



Almunian Armoury

The lost and mythical kingdom of Almunia was said to have the most marvelous tools and weaponry. Now, you brave adventurers have found one of their armouries, and you want to take it's treasure for your own...

- A. Just as you begin your journey, a pair of skeletons form from a few loose bones.
- B. *If a player searches for treasure.* You have found the first of the Almunian weaponry, The staff of Helvert
- C. *If a player searches for treasure.* You find the another Almunian weapon, the Helmet of Ghen-gahn.
- D. *If a player searches for treasure.* You find the fourth and final Almunian treasure, Likhens Boots of Speed. Suddenly, a white light surrounds all the adventurers and they are teleported out of the dungeon.

E. *If a player searches for treasure.* In the fireplace you find Ironfist's Gloves, another Almunian treasure.

F. *If a player searches for treasure.* You pry a book off the shelf and suddenly, the bookshelf flies straight through the wall next to the door. Inside you hear a scream of agony. *The players also find the secret door in the empty square behind the bookshelf. Move the bookshelf so that the corner next to the door is now where the gargoyle was. The gargoyle is now dead.*

Staff of Helvert- +1 max body point
Only usable by Wizard

Helmet of Ghen-Gahn- +2 defence
Only useable by Dwarf, can't use helmet

Likhens Boots of Speed- Add one to any movement roll
Only useable by Elf

Ironfist's Gloves- +1 attack
Only useable by Barbarian

Wandering Monster: Fimir