *This long corridor continues up the side of the mountain. The coast is clear – there are no Goblins around.*

E *The mountain path takes another turn. At this corner there is a small group of Goblin Warriors breaking for lunch. You see some chunks of gross-looking meat on a large round plate of some sort.*

Monsters: 3 Goblin Warriors

The Warriors are in a row against the north wall. After combat, if the group looks more closely, they realize that the plate is a usable **shield**.

C *You enter what looks like an office. There's a small Goblin at a desk just inside the door, and two much larger Goblins at desks along the back wall. They're all looking right at you as you come in.*

Monsters: 2 Goblin Elites, 1 Goblin Worker

If there is a Rogue in the party, their sneaking ability does not work against these enemies. Because of the enemy positions, characters using hand weapons will have to fight the Goblin Worker first.

L *This short corridor ends in a door that simply says "Leader."*

A₂ *You have arrived at the office of the leader of the entire Goblin army. As you open the door, he looks up and.. smiles. It's not a nice kind of smile.*

Monsters: Goblin Leader

After combat, the party can take a **key** from around the Leader's neck. This is the key to the locked Treasure Room door in room I. There are some **papers** on a desk that the party can also take with them. If there is a Rogue in the group, the Rogue sees this:

The Rogue notices that one of the wall panels looks loose. You pull on it and discover a secret tunnel.

The tunnel is a passage directly to room A₁. Without the tunnel, the party must go back the long way, rolling for wandering monsters in each room they pass through.

B *You open the door to the Treasure Room and gasp in surprise. Because there's not nearly as much treasure here as you expected. You search for the Mystic Rubies, but find only an empty case and a note saying that the one of the Army groups took them to the Temple to complete "the plan." You don't know where this Temple is, or what "the plan" is. The good news is that there are some powerful magic items, called "Artifacts," that you can take with you.*

An Artifact can be used only once per dungeon level. Using an Artifact in combat takes up your combat action for that round. **Artifacts are permanent items** and are not lost at the end of a dungeon level. The party finds:

Warrior: A Ring of Haste. You immediately get three more combat actions for this round.

Rogue: An Hourglass. All the enemies in this room skip their next turn.

Cleric: A Resurrection Stone. A fallen character in this room comes back with 4 health points, and they may immediately take their combat turn. It may instead be used to heal 4 points on a living character. This Artifact can be used in or out of combat.

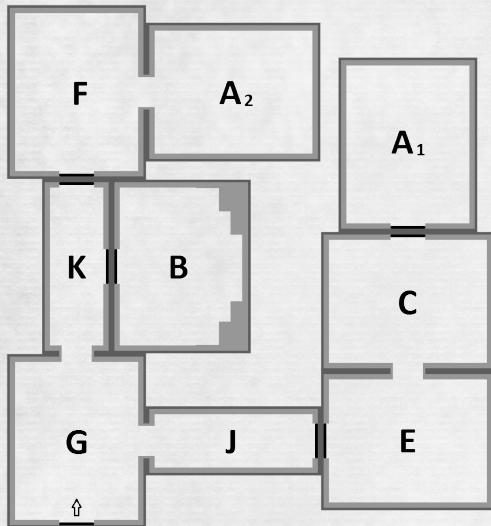
Wizard: A Wand of Fireballs. Every enemy in the room is attacked with the red "F" die (but it does not stun like a Fireball spell does).

You gather up the Artifacts and pass them out. You look through the papers from the Goblin Leader's office and figure out where the base is for the Goblin soldiers who moved the Mystic Rubies. You look at the shining Artifacts and then at each other, and you head back outside.

Level 9: Goblin Army Headquarters

Map Set: Stone

Monsters in this level: Spider, Goblin Warrior, Goblin Elite, Troll, Ogre



Wandering Monsters: Grey "S" Die, 1 Goblin Elite or 2 Spiders

G You enter the headquarters of the Goblin Army, where you think you may find a lead on the missing rubies. You're excited to try out the magic Artifacts you found. The entryway is a lot dirtier than you were expecting, and it's filled with webs.

Monsters: 2 Goblin Warriors, 1 Spider

The Goblin Warriors are flanking the north passageway, and the spider is in the southeast corner, right near the entrance.

J You walk along a long corridor until it ends in a sturdy door with a fancy lock on it.

The door is not actually locked. However, if the party chooses to bang on it or attack it rather than just try to open it, they'll alert the

monsters in room E and will lose initiative there, meaning that the monsters will attack first.

E Your party enters a room with a few cluttered tables and some chairs. There is a Goblin Elite at one of the tables, feeding what looks like a pet Spider.

Monsters: 1 Goblin Elite, 1 Spider

The Spider starts out in front of the Goblin Elite. Searching the tables yields a **mana potion** and a **shield**.

If there is a Rogue in the party, the Rogue also finds a **health potion** hidden under one of the chairs.

C This room has more tables and chairs, and also more Goblins.

Monsters: 4 Goblin Warriors

One Goblin Warrior is standing near the entryway, with the other 3 Warriors in a row behind him. After the fight, the party can find a **health potion** held by one of the Warriors.

A₁ This room is a dead end. It looks like some sort of high-security storeroom. You see small treasure chest and a large Troll.

Monsters: 1 Troll

After the battle, the party will find some shelves containing **two health potions** and **two mana potions**. If the party examines the **treasure chest**:

The small chest is locked, and it's very heavy, but it can be carried. Whichever character chooses to carry it won't be able to fight, cast spells, or use any items unless they first put the chest down.

Putting the chest down is a combat action, so if there is a wandering monster in a room and the chest carrier wants to help, they must use their first action to drop the chest. Don't forget to roll for wandering monsters.

K You walk down a wide hallway until it ends in a very sturdy looking door. There's another door in the side wall about halfway down the corridor.

The sturdy door at the end has no keyhole, but it won't budge. The other door, into room B, opens normally.

B *You enter a very unusual room. It's basically barren and empty, and the walls sort of glow. There are a few steps up, and at the top, there is a small Goblin Worker. You draw your weapons and start to walk up toward him, when a sudden flash of magic pushes you back. He laughs at you a little.*

The party can't get closer than about 10 feet from the Goblin. Weapons, arrows, and spells all bounce off the magical force field. If the party talks to the Goblin, they can learn that he is the gatekeeper who controls who gets in to see the Army leaders. He's not all that loyal, however. If the party asks if he can let them through:

The Goblin says, "Well, I might lose my job if I let you through. You're obviously not supposed to be here. But... there is a treasure I really want, and I can't go get it myself. It's in a chest at the far end of this camp. If you bring me the chest, I'll let you through."

If the party has the chest:

The Goblin says, "Ah, thanks so much. I've wanted this for a long time. I'll hold up my end of the deal." He presses a button on the wall behind him, and you hear a loud click from the corridor outside.

This **unlocks** the door at the end of corridor K.

F *The door slides open and reveals a room with a high ceiling and a lot of desks. There are goblins behind a couple of the desks.*

Monsters: 2 Goblin Elites

Searching the desks results in finding a **shield** and a **health potion**.

A₂ *The party opens the door into room filled with fancy decorations. There are rugs hanging on the walls of this large room with a high ceiling. There is a Goblin Warrior sitting at a desk covered with papers, and behind him is the reason for the high ceilings. It's an Ogre.*

Monsters: 1 Goblin Warrior (harder), 1 Ogre

The Goblin Warrior has double the normal amount of health. If the party defeats the enemy, they can search the room for information about the rubies:

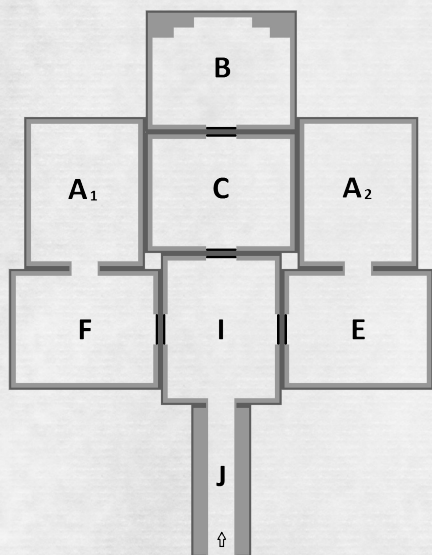
You find some papers that say that the rubies were taken to a particular old temple nearby. The Goblins want to use them as part of a magic ritual to destroy the human Kingdom, but you're not quite sure how. You also find a map. You all look at each other and know what you have to do. You have to save the Kingdom.

Level 10: The Goblin Temple

After recovering from your battles, your party follows the map you found to the entrance of the Goblin temple. You think you've found the right place at last, if only you're not too late.

Map Set: Stone

Monsters in this level: Goblin Warrior, Goblin Wizard, Goblin Cleric, Goblin Elite, Skeleton, Giant Skeleton, Living Statue



Wandering Monsters: None

J *You step into the temple entryway. The walls are all made of ancient stone, and you can see old, faded Goblin figures carved in them. It's eerily quiet, but as you look around, you start to hear echoes of low chanting from somewhere inside. And as your eyes adjust to the darkness, you see some skeletons rise from the floor in the larger room ahead of you.*

If there is a Cleric in the party, remember that their weapon automatically does 2 damage on any hit against a Skeleton:

The Cleric looks happy at having the chance to use the magic of the Holy Hammer against these undead.

I *This is a large chamber that feels very, very old. The door on the other side of the chamber is huge, and it has two glowing bars across it. The skeletons you saw from the entrance are waiting for you.*

Monsters: 1 Goblin Cleric, 2 Skeletons

The Skeletons are near the entrance. They get initiative and attack your party first, but the Goblin Cleric does not get this bonus attack. The north door is sealed shut by the **two glowing bars**. One can be deactivated in room A₁, and the other in room A₂.

F *This room appears to be a sort of library. There is a Goblin in a robe looking through some old scrolls, while two soldiers stand guard against, well, you.*

Monsters: 2 Goblin Warriors, 1 Goblin Wizard

The Goblin Wizard is against the west wall. After the battle, the party can find a **mana potion** and a **health potion** on the Wizard.

A₁ *Your group enters a smaller, darker room. Near the far wall is an altar, like a large, solid table, and on it are a lot of bones. Two Goblins stand behind it, chanting and singing. The bones start to move.*

Monsters: 1 or 2 Goblin Clerics, 2 Skeletons

At Easy difficulty, there is only 1 Cleric. The Clerics will do what they can to heal and protect the Skeletons with spells, but they won't heal each other. After the battle, the party finds a large metal plate that can be used as a **shield**. Examining the altar, they find that there's a **glowing gem** set into the front of it. If they push on the gem, it stops glowing, and one of the glowing bars on the door in room I vanishes. Whoever pushed the gem **gains 2 health** (one time only).

E *This room is filled with shelves that probably once held books, but now the shelves are filled with bottles*

and it is being used as a laboratory by a robed Goblin, while a large soldier stands guard against, well, you.

Monsters: 1 Goblin Elite, 1 Goblin Wizard

The Goblin Wizard is near the doorway, close to the party. After the battle, the party can find a **mana potion** on the Wizard, and a **shield** on the Goblin Elite. If there is a Rogue in the party, the Rogue notices that among the bottles on the shelves are **two healing potions**.

A₂ *Your group enters a smaller, darker room. Near the far wall is an altar, like a large, solid table, and on it are a lot of bones. A Goblin stands behind it, chanting and singing. The bones start to move.*

Monsters: 1 Goblin Clerics, 3 Skeletons

The Cleric will do what he can to heal and protect the Skeletons with spells. He is carrying a **mana potion**, which he will drink if he runs out of spells. If he doesn't drink it, the party can keep it at the end of the battle. Examining the altar, the party will find that there's a **glowing gem** set into the front of it. If they push on the gem, it stops glowing, and one of the glowing bars on the door in room I vanishes. Whoever pushed the gem **loses 2 health** (one time only).

C *You enter a huge, open room. There is a huge altar in the center, littered with bones. There are four Goblin Clerics here, chanting and singing. Two of them are holding giant rubies, which look like they're glowing. They see you. The two with rubies bolt into the next room and slam the door shut. You notice the chanting from the other two Clerics has changed a little bit. Then you notice that a Giant Skeleton is rising up from the altar.*

Monsters: 2 Goblin Clerics, 1 Giant Skeleton

After the battle the party can find a **shield** inside one of the piles of bones, and they will also notice that the altar is glowing softly. Each character who touches it is healed 5 points (not higher than their maximum), one time only per character.

When the party walks up to the large north door:

You hear chanting coming through the door, and there's a red glow coming through the cracks. Suddenly there's a bright red flash, and the chanting stops. You think something important might have happened.

B *You open the door and see the two Goblin Clerics on the floor, not moving. Against the far wall is an enormous statue of a Goblin. You look closer, and you see the rubies you're searching for, in the statue's eyes. You hear a loud creaking and grinding noise, and the statue takes a step forward. The eyes start to glow, and a fireball shoots toward you, but you all manage to dodge out of the way. You pull out your weapons and step forward yourselves.*

Monsters: 1 Living Statue

Place two knocked-over Goblin Cleric markers in the room, for illustration purposes. If the Statue is defeated:

With his last health point gone, the two rubies stop glowing, and the Statue shatters into tiny pieces of stone. The Mystic Rubies drop to the ground, and you quickly scoop them up. After taking a few minutes to recover, you look around and manage to find a few chests that you can open, so you add a pretty big pile of gold coins to your bags. Then you leave the Temple and begin the long journey back home, talking about what the King might give you as a reward.

Well done!

By Jason Davis

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