

Encounter type: **Goblin, Scourge** (Boss)

# Encountered: 1

Attacks per turn: 4

Attack types / Damage per successful attack: Rank-? Scourge Blade / 1-D8 x8 See: "Special" to roll up the rank of this blade.

D20 roll needed to have Gold / # of gold coins found: 4+ / 1-D12 x1-D12

D20 roll needed to have Silver / # of silver coins: 3+ / 1-D12 x1-D12 x10

D20 roll needed to have **Treasure** / # of treasure items found: 4+ / 1-D12 +5 (no non-magical items).

Defense: 17

Experience: 600 + 300 if the Scourge Scimitar drops. See: "Special".

Life-points: 1,200

Note: If you free the Scourge Goblin, there will be a 50% chance it will immediately attack. If it does not attack, you will know it is grateful for being released, but it will give no thanks to you. It will simply leave.

If you attempt to stop it, even to negotiate in some way (other than to offer it treasure), a fight to the death will begin.

Once freed, the Scourge Goblin will have 365 days of freedom, before the curse that binds it returns it to the coffin where it was found. Only if the coffin is destroyed, and the curse upon the Scourge Goblin is somehow removed, will it be forever free.

If you free the Scourge Goblin from the curse, it will join with you in your adventure (if you agree to its company).

This is a selfish creature, easily provoked to violence when it comes to treasure (even among its own allies). If it does not get the item it wants, there will be a 50% chance it will simply take the item. If you resist, it will provoke an attack (but not necessarily to the death). **Special:** The better you treat the Scourge Goblin, as well as the longer it stays with you, the less chance it will have to remain selfish and demanding. This will be up to the discretion of the G.M.

Offense: +6

Region: Volcanic Wilderland Tomb of Unrest.

# Special:

Immunities:

Charms, Curses, Disease, Sickness, as well as all similar effects have no effect.

Luck:

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Scourge Blade:

The Scourge Blade is a one-handed short sword that will proc each time it causes maximum damage.

Scourge effect:

The victim of Scourge must roll a 15+ (on a D20). If this roll is failed, the victim will attract the hostility of all enemies to him or her with each encounter for the duration of Scourge. **Example:** If you contract Scourge, all hostile enemies for all encounters will attack you for 1-D10 Travel Turns.

Special effect:

There will be an immediate encounter check for the area the victim is currently in. If there is an encounter, it will be drawn to, and attack, the victim of Scourge. If the victim falls, the encounter will then leave, pacified. If any of the creatures encountered were wounded by any other than the victim of Scourge, they will then turn on, and attempt to slay the one who caused them harm.

**Note:** The attracted encounter will focus, and attack, on one single foe at a time in the attempt to overcome that foe quickly.

Roll on the following chart for the Rank of the Scourge Blade:

%Roll: Scourge Blade's Rank:

01-73: 1

74-80: 2

81-86: 3

87-91: 4

92-95: 5

96-98: 6

99-00: 7

Due to the curse placed upon the Scourge Goblin, the Scourge Blade will not always be found amidst the treasure items it may have.

**Chanced for the Scourge Blade to drop: 10%** In the hands of any other, this blade will only cause 1-D8 x2 damage (+ the rank). The Scourge enchantment will work as well.

Spell-Resistance:

+5 to resist the effects of spells.