

Buffalo Castle's 8A; New Teleport Chamber.

8A

You have gone through the central main door into a teleport cubicle. Roll 1d6:

Level Transported To: (1d6): **1-2:** 1st-level, **3-5:** 2nd-level and **6:** 3rd-level.

Roll two dice (or 1 die for 3rd-level) to see where you are teleported in that level.

Note: Having an *Amulet of Zaparad's Castle* will let the user choose which room to transport to. Only one person needs an amulet to transport a group. Still they must have been to room they choice before, to mentally focus on it (otherwise they must randomise, putting amulet away in their pouch and hoping the room desire is rolled for, but small chance of that happening?).

Multiple *Amulet of Zaparad's Castle* then go to **54F**.

Level 1 (Rolled 2d6 if random):

Roll	Go To	Room	Roll	Go To	Room	Roll	Go To	Room	Roll	Go To	Room
2	Go to 16C	R9	5	Go to 22C	R6	8	Go to 15C	R3	11	Go to 8D	R12
3	Go to 19D	R2	6	Go to 23C	R8	9	Go to 3A	R7	12	Go to 4A	R4
4	Go to 10D	R1	7	Go to 7D	R5	10	Go to 26A	R11			

Level 2 (Rolled 2d6 if random):

Roll	Go To	Room	Roll	Go To	Room	Roll	Go To	Room	Roll	Go To	Room
2	Go to 44B	R39	5	Go to 51F	R34	8	Go to 44D	R37	11	Go to 51A*	R33
3	Go to 51A*	R33	6	Go to 39C	R43	9	Go to 47E	R8	12	Go to 35C	R26
4	Go to 42F	R32	7	Go to 30F	R36	10	Go to 56E	R35			

* No. 3 north and No. 11 south, you will know what I mean.

Level 3 (Rolled 1d6 if random):

Roll	Go To	Room	Roll	Go To	Room	Roll	Go To	Room
1	Go to 67C	R47	3	Go to 79A	R45	5	Go to 68F	R48
2	Go to 62D	R57	4	Go to 61B	R53	6	Go to 77A	R50

Note: Most competent delvers take notes of the rooms they visited in their delve and the room numbers are added for your convenience to return to these rooms if you can control your travel by use of an *Amulet of Zaparad's Castle*.

