

The
Dying Earth

Based on the work of Jack Vance

Gomoshan's Tomb

A Turjan-Level adventure for DERPG



By
Ian Thomson



Pelgrane Press



Based on the Dying Earth Book Series by JACK VANCE

Gomoshan's Tomb

A Turjan-Level Adventure for the Dying Earth Roleplaying Game
Written and Laid Out by Ian Thomson

Credits

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Similarities between characters in this game and persons living or dead are coincidental.

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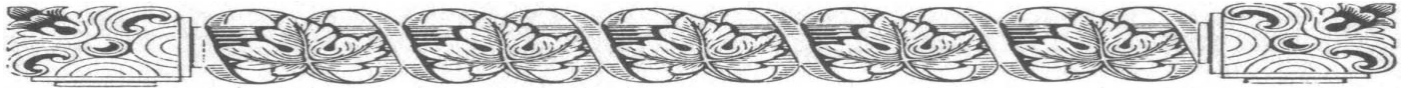
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What You Will Need to Run This Scenario

To play this scenario you will ideally require a copy of **Turjan's Tome** (Pelgrane Press, 2003), whether from the original source or as a pdf download. It is possible to use the original DERPG Rulebook or even the Quickstart Rules, but these are far less flexible, and lack the important and detailed adjustments towards Turjan-Level play. The free article on [Kaiin's Old Town](http://www.dyingearth.com/violetcusps.htm) is also advantageous (www.dyingearth.com/violetcusps.htm). There may be those amongst you who might wonder if this scenario is not also a sample adventure for **Demons of the Dying Earth** (Pelgrane Press, 2003). Very perceptive; that was indeed its original conceptive point. But it is not necessary to buy that book in order to run this adventure. Nonetheless, if you own it you can extend this scenario with even greater detail. And, as suggested at the end of this adventure, a return trip to the Demon Realms is a logical (though not compulsory) follow-on. Therefore should you already own or be inspired to buy that illustrious tome, you clearly have unusual intelligence and refinement.

Style of Play

This adventure has been written as a truly dangerous step-by-step introductory Turjan-Level game of 2-3 sessions. It incorporates pregenerated (IE expendable) PCs, and throughout the text has extensive 'easy reference' details on use of spells/capabilities. (As well as pre-prepared maps, and illustration sheets.) It is designed for both GMs and Players new to Turjan-Level play or even to DERPG itself. However, should you be an experienced DERPG GM, this adventure can instead be used in your campaign. Simply ignore unnecessary notes as you progress.

Turjan-Level play really comes in three styles: (i) Cugel-Level with spells and more combat [really just a subset of 'ii' where PCs have evolved from a Cugel-campaign]; (ii) Adventure and Daring Deeds; & (iii) Truly Heroic Play. This adventure falls into Tier II, but more towards the advanced end.

1) If you are new to DERPG use the pregenerated PCs and all the GM guidelines. If you afterwards want to move on to a high level Turjan campaign, either allow surviving PCs to form the core of a new PC group, or get Players to roll up new PCs. (Now that they have an idea of the flavor of this style of gaming.) If you intend to begin a less dangerous *Adventure and Daring Deeds* style campaign, consider this scenario merely an example of the higher levels of adventure that your PCs may one day attain, roll up new PCs at the appropriate level and begin anew.

2) Or you are new to Turjan-Level play, but have some experience at Cugel-Level. Whether you are designing new PCs for Turjan-Level or dragging your Cugelesque rogues into greater and scarier things, ideally see '1' above, and use this an example of the things 'real adventurers' get up to. Used in this way, this scenario makes clear to Players some of the huge differences between Cugel and Turjan play, and can be a useful interlude before resuming play with the regular PCs. Some GMs may be determined to use their normal campaign PCs. If so, bear in mind that you will have to fudge things if you wish to avoid unfortunate PC deaths. Consider inventing new and powerful magical items that Dorbaneth provides to his employees – not great rafts of them, but a few scattered amongst the party to assist with defence, healing and (truly limited) attack. The PCs will only survive because they are so assisted, and thus Players will still gain the sense of caution that this scenario is designed to instill on those progressing from Cugel-Level to Turjan-Level.

3) If you are already running Turjan-Level adventures you can incorporate this adventure into your campaign using your own PCs. Use the notes about the pre-generated PCs as guidelines to what works for your PCs. Bear in mind once again that this adventure borders on *Truly Heroic Play* and PCs may die. If your PCs are more of the casual *Adventure and Daring Deeds* type compare their capabilities to the dangers herein, and have Dorbaneth provide a few magical aids if required to balance things out. (Or again use this as a refreshing interlude – an example of the dangers and mortalities faced by higher level adventurers.)

GM's Notes on Running this Scenario

In order to present this sample adventure in ways hard to derail by inexperienced or willful players/PCs this adventure has been broadly framed in what many might see as the classic tomb robbery style. Take pains to include Dying Earth atmosphere in the way you run this, rather than charging through encounters. We have purposefully made this adventure complex and deadly, and included various aspects of dark humor to assist in this process.



Conventions of Presentation

Within the following text on many occasions we will indicate the suitability of an ability in a particular circumstance by inserting it within brackets alongside this symbol, thus: (Ψ WHEREWITHAL) or thus: (Ψ ATTACK, ATHLETICS). [NB: an indication ‘-1’ after such a skill means that it is not entirely appropriate and a penalty or levy of 1 need be applied at the GM’s discretion.] Likewise we use abbreviations in place of the full title of success and failure results. (HBS - Hair’s-Breadth Success, DF - Dismal Failure, etc). In some cases, success achievements are listed in ascending order, as a Prosaic Success (PS) expands on the information given in a Hair’s-Breadth Success (HBS) etc. In such cases read out the entry for the PC/s with the best roll, and tell any others that succeeded less well that their PC knows similar but less precise detail. When reading such information out, simply begin at the lowest useful success and stop when the entry for the rolled success level is described. At some points within the text you will see the symbol ‘⊕’. This indicates a section of linkage text that the GM should read out. Some of this information is speech from GMCs, and other parts are the GM’s scene-setting remarks to the players. You will of course read out other parts of the text, or summarize the information, in response to PC actions or queries, but text marked ‘⊕’ requires expressing at the appropriate moment - in order to explain or elaborate a situation, or link one scene to another.

Getting Started

The information here presumes that you are using the pre-generated PCs. If you aren’t then merely adapt or ignore these instructions as best suits the way in which you are running this adventure.

Character Allocation Options

Option 1: Have the players roll a die: highest roller picks first. OR assign PCs as best suit players.

Option 2: If one player is female and has no objection to a female PC then consider giving her Ambloraine.

Option 3: A player totally unfamiliar with DERPG could be given Trivulus, who is the most warrior-like.

Each player then also receives the appropriate Character Sheet and the Character Background Notes.

Encompassing Spells

Once PCs are allocated, ask the Players to choose which spells their PCs encompass and to mark them clearly with a tick on their character sheets. (These ticks should be erased once a spell is cast.) NB: Dorbaneth has already indicated that he will cast Drumphilo’s Adequate Illuminator on each person’s behalf. Therefore, this spell need not be encompassed, though several PCs know it as it is a standard and most useful spell.



Optional Pre-Introduction: Kaiin

The scenario as it stands has the PCs already hired by Dorbaneth. It is presumed that each PC is already a known adventurer of resource and with several successes under their belt and has been hired prior to play beginning.

The GM may wish to add to the scenario by extending this premise back. If so have the scenario start a day earlier, giving the PCs the chance to get to know each other, discuss any tactics they may wish to use, and to go shopping with whatever funds they possess. They may also wish to do research.

Introduction: Kaiin Market Place

⊕ “This is the commercial heart of Kaiin: a wide area of cobblestones covered with meandering rows of stalls. Gulls fly overhead, and you can smell seaweed and ocean-spray. As the day dawns, the most optimistic or desperate stallholders are even now setting up, alongside the regular early-risers such as the fish-sellers and meat salesmen. These amount to only a small part of the bustle that the market will become, but already are causing the area to hum with industry. Most vendors sell unprepared foodstuffs, but a significant minority specialize in more variant goods such as household items and various other oddments.”

⊕ **Illustration 01: “Kaiin’s Old Town”** should now be made available to the players.

GM: After reading the above, pause to give the players a chance to have the PCs interact if they wish to. If they don't, or as soon as it is appropriate, have Dorbaneth and his advisers arrive.



⊕ As you take stock of your situation several people leave the Scholasticarium District and walk briskly across the cobbles towards you. Wodderman is laboring under a huge pack alongside Dorbaneth, and you presume that the other two are Chaneska and Xallops. As they draw near, Dorbaneth calls out: "Good Morning. It is not often that I set out upon an expedition direct from the comfort of my tavern chamber. Hopefully this bodes well for our fortunes. We will shortly be travelling into the Fringe, and I will answer your substantive questions there. I presume you are all fully-equipped, but if anyone would like to purchase useful items from those stalls already open that is permissible, as I require a little time for elaborate defensive enchantments."

GM: Advise players to note down any irregular items they want the PCs to bring along, and that you will review and affirm or veto as you see fit. They should use the box at the base of the character sheet for this purpose. Remember that the marketplace only stocks standard adventurer gear such as rope, flasks of oil, tinderboxes, stout staffs, metal spikes etc. There are no 'grappling hooks', 'pikes with crossbars', 'repeating crossbows', 'collapsible telescopes' or the like.

Dorbaneth's Preparations - If asked, Dorbaneth will say that he does not know exactly what difficulties the expedition will face in the tomb, and therefore cannot advise them on exactly what goods to buy. In Wodderman's pack are standard exploratory goods like picks, shovels, sacks, rope (3x50ft) and whatever else you care to devise.

GM Notes: Dorbaneth does not really require this time for his enchantments. This declaration is merely a way for him to establish the deception of his exaggerated magical potency. If he is observed, he will be making arcane gestures and activating cantraps that send sparks and puffs of smoke dancing about his person. (This delay is also a plot device to allow PCs time to purchase any personal items that they can think of to enhance their character sheets.) Once sufficient time has passed, Wodderman will find everyone and bring them back to the meeting point. (Run this 'collection' with as much or as little detail as you like.)

Funds: Ambloraine and Haldalank have some tens of terces in their purses; Vicco and Trivulus may ask for credit from Dorbaneth, which he will happily give. (Or for loans from the other PCs or the GMCs - Xallops has some coins he is willing to risk in order to enhance the abilities of the forward party.) Nonetheless, players must think to do this.



⊕ Once the expedition has reassembled, Dorbaneth leads you at a brisk pace out of the Market, over the ancient Derna Bridge, through the great arch in the huge Conizio Wall, and into the Fringe. On the near side of the gate, three city vigils nod to Dorbaneth deferentially as he brusquely shows them some kind of Royal Pass. This act of privilege is contrasted on the far side where several beggars grovel piteously for pennies. The remains of a stone roadway passes through the Fringe, running roughly parallel to the Porphirion Escarpment. Dorbaneth leads you along this, halting after about ten minutes at a junction, where one major ruined road continues parallel with the scar and another turns towards the bay.

GM Notes: *The two most accessible GMCs (Xallops and Chaneska) will largely be toadying up to Dorbaneth, and so will have little inclination to interact with the regular PCs at this stage. (They wish to establish themselves early on as fixtures alongside the leader, as they presume that Dorbaneth will remain well back from the dangers.) Dorbaneth also discourages casual chit-chat, for safety reasons. If PCs pester him en route about the risks and objectives, he will say that these will be discussed shortly, once they are sufficiently far out of the city to be sure no-one is eavesdropping...*

⊕ Dorbaneth addresses you in earnest: "After years of painstaking research I discovered the location of Gomoshan's Tomb here in the Old Town. We shall recover as much of the magic and treasure as possible before common looters find it. I retain my right to Gomoshan's fabled staff, and will also oversee a fair distribution of all other gains. The forward party will have precedence over my assistants in any special items retrieved, since they are taking the risks. I can also assure you that today and this following night, we need not fear Chun the Unavoidable. Is everything clear?"

GM Notes: *Potential questions are too numerous to detail; deal with this Q&A session off the cuff. Dorbaneth also arranges the expedition's marching order. The four members of the forward expedition will travel ten yards ahead of himself and Chaneska. Wodderman and Xallops will travel five yards behind. Whilst Dorbaneth knows that Chun is not a threat today, other dangers exist and the group will need to take reasonable precautions. Dorbaneth will not elaborate on the nature of any arrangement with Chun. Dorbaneth has discovered Chun's true nature, and thus found a way to bribe the beast. (However, this will likely never be revealed to the PCs, and in fact is only hinted at even at the climax of this scenario.)*

Pedantry Opportunities for Additional Information

GM: *You will not necessarily ask the PCs if they want try to recall extra information. Judge the situation as the scenario unfolds. However, to be fair, if a player even ponders out loud on any of the questions that follow, ask if their PC wishes to use Pedantry.*

At some point the Players might wonder if their PCs know anything more about Gomoshan. If asked, Dorbaneth himself will say only that Gomoshan was a magician of high merit, and that rumors about him conflict so much that he will not waste time discussing them. However, he admits that these rumors converge in one aspect: apparently Gomoshan had much wealth and magic treasures that he took into his tomb, and these included a very powerful magical staff - which Dorbaneth requires for himself.

Gomoshan

DF: He was a saintly man who pursued a life of peaceful benevolence.

QF: Gomoshan? Isn't that a town in the land of Cutz?

EF: You recall that Gomoshan was a magician powerful enough to have invented a spell or two, but cannot recall what they were.

HBS: Although, there may have been one spell that allowed a person to transform themselves into a half-man in order to be able to work mischief without anyone becoming suspicious of the real caster.

PS: Come to think of it, some of the rumors you are remembering suggest he was rather an unpleasant fellow...

IS: ...who may even have been a demonist or necromancer.

Gomoshan's Tomb

Any Other Failure: Never heard of it.

EF: Yes, Gomoshan's Tomb. Apparently it's full of treasure but has never been found.

HBS: And is also the resting-place for many magical items and forgotten spells...

PS: ...And is filled with fiendish traps...

IS: ...And eerie defenders.

Gomoshan's Staff

Any Other Failure: Never heard of it.

EF: Gomoshan always carried a magical staff...

HBS: Which was apparently buried with him.

PS: It was an item buzzing with numerous potent enchantments...

IS: ... most of which were of a demonic nature.

GM Notes: *Dorbaneth will calm anyone who rolls an 'IS'; claiming that "Of course there will be dangers, otherwise I would have just come here with my aged aunts for a peaceful holiday! I have recruited a powerful expeditionary force precisely to deal with all such eventualities."*



Old Town Dangers

DF: You never gave much thought to the Old Town before
 QF: Surely Chun has driven away all other possible dangers?
 EF: Although you recall that before Chun arrived occasionally half-men were sighted here.
 HBS: And there has been some talk that large poisonous lizards and snakes occasionally account for deaths here...
 PS: ...And that some buildings still contain magical guardians that patrol their precincts and surrounding streets.
 IS: ...Also there has always been that rumor about the Old Town vampire.

⊕ Dorbaneth then directs the group through the Old Town, following a map on an old and ragged parchment that he has. They travel parallel to the Porphiron scar for around half an hour, then take another road angling north-west towards the bay.

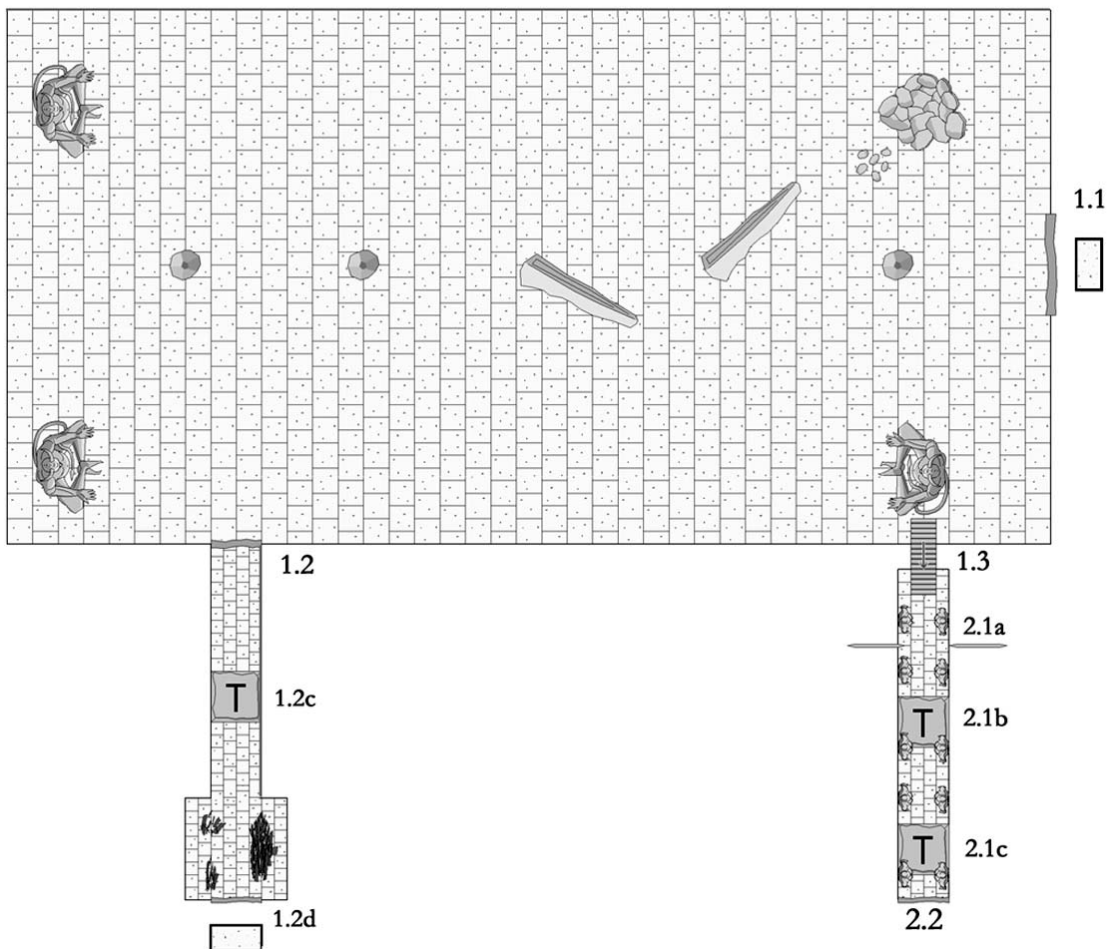
Chun!

During the journey, any PC whose player states that they are carefully scanning the surrounding ruins may roll Perception. On the first IS only (several Perception attempts may occur across the journey) they will spot a figure a few hundred yards away, lurking in the shadow of a stone wall. A large hooded cloak conceals its features. On being spotted, it lopes oddly around the wall and out of sight. (Chun will not be spotted again during this section of the trip, as he is not relevant to the first part of this scenario. So make the most of this incident, by evoking fearful atmosphere.)

⊕ After a further three-quarters of an hour or so, the group passes another major road angling back to the south-west. Soon after this, Dorbaneth angles off the road into ruins on the left.

Scene 1: The Plaza

⊕ Illustration 02 ('Plaza – Player Aid') is now revealed. (The GM refers to the more detailed map on this page, and completes the player version as the PCs explore.)





⊕ Finally, the group arrives at a rubble-strewn courtyard in the midst of a section of ruins. Dorbaneth asks you all to stand back and be silent, then spends fully quarter of an hour performing some kind of ritual as he consults a small black book – stepping around swiftly, and calling out incantations...

*GM: **Pause** to see if players wish their PCs to do anything, but do not ask for actions at this point. In any event, nothing watches them (unless they have not seen Chun yet) and no markings indicate the nature of the black book. Pedantry rolls by magicians on the nature of the incantations (penalty of 1 to non-magicians) that result in an IS reveal that these powerful cantraps have something to do with removing obscurative magic.*

⊕ ... At the end of his incantations, Dorbaneth steps swiftly backwards, making arcane movements with his fingertips. Before your very eyes, you see the courtyard waver and slowly vanish, revealing a wide hole in its place. A sunken plaza is now visible, around thirty feet below the surrounding terrain. Some dirt and rubble has accumulated down there, but in most cases the large flags that floor it are still visible - though most are cracked and worn. Three columns remain upright, and two others have fallen. You notice a large stone door, and a second smaller stone portal, also three large squatting statues of peculiar animals.

Playtest Note: The PCs made such a mess of the initial exploration that Chun was spotted across the way, peering from behind a ruined wall, and shaking his head in disbelief.

GM: This place is several centuries old, so the fact that the plaza is not many feet deep with soil brought by the elements is a clear sign that magic is strong here. Such is the case with many ruins of the Old Town. (This information comes only as a confirmation to someone who voices such a suspicion.)



⊕ Dorbaneth makes an announcement: "My research indicates that Gomoshan was devious. I can tell from my magical assessment that powerful enchantments are here. No doubt various temptations will present themselves for you to use your spells pointlessly. Take care to use our valuable magic only when absolutely necessary. Once inside, we may pause on occasion to re-encompass spells, depending on the circumstances. Before you enter I shall apply to each of you a Charm of Untiring Nourishment, so that you will not need to carry provisions or water. As promised I have a wand that carries charges of an enchantment similar to Drumphilo's Adequate Illuminator. Please choose the object or possession on which this spell will be cast."

GM: Dorbaneth has an amulet decorated with several magic sigils, which he applies to the forehead of each adventurer. It is exactly what he says it is (Untiring Nourishment), and now has only one charge remaining, which he will keep for himself in case of emergencies. If the PCs don't have any better ideas, he also seeks out three nearby fist-sized rocks and casts upon them the Illumination magic. Then he places these in three specially prepared lantern housings he has brought. Once all of this is done he continues:

⊕ He goes on: "The forward party will now descend into the plaza and examine it for traps and other difficulties before the rest of us follow. Enter the first chamber or corridor and assess it to the best of your ability. Once this is done return here to the plaza and report. The rest of us shall then descend and I will decide upon the next course of action."

GM: Give the players a chance to sort out how they will descend. If necessary, Wodderman will agree to lower people on a rope. However, before they go into the Plaza, Dorbaneth has something else to say:

Plot Device Alert - The Eyes of Urkala

Before the explorers descend, Dorbaneth has something for them. He is holding up a bronze disc the size of his fist, which is attached to a silver chain. It is fashioned into a symbolic fiery orb with an austere face represented at the center. "This magical item", he explains, "is called the Eyes of Urkala. It allows me a limited view of the surroundings, and conducts restricted sound from the areas adjacent to the person wearing it. Thus, if necessary, you can call out information and I will hear. This person must stay in the middle of the group to give me the greatest access to what is occurring. Which of you volunteers to wear it about their neck?"



Once a volunteer is found¹ and the device put on, Dorbaneth will continue. *"You as the forward party will move into the tomb, stopping only to discuss potential difficulties or deal with any hazards. In an emergency, speak into the crystal, and I can attempt to reply. However, both receiving and sending messages is unreliable and fatiguing for my magical capabilities, so please keep communications to a minimum. I and my advisers will follow at some distance."* (He will not discuss how he assesses this distance.)

The GM can from now on deal with communications as she wants. The Eye is a plot device to maintain continuity, and to provide a game-sensible explanation why Dorbaneth and the advisers do not need to travel with the main group, or indeed be anywhere in their vicinity. The back-up group will maintain a 'healthy' distance from the front-runners; far enough to be out of earshot (initially up on the lip of the plaza, and descending only when the main party have progressed some significant distance within). Additionally, the Eye is a means by which replacement PCs are introduced into the game as required. (As explained later.)

Before this discussion ends, Dorbaneth will add: *"The Eye also contains embedded enchantments that may ward away certain evil magics, so I suggest that you guard it with great care! It will also allow me to locate you should we become separated², a measure which would not only assist the mission, but also quite possibly be the key in your very survival!"* He mentions the latter properties merely to sneakily give the PCs further cause to protect and retain the item. (Although this too is a plot device that rises to significance later.) Dorbaneth will not be drawn into discussing any further details of the device. (It will of course prove a major importance later in the scenario.)

As soon as the advance party is some distance away from Dorbaneth and the others, let the PC wearing the Eye know that: "Even though Dorbaneth is no longer near, you can feel his energy, almost as if he is peering over your shoulder." Don't overplay this; it is merely to allow them to understand that the Eye does what it is supposed to. Also, when PCs try and contact Dorbaneth through the Eye, describe how difficult this is. (Dorbaneth blocks easy communication in order to shield himself from the responsibilities that would come his way if his hirelings knew how easy it really was.)

¹ If more than one person volunteers, Dorbaneth will choose a magician over a fighter. If there is dispute, he will arrange a roster, and have it worn in strict rotation.

² Stress this wording sufficiently so that the players will recall it, but not so much that it seems you are predicting that they will definitely become separated.

Climbing Down Into the Plaza

Each member of the advance party will need to use rope and skill (Ψ ATHLETICS) to descend (unless some flash-alec wants to use 'Advantageous Aerostatic Association' - a flamboyant gesture which would attract disapprobation).

DF: You fall and must make a Health check.

QF: You suffer rope-burns and a disapproving glances.

EF: You suffer a nasty turn as you slip and almost fall, halfway down.

GM Notes: Inventive PCs may decrease their chance of falling by tying themselves to a rope and asking to be lowered by Wodderman. Such ingenuity is entirely permissible, but no GMC will suggest this unless asked (IE Dorbaneth, Xallops).

Spojan's Thaumaturgical Discernment: In the official rules a magician who detects magic successfully with this spell can then use Pedantry to seek further details of the enchantment he/she has detected. In this adventure, the tomb's radiant magic obstructs such distinctions, the grosser background emanations blocking finer detail. (This is in no way an arbitrary development merely to make the GM's job easier!)

1.1) The Rectangular Entrance

⊕ Illustration 03 ('The Rectangular Entrance') should now be shown to the players.



⊕ This large rectangular portal is decorated with a strange design that incorporates numerous sorcerous runes across its surface and around its lintel. It has no handle or other apparent means of opening it.



1.1a) Examining the Door:

Perception - Any PC may examine the door. With an IS or PS they soon find a place where the stone can be impressed; *Quick-Fingers* - This can also be used to examine the door, but requires an IS.

Spells That Might Be Applied

Calactus' Instant Dispulsion [CID] - This causes the door's enchantment to temporarily dispel. Thus, for the duration of the effect the door becomes an inert piece of stone.

Charm of Brachial Fortitude - Thrusting with massive force upon this door causes it to push against a catch inside. This activates a cantrap (see 'The Trap Effect' below).

Gilgad's Instant Galvanic Thrust - This may blast a chunk from the stone, but otherwise has no effect. (Unless the CID/LoW has already been applied, in which case the door develops a great crack down the middle, through which a person may – if aided by adequate illumination - note that no passage exists behind the door, only solid rock.) All damage to the door repairs itself within a few minutes (or within minutes of the effect of the CID/LoW wearing off).

Liberation of Warp [LoW] - See Calactus' Instant Dispulsion.

Morreion's Immediate Impulsion - PCs might assume that - since it is a door - someone (Haldalank) can merely teleport to the other side, although admittedly it has been known for builders of tombs to place pits of spikes and the like immediately behind doors to deal with this sort of thing. In any event, if CID or LoW have **not** been applied, use of this spell here sends the caster rebounding painfully back across the plaza. (Unless they roll an IS, in which case see next sentence.) If the enchantment *has* been temporarily dispelled, the caster will instead teleport into a magical alcove constructed a few yards back into the rock. This alcove is in turn enchanted, and transports them (no magical resistance possible) to a point 200yds above the center of the plaza³. Impact with the plaza inflicts 3 wounds automatically, so hopefully associates stand by with applications of the Thaumaturgic Poultice.

Personal Phantasm - See 'Examining the Door'.

Phandaal's Instantaneous Translation - Many of the runes around this portal are designed for atmospheric effect

rather than magical utility, in fact specifically for magician intruders to read. They say things like: "Herein lies the body of Gomoshan; do not disturb his rest", and "Gomoshan curses all intruders who would abscond with his wealth", and "If you are pure of heart, pass not this portal - for only death awaits you". [GM Note: If the door has been disintegrated and the cantrap runes revealed around the catch inside, it is not possible to translate these cantrap runes as they are spell components, not a language.]

Spell of Dissolution [SoD] - If LoW/CID has already removed the enchantment, this spell dissolves the door, revealing a solid wall behind and a heavy stone catch around which the cantrap runes (for activating the effect - see below) are engraved. Unless LoW/CID has been cast, the Spell of Dissolution has **no** effect.

Spojan's Thaumaturgic Discernment - This doorway is redolent with magic. (On an IS, mention that more than one enchantment exists here.)

Tchanfen's Disintegrative Application [TDA] - See 'Spell of Dissolution', except the Application cuts a circular hole rather than dissolving the whole door. Again, unless the door has already been struck with LoW or CID the Disintegrative Application has minimal effect (removing the surface layer of grime and rock grains only).

1.1b) The Trap Effect

If the door is pushed with great force, or if the 'secret' area on its surface is discovered and pressed, or if the door is disintegrated and the catch behind it pressed upon, the cantrap behind the door activates, and triggers a much greater effect. "Withering lines of magical force (similar to Gilgad's Galvanic Thrust) burst from some of the runes around the doorframe and scatter across the plaza. This all happens in a moment, but the effect may be devastating."

Playtest Note: The PCs were convinced this was the way in, and tried numerous directions of pushing the catch to try and find the 'correct' one. Each time resulted in the blasts of magical force ripping through the plaza. After the first time this happened, those without the protection of 'Calactus Substantive Guardian' retreated, but the rest seemed quite happy to stand about and have their protective spell repeatedly tested for a while. Re-reading the 'withering lines of force' description from above proved more and more amusing each time.

A bolt will target any living being in the plaza, and strikes automatically as if a PS was rolled. Targets may make a single attempt [one D6 roll with a bonus of +1 if Athletics – or Defense {Dodge} - is 12 or more] to dive for cover if they are adjacent to one of the solid objects in the plaza (not if they are near to the door), or they may resist in the standard fashion by using

³ If he finds himself falling, Haldalank has one chance to cast a single spell before he strikes the ground. Only Malakan's Silver Skin seems immediately useful. If successful it reduces the wounding by one level, and the GM should allow the player to believe that this has saved Haldalank's life. It is unlikely that anyone else can react in time, but in special circumstances the GM should allow a spell IS to be effective. (Rolled at a bonus of 1 if the rating is 12 or more.)



their Magic pool. Only three rolls may be attempted to Magically resist the effect (the first free roll and up to two rolls from your Magic pool).

Resisting the Bolts of Force

IS/PS - You resist the power of the bolt, or gain cover.

HBS - Target is knocked down and stunned, taking minor burns. They take an injury, but this is through shock and immediate pain, and they recover in a few rounds.

EF - Target takes one injury that stays until healed.

QF - Target takes two injuries.

DF - Target takes three injuries.

One might wonder why this trap is not more powerful. Perhaps the violent enchantment has faded over time, or perhaps Gomoshan eagerly awaits newcomers to his tomb and doesn't want them to die too soon.

Or, various active spells might resist or reduce this damage.

The **Inviolate Attire**, **Lugwiler's Resilient**

Overskin, and **Phandaal's Critique of the Chill**

reduce the damage by one level, but are dispelled in the process. The **Spell of the Slow Hour** allows a bonus of 1 to Athletics, and is not dispelled. **Simbilis'**

Righteous Mantle reduces the damage by two levels,

but is then dispelled. **Calactus' Substantive**

Guardian and the **Omnipotent Sphere** protect

against all damage.

1.2) Smaller Entrance

⊕ Illustration 04 ('The Smaller Entrance') should now be shown to the players.



⊕ This door is also rectangular, but is far smaller than its grand companion, in fact being less than 5ft high from the ground to the lintel. Any person of medium height or greater will clearly have to stoop to get inside. It has only two runes adorning it, one in each upper corner. On close examination it can be seen that the base of this door is partially obscured by some kind of plaster-work – perhaps once designed to make it look like the regular rock wall surrounding it.

Examining the Door:

Perception - Any PC may examine the door. With an IS or PS they soon find that the door itself can be shifted to one side if pushed backwards and to the left simultaneously. However, this takes some strong effort, as if the door has been unused for a long time.

Quick-Fingers - An IS notices the same thing.

Spells That Might Be Applied:

Calactus' Instant Dispulsion (CID) - Temporarily dispels enchantments (allowing disintegration - see below).

Charm of Brachial Fortitude - The door can be opened without unseemly grunting and straining.

Gilgad's Instantaneous Galvanic Thrust - As the first door; but with the greater effect this door becomes jammed.

Liberation of Warp - Temporarily dispels its enchantments (as CID).

Morreion's Immediate Impulsion - Transports the person inside. Directly inside the door is a bronze lever mounted into the wall. When pulled, this lever does not open the door, but releases the lid of a pit trap that is in the corridor next to the lever. See below for pit-trap details.

Personal Phantasm - See 'Examining the Door' above.

Phandaal's Instantaneous Translation - The Runes on the lintel say "Tradespersons' Entrance".

Spell of Dissolution - As First Door.

Spojan's Thaumaturgical Discernment - This door also registers as magical, but not as strongly as the first. (It is enchanted as part of the plaza, to prolong its resilience to damage and decay, and to resist becoming hidden by the accumulated debris of the ages.)

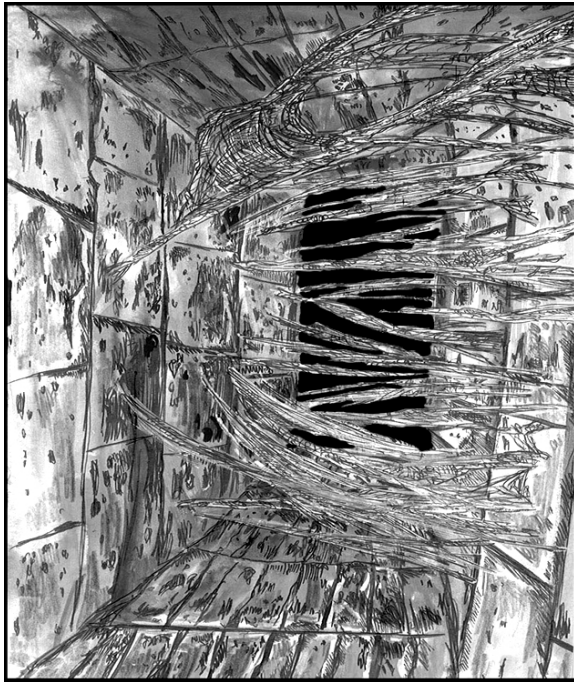
Tchanfen's Disintegrative Application - As First Door.

1.2b) Beyond the Door

⊕ Through the doorway one can see a passage that is roughly square in cross-section, about 8ft per side, and descends gently into the gloom. However, after the first few feet it is festooned with unnaturally large and thick cobwebs. Travel along this corridor will surely festoon travelers with these unpleasant substances unless they can find some way of removing them.



⊕ Illustration 05 ('The Webbed Corridor') should now be shown to the players.



Removing the Webbing

This disintegrates when flame is applied to it, and can even be cut away by weapons, or brushed away by using the end of a long branch. The presence of these webs is a mere distraction to allow explorers to imagine they are entering a forgotten passageway, and perhaps make them less alert for traps.

The Corridor Itself

As the GM can see on the map, the corridor only proceeds a certain distance, and then terminates in a small chamber and what appears to be a stone door. At point 'A' is a regular pit-trap. At point 'B' is a more fiendish magical trap. Note that the entirety of this corridor registers as magical: walls, webs, floor and ceiling. It is only possible to find the traps magically if Spojan's Discernment is cast immediately adjacent to them (or if it is cast with an IS within reasonably close range). In this case, the trapped area registers as being slightly more magical than its surroundings.

1.2c) Pit Trap

Perception - It is impossible to notice the pit unless you are actively looking for it. Anyone who searches rolls for each short section of corridor. The person must state whether they are visually or physically searching, and a single roll is allowed [At a bonus of 1

if Perception is 12 or more]. A visual search imposes a penalty of -2, and even using a long pole imposes a penalty of -1. The only way to search that does not attract a penalty is by using some shortish and solid object to tap forcefully and often.

(The GM may mention in passing to anyone choosing a long pole as their searching implement, that this method lacks fine discernment, although this should be done casually. Otherwise the announcement might alert the players to the fact that something 'hard to find' is in the corridor. Or she may simply let them use this poor tool until the trap is actually sprung - and then explain the method's inadequacies.)

Stealth - Sensible PCs might proceed stealthily along this corridor. Anyone who rolls PS or IS with their Stealth immediately before activating the pit trap gains a bonus of +1 to the following Athletics roll.

Athletics - The pit trap opens when weight equivalent to an adolescent human (or greater) is placed upon it. A single roll is available to determine your fate [Again at +1 if Athletics or Defense (Dodge) is 12 or more]. IS - "You hurl yourself aside, as a pit opens up beneath your feet. That was lucky!"

PS - "A pit opens beneath your feet and you fall through. Fortunately you are alert enough to lurch backwards, and you grab on to the edge of the pit with one hand. Then you quickly clamber free."

HBS - "A pit opens beneath your feet and you plummet through. Fortunately you are alert enough to lurch backwards, and you grab on to the edge of the pit with one hand. This grip is insufficient to hold you, however, and unless someone is immediately adjacent and reaches to help you, you will fall in." (For damage, see EF.)

EF - "A pit opens beneath your feet and you plummet through. Fortunately you are alert enough to lurch backwards, and you grab on to the edge of the pit with one hand. Unfortunately your grip is insufficiently strong, and this only slows you down." (Victim takes one wound upon striking the spikes in the pit.)

QF - "A pit opens beneath your feet, and you plunge into the earth, striking an ill-placed bed of spikes a few yards below." (Victim takes two injuries, and is impaled and unable to extricate themselves.)

DF - "A pit opens beneath your feet, and you plunge into the earth, landing heavily - directly upon an ill-placed bed of spikes a few yards below." (Victim takes three injuries, and is impaled and unconscious.)

Re-Opening the Pit

A few moments after the pit opens it closes again. It may be re-opened to rescue the victim in one of several ways:

(i) Someone else stands on it (using some means to prevent them from actually falling in), and it is then jammed



somehow with a strong rigid object or by someone strengthened by the Charm of Brachial Fortitude,
(ii) A magician first dispels its magic [CID/LoW] and then disintegrates it [TDA/SoD],
(iii) A magician fortunate enough to roll an IS with TDA/SoD, disintegrates it without first needing to dispel magic,
(iv) Someone forces/holds it open whilst under the Charm of Brachial Fortitude (a lever of some kind is required),
(v) A magician blasts it open using Gilgad's Galvanic Thrust. (GM Note: If the enchantment has already been dispelled, the Galvanic Thrust will be sufficient even on EF and HBS. If it has not, then a PS or IS is required.)

⊕ At the end of the corridor is a small square chamber, at the back of which is a stone door with a single rune carved at its center. The chamber is scattered with the fragmentary and rotted remains of what might be boxes or barrels.

GM: All in here is highly magical (because this place is designed to fool adventurers into opening the door). The fragments of packing case are designed to make this place seem like a store, but are enchanted objects that resist the flames (see below).

⊕ **Illustration 06 ('The False Door')** should now be made available to the players.



1.2d) The False Door

⊕ This door is a large stone slab, with but a single sorcerous rune upon its surface. There are no obvious handles or other opening mechanisms.

Examining the Door

Anyone looking closely at the door can see chips and markings around its edges, as if someone has applied a crowbar or other sturdy tool in order to try and heave it open.

Perception (Listening) - Anyone placing their ear actually on the door can hear distant rumblings beyond the door, if they roll an IS or PS.

Perception (Examining) - No way of opening the door with a mechanism can be found. However, anyone making a PS or IS detects that the door is slightly warmer than they would expect.

Pedantry - On an IS the rune may be recognized as a demonic rune (but without a clear meaning). On a DF it is clearly a rune used in the previous century to indicate 'Welcome'. (GM may wish to make this roll secretly.)

Quick Fingers - See 'Perception (Examining)'.

Spells that Might be Applied

Calantcus' Instant Dispulsion [CID] - Breaks the enchantment connecting this door to the subworld, rendering the trap inert. However, this possibility has been taken into consideration, and when the magic is dispelled locks drop into place that secure the door from being opened. (It may still of course be disintegrated during this period of inertness.)

Charm of Brachial Fortitude - The enhanced individual can experiment, and may think to heave the door to the left – which causes it to open. (Though this has a highly undesirable effect - see below.)

Excellent Prismatic Spray - Ineffective against the door.

Gilgad's Instantaneous Galvanic Thrust - If the door has been temporarily disenchanted [CID/LoW] the Thrust blasts a gouge out of the door. If it has not been disenchanted it has no effect.

Liberation of Warp - See CID above.

Morreion's Immediate Impulsion - If CID or LoW have not been applied use of this spell here sends the caster flying backwards down the corridor, and suffering one level of injury as they bounce off the wall or ceiling. (Unless they roll an IS, in which case treat as if the enchantment was dispelled.) If the enchantment *has* been temporarily dispelled, the caster will teleport into a magical alcove constructed one yard back into the rock. (With identical results as to those described for the first false door.)

Personal Phantasm - See 'Examining the Door'.

(Particularly in this case, use of the PP would be an excellent idea. Many traps, especially at the beginning of this scenario can be avoided through careful use of magic.) If



the PP is used to wield a crowbar here, that would be highly advantageous. (This did not happen in the playtest.)

Phandaal's Instantaneous Translation - The Rune indicates some such concept as 'Tomb', 'Mausoleum' or 'Crypt'.

Phandaal's Primary Dissolution - No reason why this should be used, but if it is, the ground shakes and fiery unnatural light flashes from around the edges of the door. The rift here is now sealed for some hours, making this trap inert and thus safe.

Spell of Dissolution - No effect unless CID/LoW have been used. If they have the door is disintegrated, revealing behind it a solid wall of rock on which is carved a leering demonic face. (See 'Tongues of Demonic Flame' below.)

Spojan's Thaumaturgical Discernment - Highly magical. On an IS this magic is discerned to have a connection to one of the subworlds.

Tchanfen's Disintegrative Application - See 'Spell of Dissolution', except only a large circle is disintegrated.

Application of Brute Force

The door can be shifted (Brachial Fortitude) to the left, or pried open that way with a crowbar combined with brute force. (So long as its enchantment has **NOT** been temporarily dispelled - for then the locks would have fallen in place and be preventing its movement.) As soon as it is moved more than an inch (a distance too small to peer around), its own counterweight mechanism takes over, and it flips aside to reveal a leering demonic face carved into the rock. (See 'Tongues of Demonic Flame' below.) Observers may only view this momentarily - before the magic trap activates.

1.2e) Tongues of Demonic Flame Trap

Unless Phandaal's Primary Dissolution has been used, as soon as the door is pushed aside, or after it is substantially disintegrated, a carved leering demonic face can be seen. The mouth of this face is open, and is large enough to insert both fists into. However, few would wish to do this since within the mouth flicker tongues of demonic flame. Moments after the demonic visage is observed these flames roar out into the room and corridor in a great wave. (Note: this lasts only a few seconds, but reactivate again in 3 minutes if any living being is in the room - see below for details.) Tongues of red-black demonic flame fill the room for a moment or two (before the door slams closed again - if it was opened). These flames also penetrate some distance down the corridor. It is not possible to avoid these by physical means whilst one is actually in the

room. However, someone in the corridor can try and leap away to lessen the damage: a single roll - resulting in an IS or PS - reduces injury by one level. Use Athletics or Defense (Dodge) and gain a bonus of +1 if this ability is 12 or higher.

Standard Magical Resistance

Though in some ways magical, this is not a spell, and so standard resistance to magic (using your own Magic rating to resist) is ineffective.

Active Magic that May Help

Calactus' Substantive Guardian - Works as normal.

Inviolat Attire - Reduces damage by one level of wounding, but is then dispelled.

Lugwiler's Resilient Overskin - Unfortunately no use.

Malakan's Silver Skin - As 'Inviolat Attire'.

Personal Phantasm - Unless the caster makes an IS or PS with a single roll of Wherewithal, the Phantasm will be dispelled.

Phandaal's Critique of the Chill - As 'Inviolat Attire'.

Omnipotent Sphere - Works as normal.

Simbilis' Righteous Mantle - Reduces damage by two levels of wounding.

Spell of the Slow Hour - Someone in the corridor might outrun the flames, or at least suffer less damage.

Damage

Anyone in the room takes three levels of wounding automatically; anyone in the entrance to the corridor rolls on this table. Use *Athletics or Defense (Dodge)* and gain a bonus of +1 if this ability is 12 or higher. Anyone a little further back down the corridor rolls on this table with a +1 bonus. (Cumulative if two bonuses applicable.)

Roaring Demonic Flames

DF: Take three injuries from flames, and lose 7 points from Health pool

QF: Take two injuries from flames, and lose 5 points from Health pool

EF: Take one injury from flames, and lose 3 points from Health pool

HBS: You are scorched and lose 2 points from your Health pool

PS: You are singed and lose 1 point from your Health pool

IS: Somehow you manage to avoid any damage, other than being coated in soot.

GM Note: For unlikely escapes, you may like to describe how the lucky PC is shielded by the body of one not so fortunate, or has wedged themselves into a corner etc.



1.3) The Demonic Statue

⊕ **Illustration 07** ('The Demonic Statue') should now be made available to the players.



Marked on the map of the plaza, and previously mentioned, is the statue of a repulsive demonic beast. The true door into this complex is beneath it. Smart PCs may work this out before trying the trapped doors. (This did not happen in the playtest.)

Discovering the Way

Perception - An IS roll is required on Perception by a PC that specifies they are examining this statue. This allows them notice a hairline crack around its base (normally obscured by ordinary dirt that has accumulated there). If the PC specifies they are examining the statue in minute detail, then a PS will do (unless this happens before either of the false doors have been explored - in which case GMs will be forgiven for fudging).

Athletics - Normal human strength is insufficient to move the statue. Five people working in unison is the minimum required, although four trying very hard might shift it just a fraction.

Using Magic - The statue radiates strong magic, and is enchanted to be extremely heavy. LoW/CID will dispel the enchantment (or the Charm of BF will bypass it), allowing the statue to be slid sideways towards the wall of the plaza that contains the smaller door⁴. This reveals a stone stairway, comfortably wide and high enough for one person. This stairway descends 20ft in magically enhanced gloom. (If this gloom is dispelled - LoW/CID - it vanishes temporarily and viewers who send down a light source can observe that it descends another 20ft further and then joins the end of a stone corridor. (No details of the passage can be made out - other than the slab floor - because of the viewing angle from the stairs.)

Tomb Notes

Everything in and around the tomb is enchanted to self-repair. This process takes 1-2 hours, or several hours in some cases, but may be observed to begin if PCs pay particular attention. Fragments of wood, pieces of pottery - anything they destroy - will ever so slowly begin to slide back together and reform into a coherent object. We mention this purely as a 'weird effect' that may be noted sometime during the following proceedings.

Re-encompassing Spells

At some points the players may well have their PCs demand a break to re-encompass spells. Dorbaneth is not a fool, and will allow this. However, he is also aware that the longer they delay the less they will accomplish, and his intuition tells him that the faster the act the more successful they are likely to be. (He will make this point out loud if necessary, and will not be gainsaid.) However, if he believes that spell capacity is significantly down, he will grant sufficient time for each person to re-encompass three or four points worth of spells. (GMs may alter this ruling as best suits the scenario when they run it.) However, Dorbaneth will not agree to a break every time a spell is used. (Though he might permit someone to rotate to the back of the party in order to re-encompass a particularly useful spell whilst the other three continue. He will not suggest such an action, but may acquiesce if it is put forward as being beneficial to the group as a whole.)

⁴ This is one of few instances where Dorbaneth could be convinced to allow Wodderman's assistance, merely for the purposes of pushing the statue aside. For other activities within the tomb, Dorbaneth simply refuses to risk his servant.



Emergency Entrance Option

It is possible that some parties might utterly fail to find this entrance. If so, rather than letting the scenario founder for too long, once the two other (false) entrances have been explored, this statue will simply slide aside automatically. (Evidence of Gomoshan's

unpleasant sense of humor.) Or, perhaps more in keeping with the tone of the adventure, the expert Xallops (providing he is not yet a PC, or perhaps as his last duty as a GMC) will examine the plaza and easily discover the location of this entrance.

Scene 2: The Demonic Hallway

The Bold Explorers

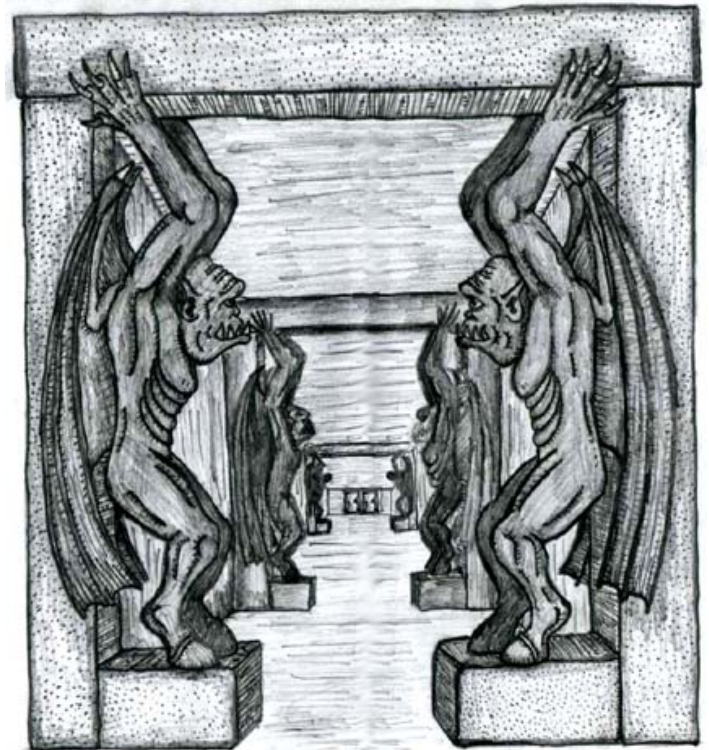
No doubt PCs will wish to proceed with extreme caution down the stairway. Allow them to do this, taking whatever measures make them feel secure. Once they have reached the bottom - or come so close as to make no odds - read out the following.

⊕ At the base of the stairs a corridor stretches before you. It is 10ft wide and 10ft high, and is shrouded in a dismal gloom...

If the PCs have a strong light source (which they almost certainly will), read out the following as a continuation. (If they don't, then improvise.)

⊕ ... clutching at its corners. Placed at intervals along its entire extent are horrible leering brass statues of demons, five pairs in all. The first pair is around 10ft from the base of the stair, and after that they are about nine feet apart. Each one is about six feet tall, and stands straining as it holds up the ceiling. At the end of the corridor (some 90ft or so away from the stair) is a large pair of brass bound doors, fashioned from what appears to be jet-black wood with golden handles.

⊕ Illustration 08 ('The Corridor of Demons') should now be made available to the players.



2.1) Traps!

The Vagaries of Traps

Adventurers who use intelligence and strategy may avoid damage from most, or even possibly all, of the traps in the first part of this adventure. That is entirely appropriate, and indicative of good role-playing. The horrible effects of these traps may never be utilized, and the author is quite happy with that possibility. In the prototype playtest, caution was not the watchword, and consequences - especially at first - were severe. Hence the player handout information now hints that forward thinking is appropriate.

Detecting Magic: This entire hallway radiates strong magic, no place more so than any other. With an IS at Spojan's Thaumaturgic Discernment the magic can be confirmed to be demonic in origin.

Pedantry: A magician who makes an IS may recognize the nearest demons as being inhabitants of the demon realm of Qastril. (In fact all are from this realm.)

Morreion's Immediate Impulsion - Due to magical interference in this passage, this spell is cast at a penalty of -1 (though the caster won't know this until the spell is cast). See also pit trap details for Trap C.



2.1a) Trap A

As marked on the GM's map - between the first and second pairs of demon statues is a trap. When activated, the actions of this fiendish device may be described thus:

⊕ "A thin set of huge serrated metal wheels, project abruptly out from the walls, and spin with a high keening noise as they scythe across the passage at groin and shoulder height."

GM: They are activated by any weight larger than that of a dog being placed upon the flags in the floor directly between or after the statues in question. Once they have cut their way through the air (and any other incidental objects) they return to their housing for a single round - after which they can be activated again in the same way.

Noticing the Trap

Perception - Any PC proceeding down the corridor may use visual acuity to search the walls, floor and ceiling. This method is not effective, as magic obscures the places where the blades exit the wall – making those places appear unremarkable. Only if some object is used for tapping and prodding the wall might the edges of the blades be noted. However, a PS or IS is required. (NB: The object used cannot be too long and unwieldy, as the user must be able to sense the variations in what it touches and what noise it makes.) As suggested previously, the player indicates which section of the corridor (include all surfaces in this section) the PC is searching, and then makes a single roll. (Gain a bonus of 1 if Perception is 12 or more.) On an HBS or EF the PC is not sure whether there is anything unusual about the section they are examining.

Stealth - PCs may roll Stealth for each section they wish to sneak down. If they roll IS or PS immediately before activating a trap, they gain +1 to the Athletics rolls that follows (because they notice the floor shift slightly beneath their feet).

Magic - *Personal Phantasm* will of course activate the trap normally. *Spojan's Thaumaturgic Discernment* cannot distinguish one magical field from another in here, unless the PC is adjacent to the trap - in which case a slight concentration of magic around the trap is noted with an IS or PS.

Avoiding the Trap Physically

Roll **Athletics** at a bonus of 1 if the rating is 12 or more. Or use Defense (Dodge) instead with the same bonus possibility. The PC must attempt to leap aside:

IS - You spring lithely aside, as if dodging traps was your morning exercise.

PS - You throw yourself bodily backwards, impacting heavily on the floor, but are nonetheless uninjured.

HBS - Though you move with admirable speed, one of the blades still catches you, slicing open your skin. (Victim takes one level of wounding.)

EF - Though you tried your best, you were not fast enough, and as you duck one blade, the other slices into your torso, hurling you bloodily backwards. (Victim takes two levels of wounding.)

QF: Your body is savaged by both blades, and is smashed to the ground, leaving you lying in a crumpled heap. (Victim takes three levels of wounding.)

DF: The blades do their worst, and the unfortunate explorer's body is sliced into three neat sections, which are then deposited unceremoniously at random nearby locations.

Magic that might be Applied

Advantageous Aerostatic Association - This only helps when floating downwards, and **cannot** be used for bobbing along the ceiling.

Calactus' Instant Dispulsion (CID) - Casting this spell upon the trap renders it inactive for several minutes. The trap's location must be known before this can be done.

First Retrotropic - If cast on the wall near the trap, this changes the magical camouflage that hides the niches of the blades from ordinary view. Their serrated edges are thus visible, and PCs may attempt to run through. (Single roll. Use the above table with bonus of +1, plus a further bonus of +1 if their Athletics is 12 or more.) NB: Once the blades have been seen in action it can be noted that a person dragging themselves along on their belly would be beneath their lowest slicing extent.

Liberation of Warp - As 'CID'.

Lugwiler's Resilient Overskin - Reduces damage by two levels of wounding.

Malakan's Silver Skin - Reduces damage by one level of wounding.

Omnipotent Sphere - Resists all damage, though PC may be knocked down and badly bruised.

Personal Phantasm - The Phantasm is again highly useful here. On first reading, GMs may think that this spell is in fact too useful. However, spells will soon be restricted in this module, so this could be the second to last chance it can be used. (As an amusing incidental point, if the Phantasm has been used already, it may look somewhat nervous as it is sent off down the corridor.) [See First Retrotropic in this table for how the trap can be avoided better when its location is known.] When the trap activates, the controller of the PP must make a single Wherewithal roll. On a QF or DF the Phantasm is dispelled.



Spell of Dissolution - On a PS [Single roll only; bonus of 1 if Magic rating 12 or more]] it can be activated fast enough to destroy one blade. (Unfortunately there are two blades, so this merely reduces the level of wounding by 1.) On an IS it destroys both.

Spell of the Slow Hour - If a person under the influence of this spell proceeds through the trap at top speed, they gain a bonus of +2 on their Athletics roll to avoid the trap's effects.

Tchanfen's Disintegrative Application - See 'Spell of Dissolution' in this table.

2.1b) Trap B

Again as marked on the map, a second trap exists between the second and third sets of statues. This is an altogether different hazard, designed to complement the previous one, and bypass magical defenses that might have helped in the first instance. As the statues are passed, the indicated section of floor drops steeply - hinged at the end next to the statues. The resulting incline is too steep to hold on to, and at the bottom are the inevitable metal spikes.

Noticing the Trap

Perception - As previous trap.

Stealth - As previous trap.

Magic - As previous trap.

Avoiding the Trap Physically:

Roll **Athletics** or **Defense (Dodge)** with a bonus of 1 if the rating is 12 or more. The PC must attempt to leap back as the slide drops open before him. (NB: Anyone who was moving fast along the corridor due to the Spell of the Slow Hour rolls at -1 penalty.)
IS - You spring lithely back, as if dodging traps was your morning exercise.

PS - You throw yourself bodily backwards, scrabbling indecorously at the edge of this newly appeared slide into foreboding darkness, but are nonetheless able to haul yourself free.

HBS - You slip forward, 'windmilling' your arms in an unsightly fashion, but manage to grip onto the edge of the slide before it claims you. Any round nobody is behind you to help, roll a D6. On a 1 or 2 you scramble free, on a 3 or 4 you remain hanging there (2 rds and 3 rds respectively), on a 5 or 6 you fall wailing into the depths (see EF). [GM must decide how many rounds it takes someone to reach them, depending on how close they are.]

EF: You catch yourself for a moment, but are unable to hold on, and - scrabbling desperately - you slide out of sight. (Takes two levels of injury on impact with spikes.)

QF - You fall onto the slide, and head rapidly downwards into the field of spikes. (Takes three levels of injury.)

DF - You fall onto the slide, and head rapidly downwards into the field of spikes. (Horribly impaled and instantly slain on impact.)

Magic that Might be Applied

Advantageous Aerostatic Association - Slows the fall sufficiently to reduce damage by two levels of wounding.

Calactus' Instant Dispulsion [CID] - The pit is fully automated. Only its maintenance is managed by magic, and this is irrelevant to its short-term operation. Mind you, the outline of the trap is magically hidden, as well as merely hard to see, so using this magic would help through making the trap susceptible to detection by sight.

Liberation of Warp - See 'CID'.

Lugwiler's Resilient Overskin - Resists two levels of wounding.

Malakan's Silver Skin - Resists one level of wounding.

Omnipotent Sphere - Works perfectly.

Spell of Dissolution - Anyone who falls in after rolling a HBS or EF may attempt to cast a spell such as this or the Galvanic Thrust etc to attack the spikes. On an IS they succeed and blast the spikes apart before striking them. (This is another example of a suggestion only acceptable if it comes from a quick-thinking player. The GM does not offer this as an option.)

Spell of the Slow Hour - See penalty above.

Spojan's Thaumaturgical Discernment - As previous trap.

Tchanfen's Disintegrative Application - See 'Spell of Dissolution' in this table.

Viewing the Black Doors:

⊕ As you draw near, you notice that the black doors fill most of the corridor. This sturdy wood is positioned inside thick doorjambs, and the hinges are buried deep within their protection. The large round door-handles appear to be made of silver, and the surface of each door is inlaid with strange twisting runes and sigils, also apparently made of silver. However, none of the silver fittings reflect the light, which is why you had not noted them previously.

2.1c) Trap C: Pit Before the Doors

(See "1.2c": pit trap details under the entry for the Small Door)

This simple pit trap between the fourth and fifth statues is placed here mainly to put a stop to the shenanigans of those who teleport around the tomb. An enchantment on the door, reflects those who have arrived here by teleportation – pushing them powerfully backwards with a pulse of energy. PCs may attempt to grab hold of a statue [Athletics or Defense



(Dodge): at a bonus of 1 if the rating is 12 or more] but only an IS allows them to do so. Otherwise they are buffeted back directly into the pit.

(Of course, the trap also applies to anyone who travels down the passage in the normal way and then steps onto this point.)

GM Note: This is the end of the initial trapped sections, and we will shortly move into the next part of the scenario. These black doors are the trigger to a portal into the subworld of Qastril, though of course this will not likely be suspected.

2.2) The Black Portal

PCs may be determined that Dorbaneth must help them assess this door. If they report what they know, he will agree to move the rear party into the plaza - to be available as back-up if required – but no further. If PCs profess to ignorance or fear, the Sage will go so far as to come into the corridor with them and (pretend to) examine the door from a short distance with his magic. He will then announce that he cannot discern its nature, and that in his opinion it is certainly the barrier between them and the main part of the tomb. If asked, he will grant time to re-encompass spells at this point, and allow them all to return to the plaza to do this. However, before they actually begin to examine this obstruction he will return to the Plaza. (NB: Should someone activate the spell whilst he is around, the sage will use his magic to prevent the resultant effect dragging him with them – see below.)

2.2a) Activating the Portal

An IS with an appropriate ability (Ψ PERCEPTION, QUICK FINGERS) may again reveal that this door is slightly warm. Other than that there is nothing to be found. Committing gross vandalism to the doors is hard, as regular weapons or tools make little or no impact. However, if the PCs persist in such attempts, use the 'bolt of demonic darklight' option in the next paragraph.

The first person to touch a door-handle with any part of their body (whether clothed or not) activates the following effect. It is possible that ingenious PCs may rig up some way (very difficult) to turn the handles without actually touching them. If so, alter this effect so that a **bolt of demonic darklight** leaps from the doors to strike the nearest person as soon as a door handle is turned.

The Darklight Power of Qastril

Darklight envelops the targeted person, shimmering horribly and enveloping them like a cloud of mist. This person is then engaged in a magical contest against a rating of 20. The others see the PC struggling and sweating, and enveloped in this evil shimmering energy field. If the PC is reduced to 0 in their Magic pool their essence is drained away, and they collapse, permanently devoid of consciousness. (Edan's Cerebral Physic is an effective countermeasure before this final collapse, and recovery will then take place over 1 minute per lost point.) Note that if possible the GM should insinuate that the life force is being drained from the victim to power a magical effect.

Magic that Might be Applied

Because these doors are a demonic portal, they are highly resistant to magic. Note that the victim of the darklight⁵ cannot cast spells unless they first make a PS or IS with Wherewithal, (and then an IS or PS with the spellcast), so these listed must probably be already active about their person, or cast upon them or the door by someone else.

The Heliosdactum – This device can be activated with a thought on any round that the victim does not make a DF or QF with their Wherewithal. It acts as an effective total countermeasure, driving away the darklight. (Though the following transmigration takes place anyhow.)

Calactus' Immanent Splendor - The person combating the demonic energy gets a bonus of +1 on all Magic and Wherewithal rolls if this is active upon them.

Calactus' Instant Dispulsion (CID) - No effect.

Calactus' Substantive Guardian - Bonus of +1 on first two resistance rolls, then the Guardian is dispelled.

Charm of Brachial Fortitude - No effect.

Excellent Prismatic Spray - No effect.

First Retrotropic - No effect.

Gilgad's Instant Galvanic Thrust - No effect.

Liberation of Warp - Applies a penalty of -1 to the next two rolls on behalf of the door. (If cast on the door or the darklight.)

Morreion's Immediate Impulsion - If the victim is able to cast this spell, and move away from the door after being attacked, the link is broken.

Omnipotent Sphere - The person combating the demonic energy gets a bonus of +1 on all Magic rolls if they benefit from this magic.

Personal Phantasm - If a phantasm touches the door, the energy leaps from the door to the actual caster of the phantasm. Ouch!

⁵ Remember +1 bonuses if ratings are 12 or more.



Phandaal's Primary Dissolution - Use of this spell actually hastens the transmigration (see below). GMs will be forgiven for allowing players to assume that their use of this spell brought the transmigration upon them.

Phandaal's Repudiation of Curses - The person combating the demonic energy gets a boon of +1 on all Magic and Wherewithal rolls.

Simbilis' Righteous Mantle - The person combating the demonic energy gets a bonus of +1 on all Magic and Wherewithal rolls.

Spell of Dissolution - No effect.

Spojan's Thaumaturgical Discernment - The door is highly magical. On an IS the caster is certain that this magic is demonically tainted.

Tchanfen's Disintegrative Application - No effect.

Virtuous Blade of Motholam - This can gouge chunks out of the door (whilst no other weapon can), but not enough to cut a hole through it in the time allowed. If no other help is available and a virtuous blade is pressed into the hand of the victim, give them a boon of 1 to resist the rolls.

2.2b) Transmigration

⊕ Suddenly each of you feels as if you have simultaneously gone blind and been thrown into a bottomless pit. Air rushes past you, and you feel as if you are travelling at immense speeds. You begin to discern occasional glowing objects passing you so fast that it is impossible to make out any details. Up ahead a red glow appears, coming closer and closer by the second. Before you can make out any details, you slam into an invisible solid surface and lose consciousness.

The Changing Laws of Magic

In the dimension that the PCs will find themselves in, the laws of magic are different from those on the surface world. Before commencing the following scene, collect all of the character sheets and compare each adventurer's encompassed spells to the following lists. Those on this list that are encompassed must be crossed out neatly but firmly in pencil at once. (Make sure to hand the sheets back to correct players.)

Ambloraine

Archemand's Unlikely Self-Restraint⁶

Liberation of Warp

Omnipotent Sphere

Spell of Dissolution

Spojan's Thaumaturgical Discernment

⁶ For the pedants amongst you, as stated in the DDE this spell works once in some subworlds, but just **not** in this one.

Haldalank

Morreion's Immediate Impulsion

Trivulus

Lugwiler's Resilient Overskin

Vicco

Liberation of Warp

Spojan's Thaumaturgical Discernment

Tchanfen's Disintegrative Application

Pool Refreshment: It is likely that pools have become depleted. Take this opportunity also to restore them all to full. (NB: If somehow all PCs have managed to avoid using many points from their pools, then ignore this option.)

GMCs: *Also adjust the following GMC sheets by putting a line through certain encompassed spells. (Try and do this surreptitiously, or else the players will know that the advance party may well be following on. If you remember, do it a short while before the translocation.)*

Xallops

Charm of Necroptic Inveiglement

Phandaal's Mantle of Stealth

Spell of the Seductive Frontier

Chaneska

Liberation of Warp

Spojan's Thaumaturgical Discernment

Wodderman and Dorbaneth

Note that for ease of play (since Wodderman may be later sent here to become a PC) he is only affected in that Laccodel's Rune no longer functions.

GM Notes: The complete list of which spells are restricted (or simply do not work) in Qastril is available as part of the GM's information, and will be handy to have nearby as an easy reference. (Each time a person casts a spell from now on, or attempts to encompass one, quickly check the list.)

One of your new neighbors





Scene 3: The Subworld of Qastril

3.1) Arrival

⊕ Each of you awakes, feeling as if you have been roused too early from after-effects of overindulgence at the Kaiin Wine Festival. You are sprawled atop some kind of huge stone building, but details are hard to make out as a thin yellow mist obscures vision beyond a few yards. Even the air itself has a peculiar and unrecognizable odor. Something about this place feels very wrong indeed. Perhaps somewhat sinisterly, you have all woken lying within a deeply carved circle of demonic runes. Though they are worn with age, these sigils clearly do not lack potency.

GM: The advance group of PCs has just been transported into the subworld of Qastril. This will not be immediately obvious to them, though anyone experienced with fantasy games will surely suspect something of the sort. Even if players are familiar with the concepts of the Dying Earth subworlds, Demon Realms etc, their PCs will need to make Pedantry rolls to gain any clues or hints from the GM. Otherwise, stick to the descriptive text. Above all, make this alien environment as descriptively atmospheric as possible: mention disorientation, feelings of 'wrongness', large looming shapes that prove to be no more than denser patches of mist, and the strange taste of the air itself.

Dealing with Questions:

Should players question their renewed powers (in the sense of asking what their PC has experienced), advise them that each PC feels as if immense time has passed since they stood before the black portal. In the case of losing encompassed spells, simply advise them that the spells are gone as if they had been previously cast – and that this is all that the PC knows.

GM Note: Successful use of Pedantry is the only way to confirm the rumor that some spells do not function in other dimensions.

Important Plot Point

The Eyes of Urkala: As soon as possible, alert the player wearing the Eye that they no longer have the sense of Dorbaneth peering over their shoulder. For a few minutes the Eye appears to be totally inert, having lost its inherent faint glow – as if severed from its source of magic. However, the Eye remains a crucial plot device, and must be retained if at all possible. The

GM should always be aware of where it is, so that if the person wearing it is killed or thrown about, the Eye itself will be saved through sheer circumstance (IE The GM's subtle machinations). Nonetheless, it is possible that it may still be lost. If so, the GM must improvise some way for it to be returned or replaced.

Perhaps the simplest thing is that Dorbaneth has attuned it to stay with the larger number of living adventurers, so that if the party is separated by more than 100 yards it flies/floats magically from any restraint and lands around the neck of the nearest member of the group. Since this could easily be perceived as a plot convenience, it is better to over-describe such an event than to allow it to pass by casually. Thus, if such a thing happens, describe bursts of magical energy, the crackling of the air, and the golden trail of sparks as it flies through the air.

At the moment, the GM needs to be alert to remember to introduce the following after a few minutes of game time has passed:





⊕ You hear a faint chime, followed a few seconds later by another. After a moment, you realize these noises are coming from the **Eyes of Urkala**. On examining it, you notice that it still does not have its old luster; however, with each chime a small spark of light can be seen deep within its core, as if some magical source has connected to it or detected it. Suddenly in place of one of the sparks there is a surge of magical energy, and for the briefest of moments you see Dorbaneth's concerned face peering at you as if from across an unimaginable distance. He is making repeated passes with his hands as if casting spells. Then this image is gone. However, the regular noises and pulses of light continue unabated.

GM: Should the PCs have firmly adopted the idea that some alien/demonic force is responsible for the Eye's regular rhythm, have a few more faint appearances by Dorbaneth's image. Even to the point of having a few words come across: "Keep the Eye with you, we shall come for you within hours, or a day at the most!" However, no further communication will be possible, unless the GM deems that isolated instances of poor communication will add to the tension of the adventure. (Though this is unlikely, as any reliable communication with the 'real world' lessens the concept that they are stranded on some distant plane.) Bear in mind that Dorbaneth can actually sense and hear them now just as well as he could before, and is choosing to remain incommunicado. He sees them all as expendable, and just wants them to succeed sufficiently well for him to obtain Gomoshan's Staff.

3.1a) The Immediate Surroundings

The PCs will no doubt wish to examine their surroundings. (GMs are advised to create a sketch map of the temple roof as it is uncovered.) Remember that this is a wide area, and that the mist limits vision severely – as well as suggesting looming apparitions where none exist. However, this mist is only present on the rooftop itself, so the surroundings are easily viewed from the edge of the building. PCs will not understand that the mist is a local phenomenon until they wander to the edge of the building. Remember that anyone running around here might fall off the building, run into the blockhouse, or even encounter an unexpected insectoid predator (see below). Describe all actions bearing in mind that the obscuring mist makes it hard to see more than about 10-15 feet in any direction.

⊕ The building you are on appears to be composed of large stone blocks. The roof is entirely flat, and the stones themselves worn with age and the effects of wind and water. Dank pools of grimy water lie in several of these depressions. Other details on your surroundings are not available at this time, as the yellow mist drifts in thick patches all about you.

When one of the PCs moves to the edge of the rooftop read this out:

⊕ The mist clears, revealing a staggering vista before your eyes. You are not only atop some large building, but this building itself is perched on a great craggy mountain overlooking a huge river valley that stretches away for many miles. On the far side are towering jagged peaks, some of which glow with inherent vulcanicity. Flying above the slopes you can also see several huge leather-winged shapes flapping disconsolately about their dire business. Most peculiarly it seems as if the mist is created atop this structure you are on, as you can see it sliding over the edge before you and drifting away down into the valley, dissipating quickly as it does so.

*GM: The **mist clears** altogether soon after they get to the edge of this structure, drifting away on the strange air of this odd world. This should imply that their arrival was what caused it to manifest. Note that the encounter with the demonic mollusc is best presented whilst the mist is still dense.*

Further Details

Looking outward from any other side of the edifice will reveal views only of further craggy mountains all around. Looking downwards reveals that the building appears to be carved from the very mountain top. Its featureless sides are slick with strange lichens and descend for hundreds and hundreds of feet before the mountainsides begin to flare – and even then they are still extremely steep and rocky slopes.

The building they are on is about 200 yards across and is square. It has one notable feature up here – a small blockhouse in the center of one edge of the roof. This structure is rectangular; about 20ft across and 10ft high. At one point (refer to sketch), a square metal panel (4ftx4ft) marks the side of this structure. (If examined closely, the metal is not earthly.) No way exists to descend from the great structure except through this blockhouse. One PC could conceivably use the Aerostatic Association, but should be

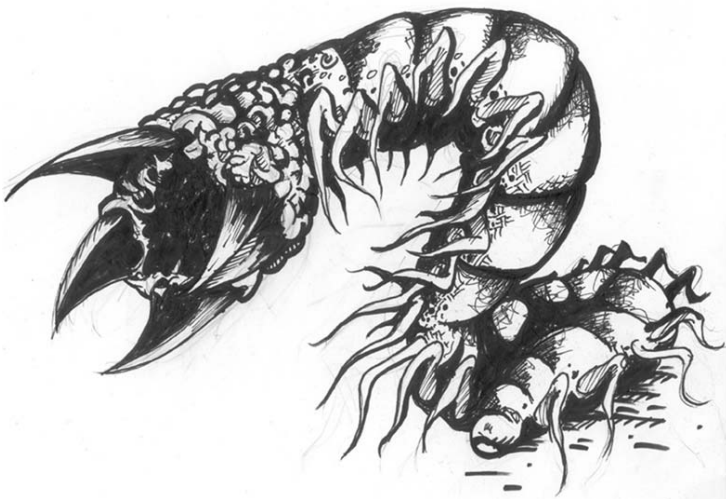


dissuaded from doing so by the presence of large predatory birds flying down below. (The same dissuasion should be applied if someone attempts to descend the wall using the magic boots. Sadly if a person persists, a huge bird will devour them.)

In fact, should they linger on the rooftop overlong, GMs may wish to impose the threat of some of these huge creatures spotting the PCs from a distance and beginning to head their way. (Should the PCs be redolent with spells and bravado, and time be permitting, then the GM might even like to have one or two of these creatures arrive far ahead of their fellows. (They are like huge and demonic pelgranes.)

⊕ **Illustration 09 ('Giant Demonic Mollusc')** should now be shown to the players.

3.1b) The Demonic Mollusc



Within the mists up here is a demonic molluscoid. No reason is required for this. Perhaps it merely climbed up; perhaps it is a guardian? Who will ever know?

Giant Demonic Mollusc

Since this is the only time the PCs will be exposed to natural hazards during this subworld visit, it is only right and fair that they will encounter an unusual and dangerous denizen. Run the encounter as best suits the tone of gameplay: If they are wandering about with ill-advised lack of caution, it will surprise them utterly, lurching out of the mist. If they are proceeding with commendable wariness, then no doubt someone will notice it (Ψ PERCEPTION) before it attacks. In either case, point out that the beast is of no species that any of them has ever seen or heard of before.

Surprise Attack:

Randomly roll which PC suffers this attack (unless you are tracking Sympathy Points, in which case choose the PC with the lowest negative total). The PC resists with Athletics or Defense (Dodge). This is not a contest where Re-Rolls are possible, again anyone with a rating of 12 or more takes a bonus of 1.

“An eight-foot high centipedal molluscoid with formidable slashing mandibles rears up before you!”

IS/PS: You leap boldly aside as the beast lunges for you.

HBS: A large tentacled mollusc attempts to grab you, and you hurl yourself out of its reach, falling heavily on the stone surface beneath you. (Victim also is unable to act for one round – and if alone will be attacked again.)

EF: Some huge creature looms suddenly from the mists, and you throw yourself desperately aside, striking your head and badly bruising your arms and chest. (Victim takes one injury, but this is through bruising and such-like and they recover after a few minutes rest.)

QF: A large and tentacled mollusc bursts suddenly from a patch of mist, and grabs you in its bony jaws, crushing you painfully. Fortunately you are able to hack at it with your rapier and it drops you again immediately. (Victim takes one regular injury)

DF: A large and tentacled mollusc bursts suddenly from the mist, and grabs you in its bony jaws, crushing you and slicing your flesh. You are immediately rendered unconscious and it tosses you aside. (Victim takes two injury levels.)

Regular Attack

Hopefully the PCs are taking regular precautions, in which case, the clatter of its many feet as the beast bursts into action allows each of them a single Perception roll [At a bonus of 1 if the rating is 12 or more]. If any PC nearby gains any level of success, they are able to shout a warning and nobody is taken by surprise. (If by sheer bad luck all fail, then the nearest PC must roll on the table above.)

The Demonic Mollusc

Somewhat resembling a giant centipede, this being is as large as a horse. It is clearly carnivorous, and obviously hungry, and attacks relentlessly until destroyed.

Game Statistics: Attack (Ferocity) 18, Defense (Misdirection) 15, Health 20, Magic (Resistance only) 7, Athletics 6, Perception 9, Wherewithal 18.

Magic That Might Be Used

Blue Concentrate – Sends it sprawling in pain, unable to act with any ease.

Heliosdactum – Causes it one injury.

Calanctus' Immanent Splendor – It takes an injury for close exposure, and flees. (If the person in its mouth uses the spell it takes two injuries and is mortally wounded – crawling away if possible.)



Charm of Brachial Fortitude – If used by the person in its grasp, they may change a DF to QF, QF to EF, or EF to HBS (alter wording accordingly).

Excellent Prismatic Spray – Slays the beast in a spectacular fashion. (Hopefully no allies are also in the path of these sundering darts of energy!)

Gilgad's Instantaneous Galvanic Thrust – Slays the beast in a spectacular fashion. (Is also directional, and so will avoid any nearby allies. However, if someone is gripped in its mouth, that person takes an injury from the backlash.)

Malakan's Silver Skin – See 'Charm of Brachial Fortitude'

Simbilis' Righteous Mantle – See 'Charm of Brachial Fortitude'. (This works only because it startles the beast.)

Virtuous Blade of Motholam – Works against the beast by giving the wielder a boon of 1.

GM Notes: *Should you consider the mollusc attack be way too wimpy for the heroic PCs, perhaps have two or even three of the creatures attack simultaneously (a much better option than having a number of single mollusks attack at different times – which might become rather repetitive).*

3.1c) The Blockhouse and Below

This building is 20ftx20ft. Its small square entry-point is impervious to most ways to open it, but magic can be useful. Above the entry is a series of demonic runes.

Magic That Might Be Used

Calantus' Instant Dispulsion – If cast upon the door it simply collapses with a groan, crashing to the ground.

Charm of Brachial Fortitude – Pounding on the door, or charging it using the dead beast as a battering ram, bashes the wedged-in metal plate out of the doorway.

Gilgad's Instantaneous Galvanic Thrust – Bends the door sufficiently that it is no longer wedged in, and can be easily prized out of its recess.

Phandaal's Instantaneous Translation – The runes read: "No Admittance to Unauthorized Personnel"

GM: Should the PCs not have enough effective magic, a hidden lever can be conveniently located somewhere. The blockhouse is largely a solid structure. Within is a wide stone stair spiraling down into gloom. This is not trapped, and descends for only about 40ft before reaching the end of a wide and bare stone hall, which continues for 80ft and ends at a plain wooden door.

GM Notes: Using the end of a blank piece of A4, sketch the corridor as they start along it (referring to the GM's master map of this section on the next page) showing the steps at the end of this corridor, and the corridor itself. Once the PCs actually open the door into the laboratory, you will hand out the PC's laboratory map, and add to that as they explore. (And abandon this sketch map.)

As soon as the PCs begin to progress along this hall:

⊕ A shimmer appears in the air before you. The pale figure of a bearded human magician - dressed in robes of an ancient style - manifests before you, clearly insubstantial and translucent. A chill of terror clutches at you – this is a ghost, perhaps the ghost of Gomoshan himself!

Those who fail a Wherewithal roll are unable to move due to momentary fear, but this is unimportant, as this manifestation is only an enchanted projection. (NB: Since it is a projection it is unable to enter into dialogue, although it will pause if necessary – to make sure that its message gets across, and may even repeat sections if some distraction obscures what it is saying.) If a PC is frightened enough to try and cast a spell of dispulsion, have the specter's words begin before the appearance is complete. (It would be a shame to waste a spell here.) Or the words can echo on, growing fainter and fainter, after it has departed.

⊕ **The ghost speaks:** "Welcome to my tomb. Few these days come to disturb me. No doubt you seek treasures and ancient spells. Perhaps you even have the audacity to claim the enchanted staff that served me so finely. Listen well, for I reveal new information. Within my tomb are several amulets shaped like twisting snakes on silver chains. In two hours' time any person wearing one of these will be transported back to the street outside my tomb's entrance in Old Kaiin. Anyone not wearing an amulet will be sent instead to the valley floor beneath this structure that was my castle. This edifice is situated in the demonic subworld of Qastril, and of those transported onto its surface so far, the longest resultant lifespan has been something less than three hours." The ghost smiles grimly, and then fades away.

What the PCs May Know

Pedantry: Likelihood that Gomoshan's Offer of a Return Trip is Genuine

HBS: It is not uncommon for magicians to set up traps that include some small chance of escape.

PS: This apparently amuses them enormously, watching their victims struggle.

IS: As well as this, most magicians so strongly believe in the Law of Equipoise that not to present some potential for escape is seen as inviting disaster down upon their own plans.



Pedantry: “Qastril”

EF: Qastril is one of the demonic subworlds...

HBS: Demonists and merchants once went there in search of rare spices and brought many slaves in exchange.

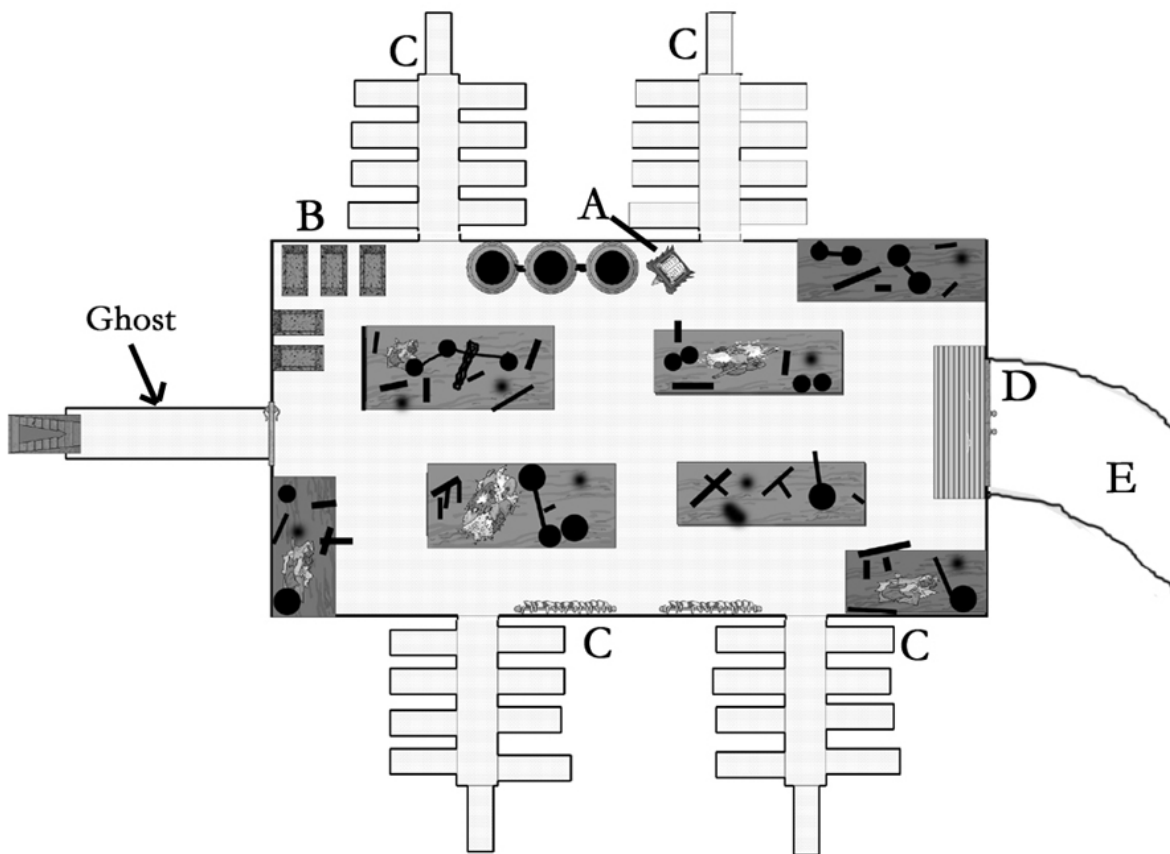
PS: The demonic residents apparently used these slaves for unwholesome purposes and then devoured them.

IS: Such traffic ended under the rule of Simbilis the Wise, who closed all of the subworld portals - claiming that their influence was unwholesome in the extreme.

GM Notes: Nobody gains a bonus on this single-roll attempt.

The door at the corridor’s end is a standard wooden construction, though very sturdy, and barred from the inside. Someone using the Charm of Brachial Fortitude could smash it down, but not a person of normal strength. Even axes would take long tiring minutes of extreme exertion to smash it in. Another option is to pry a hole through one of the door’s planks and reach through and lift up the plank. A rapier could do this work if used (Ψ QUICK FINGERS) with sufficient skill.

Scene 4: Exploring Gomoshan’s Tomb



GM Notes - Replacing PCs in the Tomb

The GM will need to keep track of remaining GMCs. Remember that if absolutely necessary, Wodderman can be used as a replacement PC, but the next section of the adventure is particularly hazardous. Thus, if the party are suffering a high rate of casualties, the GM may wish to downplay some of the effects that follow, except in the last major section. If the final four PCs begin to die off towards the end of the adventure, that is not such a terrible thing (in terms of continuity at least). Preferably each player can be kept in the action until at least the finale in the Tomb Chamber, but if we lose one of the last four PCs (and thus one of the players) shortly before that, then the story still continues. Hopefully such occurrences will be rare, and in most cases the game will evolve so that all four players can take part in the finale. If necessary, delay the arrival of Wodderman slightly – so that he can arrive in time to become a PC without having to brave the dangers of the previous room. In the end, each GM will need to balance out such niceties at their own discretion.



4.1) The Laboratory

⊕ This room is about 150ft long by 80ft wide, and resembles a magician's workshop. Great stone tables support scientific apparatus, several huge charts adorn the walls, and books and scrolls are lying about in vast numbers. However, this scene is one of great age. Everything here is coated in dust and hung with cobwebs. Four large alcoves further down the room appear to lead into tunnels, two on either side, and at the far end of the room, a wide stone ramp leads up to a wooden double door.

⊕ **Illustration 10: "Laboratory: Players Aid"** should be revealed as soon as they open the door. (GM fills out that map further, referring to the master map above, as the PCs explore)

GM: Draw the entire room on the sketch map (though only the openings of the alcoves), and pay attention to the points of interest as the PCs explore. No tracks are visible here - enchantments clear up evidence of passage.

Exploring the Room

⊕ You observe that a number of varying experiments once took place here. At one side are four stone troughs the size of baths set into the floor, at another are three upright glass tubes about 10ft high, some still half-filled with a viscous fluid – and all connected by a series of copper pipes. The seven stone workbenches are ubiquitous, scattered as they are around the whole expanse, and uniformly covered with scientific equipment. Also common are great cloth charts indicating sorcerous processes hanging around the walls, some of the largest stretching from floor to ceiling.

1) The Books and Scrolls – almost without exception these items are so aged as to crumble to dust as soon as they are touched. (Possibly this is an enchanted effect that Gomoshan created just to frustrate tomb robbers.) However, if someone makes a great attempt to examine a vast number of them in the hopes of finding one that is magically preserved, they deserve a reward. They will not find a book or scroll that is intact (as this might initiate a time-wasting search of every such item in the room). Instead, beneath one of these items they will find a red crystal. The crystal is translucent; and if examined closely one can observe at its center a short series of sorcerous sigils. Pedantry may be attempted by anyone (with a penalty of 1 for

non-magicians). [It actually reduces the amount of time taken to encompass a spell by one-tenth, and has 2 charges remaining.] Or perhaps Vicco or Ambloraine can attempt to identify it with their special Magic ability. (If so, ignore text for EF.)

EF: These sigils clearly indicate the item's properties...

HBS: ...Its utility has something to do with spells.

PS: And their re-encompassment...

IS: Yes, it allows faster re-encompassment.

2) The Equipment – This is all very old, and the rubber and cloth parts have long-since perished. However, the metal sections are still mostly serviceable, and if anyone wants to seek for some important piece missing from their own laboratory, there is a good chance it will be found. (Only important if this adventure is ever run as part of a campaign.) Potentially useful things like Bunsen burners no longer function.

3) Compounds and Other Magical Adjuncts – Many such things are inert after such a time of idleness; however, imagination may be granted limited reward. If someone wishes to manufacture something like an explosive compound or a healing salve and can come up with a sensible description of how this might work, the GM can roll secretly to see if they find each compound that they need:

IS: Found in only moment

PS: Found in less than 2 minutes of searching

HBS: Only found if the PC searches for 8+D6 minutes

EF: Only found if the PC searches for 20+2D6 minutes.

GM: Less time might be taken if the PC convinces others that their idea is sound and recruits their help. (Note that if time is pressing to complete this scenario – and the PCs have some other means to pass Krenhot – then nothing useful remains in this room.) This is in fact the Escape Clause option to cause Krenhot (see notes below) to withdraw from his alcove. However, since return to this laboratory is impossible, then if the PCs do not obtain items now, this option becomes defunct. (They are not essential to the success of the adventure, so no need to pass on any hints – just allow them to 'become essential' – or at least 'extremely useful' - if the PCs do collect them.)

4) The Charts – These detail various scientific and mathematical processes; however even the simplest would require several hours of interpretive analysis to be of much use. Nonetheless, some of the smaller charts could be pulled down and taken inside a pack. (All of the charts are enchanted to resist decay.)



Point A)

On a solid **wooden lectern** at this point (next to three large empty bronze urns linked by copper pipes) is a huge book bound in a strange gray cover. It is closed. This book is powerfully magic, and is a bound demon that will enter into a magical contest with anyone who touches the book or attempts to read from it. Any such person must resist. Simply have the player roll a series of dice, until a decisive result is reached at their own hand. (Rolls indicate the passing of time – the initial roll and the first re-roll take one round, etc etc) IS – Victim pulls away, gains 1 point to their Magic pool. PS – Victim pulls away.

HBS – Victim takes no loss but cannot pull away.

EF – Victim loses 1 from Magic pool and cannot pull away.

QF – Victim loses one spell from their sensorium (roll randomly) and 1 point from their Magic pool.

DF – Victim loses two spells from their sensorium (roll randomly) and 2 points from their Magic pool.

GM: If the PC's pool reaches 0 they collapse unconscious and cannot be roused for several minutes. They cannot be physically pulled from this connection. Useful spells to cast (or have cast) on yourself are: Calactus' Immanent Splendor, Simbilis' Righteous Mantle, and Unassailable Intellect. All break the effect, though when casting oneself a PS or IS must be achieved – one spellcast attempt per round.)

Point B) The Vats

These recesses in the floor are mostly empty, but one is surrounded by a faint field of magic, and contains a naked and hairless muscular man floating in a transparent gel. If someone removes the magic from here (Calactus' Instant Dispulsion) the glow fades and the man wakes, choking in the gel, attempting to break free. He is only of animal intelligence, and instantly attaches its loyalties to the person that has awakened it. Do not overplay this creature; it is like a dog or a simple but loyal simian. It will be upset if anyone threatens its master, and growl in a menacing fashion. If anyone actually harms its new master/mistress it attacks the transgressor, with the strength of a buck deodand.

Vat Creature

Game Statistics: Attack (Strength) 15, Defense (Dodge) 14, Health 18, Athletics 9, Wherewithal 14.

Point C) The Alcoves

This long wide room also has four annexes, and each of these is filled with alcoves constructed into the rock. Each alcove contains a long wooden box about six feet deep and 2ft square, and each decorated with inlaid

silver sigils of an unwholesome appearance. At some point conducive to the GM's requirements (when a coffin is tampered with, or when the PCs step onto the ramp to leave the room⁷) the coffins begin to open, and a number of sinister cloaked demonic humanoids clamber out. This encounter is designed merely to scare the PCs and make them use their magic. These demonic beings are unintelligent and not particularly brave or strong. They are bound here for one purpose – to attack intruders, but can be driven back by magic and bold action. This encounter should therefore be played for maximum excitement and minimal casualties (amongst the PCs). Some kind of strategy will be needed to cut their way through, drive a gap through the humanoids, push them back with some magic, etc etc. (GM runs for best effect.)

⊕ **Illustration 11 ('Cloaked Demonic Humanoid')** should now be made available to the players.



Typical Demonic Humanoid

Game Statistics: Attack (Caution) 5, Defense (Dodge) 6, Health 7, Athletics 4, Perception 5.

⁷ This might become a 'foot on'/'foot off' incident, if they proceed with caution. If a foot is placed on the ramp something shifts within one of the alcoves, but then ceases if the foot is taken off again immediately by an overly cautious/alert adventurer. (Admittedly a rather 'Cugelesque' incident, but could classify as wry amusement if not overplayed.)



Using Magic Against the Demonic Humanoids

Blue Concentrate – They fear it most terribly once they have experienced its effects. (It works as normal.) They draw back howling and uncertain

Heliosdactum – Imbues them with awe and terror, but only causes pain and discomfort (lose 1 Health point each). Hence they draw back for a few rounds before attacking again

Calactus' Immanent Splendor - Terrifies them, causing them to stay back as long as this is active.

Drumphilo's Adequate Illuminator – Sudden magical light makes them draw back for a moment, but only startles.

Excellent Prismatic Spray - Works as normal, and terrifies them. They stay back for a few rounds.

Gilgad's Instantaneous Galvanic Thrust - Works as normal, and terrifies them. They stay back for a few rounds.

Simbilis' Righteous Mantle - Works as normal, and makes them seem fearful of the person on whom it is cast.

Virtuous Blade of Motholam - Creatures observing the buzzing anti-demonic affects of this magical blade will become terrified and draw back for a few rounds (except for the guards).

Escape Clause

Turjan-Level play varies enormously based upon luck, spell availability, and role-playing. Should your party be unexpectedly overwhelmed by these beings, Dorbaneth will activate the Eye in a massive burst of pure white light. This singes the nearest beings, and totally disorientates the others for a large number of rounds. Any PCs looking towards the Eye at the time of the lightburst will also be blinded, but for only a few rounds.

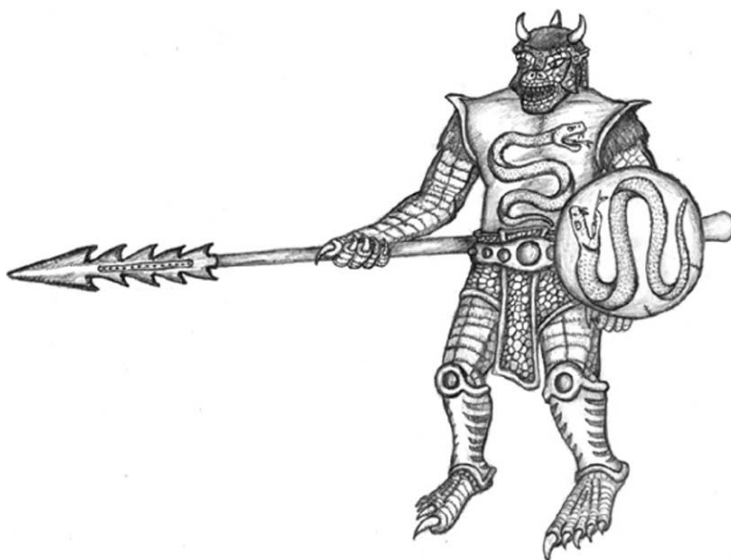
Point D) The Doors Out

These can be as hard or as difficult to open as best suits play when they are reached. Possibly they are locked and need to be picked (unless the guards just ran through them – see below), or just heavy and stiff, meaning that some PCs must fend off the demonic inhabitants, whilst others fight to protect their backs.

The Guards

Should the feel of the scenario suggest that further vibrant swordplay and lethal spells be applied at this juncture, then by all means consider this. Two (or more) guards have been attracted by the commotion, and plunge into the room via the doors at the end of the ramp. They each carry a large demonic pike with a great curved blade. These additional foes are a fine wild-card to play if the PCs are managing too easily. These demons fight with determination and are of an entirely different sort to the others.

⊕ Illustration 12 ('Demonic Guard') should now be made available to the players.



Typical Demonic Guard

Game Statistics: Attack (Strength) 12, Defense (Parry) 12, Health 11, Athletics 6, Perception 6, Wherewithal 8.

Leaving the Room

The PCs may get inventive and use one of the guard's pikes to wedge through the circular door handles on the other side, or they may simply flee this mass of recalcitrant creatures...

Point E) The Passage Beyond

⊕ The passage beyond the double doors curves to the right as it slowly descends. The walls of this long passage are decorated with peculiarly repulsive carvings of what appear to be long ropy worms. If this is what passes for art in this realm, you are unlikely to be spending much time in its exhibition halls without succumbing to extreme nausea.

GM: The ropy worms were designed originally as mere hideous decorations; however, should the PCs be so far having a relatively easy experience of the tomb (and there being still plenty of real-time in hand), then any GM would be forgiven for having these come alive (ala 'Aliens') and attack the PCs as they pass.

Spells/items that would effectively counter them (in one way or another) are: Heliosdactum, First Retrotopic, Immanent Splendor, and Instant Dispulsion. Spells that might help an individual break free or rescue another are: Brachial Fortitude, Galvanic Thrust, Excellent Prismatic Spray, Simbilis' Righteous Mantle, Spell of the Slow Hour, and Virtuous Blade. Needless to say, any that succumb will be torn to pieces.



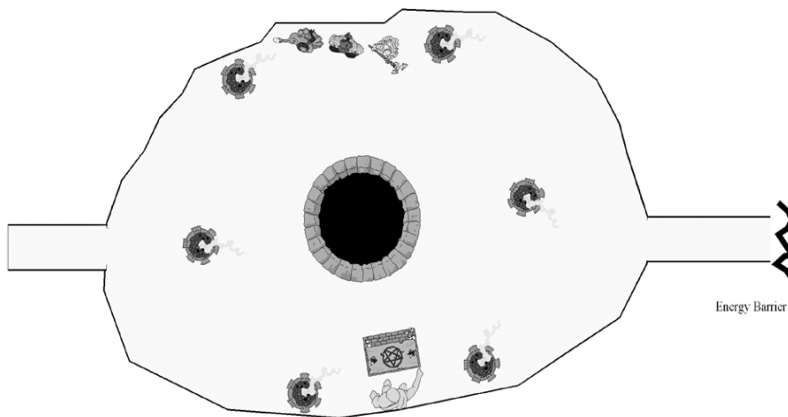
4.2) The Devotive Chamber

⊕ After something approaching 200ft, this descending passage has turned completely about on itself and opens into a cavernous oval chamber, some 150ft long, and over half that across. The ceiling is 30ft overhead, and weird blue flames lick high from six large copper bowls. The place seems unpleasant, and closer examination confirms this. The walls are carved with loathsome glyphs and sigils, and against the right wall is a large statue of the man who manifested earlier as a ghost. Before this statue is a hexagonal block of black stone, which has chains draped across its surface at both ends – possibly for securing sacrificial victims. At the center of the room is a hole about 10ft in diameter, ringed by a low wall that is also decorated with obscene runes. Over to the left three robed humanoids stand deep in conversation; opposite you, a large doorway opens onto a descending passage similar to the one just traversed.

GM: How much they interact with this room depends on the circumstances of their arrival.

⊕ **Illustration 13: “Devotive Chamber: Players Outline”** should now be revealed. (GM refers to the illustration here, which contains a little extra detail.)

Devotive Chamber



Option A: The Swift Visit

The PCs are in a rush; pursued by a mass of demonic humanoids keen for their blood. There is no place to make a stand here, but the far doorway beckons. No entities guard this doorway, and the three priests are

not near it: the PCs race across and vanish from sight. If one makes a PS or IS Perception roll [At a bonus of 1 if the rating is 12 or more] they notice that one of the priests appears to be an aged human. As they pass through the exit portal, the PCs notice that above it is carved a row of unpleasant twisting runes.

Losing the Pursuit

It's possible that PCs will charge through the devotive chamber with a mob of these demonic beings on their heels. About 90ft further along the second passage (with the passage itself continuing on deeper into the gloom before them) a crackling crimson energy barrier stretches across between six-foot tall two statues of Gomoshan. Only the priests will continue beyond this point, and so the PCs can race through to safety. (Well, perhaps not 'safety' exactly...)

GM Notes: (Continue with adventure from 'The Exit Passage' below.) Some PCs may evidence reluctance to go leaping through strange energy barriers. Should things become rather complex – let's say with the PCs turning to fight for their lives in the hopes of not having to go through – the demonic beings will withdraw some distance. A priest (unless all are dead, in which case the following happens spontaneously) mutters an incantation – the energy wall suddenly leaps forward to capture all of the PCs within its embrace – dragging them through.

Option B: The Leisurely Stopover

If the PCs arrive without pursuit, they may face a battle with the priests. In combat all priests use their wooden staffs - enchanted to be as strong and as effective as any blade. If the PCs are still redolent with spells and pools, then one demonic priest has spells as listed below. If the PCs are already weak, then both demonic priests possess only personally-enhancing magic, such as the Shadow Armor (see below), a Darklight knife (boon of 1 to attacks), an aura of fear (levy of 1 to attacks on them by anyone who fails a Wherewithal roll), that sort of thing – or even less effectiveness.

Typical Demonic Priest

Game Statistics: Attack (Cunning) 8, Defense (Intuition) 9, Health 9, Magic (Demonic) 10, Athletics 5, Perception 7, Wherewithal 9.

Spell 1: The Whip of Shaarsh

Range: Near, Duration: Feat, Difficulty: SFD

A huge buzzing whip of dark force appears in the demon's hand. Demon gains a boon of 1 on attacks. Costs 1 point from demon's Magic pool when it strikes for damage.



Spell 2: **Curse of the White Flame**

Range: Near, Duration: Feat, Difficulty: SFD

The demon breaths out a gout of fiery white flame, capable of engulfing several persons in a close group. Targets resist either with just Magic or with Athletics and then (if that fails) with Magic. (Athletics may only be used if target is watching the caster at the moment the flame emerges.)

Athletics or Defense (Dodge) [Bonus of 1 if rating is 12+]

IS/PS – You leap aside safely.

HBS/EF – You leap partway clear, but still take an injury.

QF/DF – Fully engulfed in the flame, you take two injuries.

NB: Magic resists this attack in the normal fashion.

The Human Priest

Rerchak Jallom is the final surviving priest of Gomoshan's worship in the subworld. As mentioned earlier, the PCs will never know the extent of what went on here in terms of this demonic religion. The author is profoundly in favor of keeping such abhorrent things in the realm of evil GMCs. (As in the manner of a certain long-established occult-horror RPG.) His interactions with the PCs will under no circumstances be of much educational value, unless the lesson is merely 'Never trust a demonist'!

Game Statistics: Attack (Caution) 5, Defense (Vexation) 6, Health 15, Magic (Demonic) 17, Wherewithal 12.

Spells:

1) **Excellent Prismatic Spray** (Nr/Inst/SFD): Hundreds of multi-colored threads of magic flame burst from the caster's fingertips. These will rip through any single living target, instantly killing any living being smaller than a whale. Though less effective on non-living matter it still cuts through armor like soft butter, retaining sufficient force to slay the person within. [The Omnipotent Sphere resists as normal, but the caster of this defense must gain the initiative if it is not already active. The Substantive Guardian resists as normal. Malakan's Silver Skin reduces damage to a mere three injuries – rather than instant death. Otherwise resist with magic or leaping as usual.]

2) **Shadow Armor** (Slf/Ft/SFD): A veil of shadow surrounds caster. Two effects: any attacks requiring sight are at a levy of 1, and he resists DE spells at a boon of 1.

3) **The Lashing Agony** (Nr/Inst/SFD): The caster breathes out a violent spray of silver and white shards, capable of targeting 2 or 3 individuals in a close group. These shards inflict agonizing pain, incapacitating the victim. The duration of this effect is calculated for each victim by rolling one dice and adding however much higher the caster's Magic rating is than the victim's Wherewithal. (If the caster rolls an IS, any targets also lose 2 from their Health pool.)

[Substantive Guardian & Righteous Mantle can defend.]

GM Notes: If the PCs have already had a hard time dealing with the creatures in the first room, allow them to spot the priests before the priests spot them. If the PCs enter here surreptitiously, they may sneak to the entrance of this room and take the priests also by surprise, in which case the fight will be a lot easier.

A Prisoner?

If the human priest is subdued and taken alive, clever PCs might think to have him guide them safely further into the tomb. He will refuse utterly and even threats cannot convince him, since if he dies within the tomb he will be reformed within the laboratories within a few days. (More importantly, he has existed now for so long that he is more than partially deranged, and does not value his life as much as more wholesome folk do.) If it amuses the GM, the prisoner may of course lead them into the trap on the bridge, and be slain in the process. (If so, allow Perception rolls just before this wind-tunnel trap is activated. On a PS or IS, the person notices the prisoner hunch as if in anticipation of some immediately imminent effect – and then any PC so forewarned is granted one free action, or some other benefit, before the trap takes effect.) The prisoner may be questioned as to what is going on here. Even if the PCs use threats and aggression, he will tell them nothing, merely spit in their faces and/or cackle insanely. [Note his amulet at 'b' below.]

What Can Be Found In the Room

a) On the persons of the priests are only repulsive talismans made from things like dried human hands, and other organs. If these are examined closely they can be seen to be etched with horrid sigils. These objects twist and ooze repulsively and only someone making an IS with Wherewithal could carry even one of them about their person.)

b) The human priest also has such horrid items, but he additionally has a dark blue crystal amulet, which is marked with ordinary sorcerous sigils. (ie not particularly demonic). Should this be taken it will make their journey easier at a future point.

GM: Anyone who scores a PS or IS with Perception at this point will recall that Dorbaneth wears something similar around his own neck.

c) Also in the human priest's possession (strapped against his flesh by a leather harness) is a peculiar reddish brown crystalline scale, marked with runes. Anyone who knows the spells 'Excellent Prismatic Spray' and/or 'Drumphilo's Adequate Illuminator' will



recognize that these sigils are notifications that these spells are somehow associated with the crystal. (In fact, these markings indicate that anyone with the crystal touching their skin can use and re-encompass these spells even in a subworld.)

GM: If this priest is rushed past here, he may crop up later in the scenario, so remember where these details are.

The Exit Passage

This starts off as a regular passage (similar to the one they traveled through from the entrance to the tomb), sloping downwards towards an energy barrier.

⊕ Only a short way along the passage is an energy barrier of coruscating yellow. It is opaque and blocks the whole corridor. Nothing beyond can be seen.

GM: The idea here is to illustrate that the tomb is greater than the parts they will experience. That is, they are transported to somewhere else, and obviously places in between also exist. It also is a useful cut-off point to get rid of pursuing demonic beings if they are still in play. (See earlier.) Consequently, use of Ambloraine's or Vicco's special ability will reveal that this is just a transportation magic. Stepping through the barrier only gives a brief sense of movement and then they are deposited in the alcove deeper in the tomb.

Deeper in the Tomb

⊕ Behind you the energy barrier has vanished, and you see only solid rock wall, with a worn and aged demonic statue on either side. The passage before you continues for around 30ft, sloping slightly upwards, before reaching a natural chasm, some 60ft across. On the opposite side is an alcove in which is recessed a bronze-paneled door, and this is reached by a natural stone span about 5ft across which stretches over the chasm, sloping slightly upwards like the passageway itself. Next to the doorway is a motionless and imposing tall figure in ornate bronze armor.

GM: The chasm stretches upwards around 300feet (not that the PCs can see this far), and left and right for more than a mile. It is also extremely deep.

Drawing the Chasm: There is no separate illustration of the chasm. Refer to the larger GM's map on the next page that includes chasm, treasure chamber and sarcophagus room. (There IS a player map handout of the treasure room, which you will show players when they open the door to that room. This includes chasm and bridge.)

The figure is an undead demonic warrior of minimal competency. It is situated here only in order to try and

cause the PCs to waste a spell. It can be destroyed by any spell that affects non-living beings.

Warrior

Game Statistics: Attack (Strength) 15, Defense (Parry) 13, Health 16, Athletics 4, Wherewithal 20.

NB: If the PCs are doing extremely well when they reach this point instead use the enhanced guard notes from earlier.

The true difficulty here is that as soon as a person reaches over halfway across the span, the bronze panels in the door turn a glowing light blue and an extremely strong force of rushing air comes pouring forth from the doors. Anyone upon the chasm is struck by this force, which grows by the second. (Fortunately it does not hit them immediately with its full strength, but nonetheless there is insufficient time to take more than another few steps before an insurmountable air pressure threatens to throw anyone on the bridge backwards along the span –and almost certainly out into the chasm.)

Spells that Might Be Used

Advantageous Aerostatic Association – Obviously, a PC thrown from the bridge will use this if they have it. This allows them to drift instead of plummeting, and they will be able to grab hold of a rocky protrusion some 40-240ft below the bridge (Die roll x 40). From this point it is possible they may be hauled back by a rope, or may possibly succeed in climbing. [For climbing they must achieve an IS or PS with their Athletics in the normal fashion. The opposing pool is 1 for every 40ft of distance the PC fell before being able to grab hold.] *NB:* Should the party be succeeding way too well, a GM will be forgiven for making it much more difficult to find a purchase.

In playtest, one PC fell a great distance this way, to land on a (hurriedly improvised) rocky bank next to a (equally spontaneously created) river of black sludge. As GM I allowed faint voice communication via bellows that echoed up and down. The PCs above showed remarkable concern and loyalty, and the person was rescued when those above threw down Trivulus' Boots of Adherence with the laces tied together. (To reward this loyalty I ignored the result of my roll that said the boots landed in the middle of the river of sludge, and allowed the PC to recover them from the shallows.)

Charm of Brachial Fortitude – If this spell is activated, the PC may pit their Athletics against the force of the wind. This force has a pool of 5 if the PC is trying to return safely back to the side away from the door, and of 11 if trying to reach the door. (Once the alcove is reached, the wind abruptly ceases, but the guard may still be there.)



Charm of Untiring Legs – See ‘Charm of Brachial Fortitude’, except pool points are 7 and 13 respectively.

Personal Phantasm – The phantasm will be able to cross the bridge unmolested, and reach the opposing door. Being magical it does not activate the wind-tunnel effect. It may be able to open the door in the usual fashion (see below) but this does not prevent the wind magic from activating whenever someone else crosses the bridge. Its best use would be to ferry people over, since it is unaffected by the wind. (It could grasp them firmly and drag them across one at a time.) However, the undead guardian will also attack the Phantasm as if it was real, and is able to damage it in the normal fashion – thus the caster of the Phantasm must fight the guard, using their own statistics.

Phandaal's Critique of the Chill - See ‘Untiring Legs’ above. (However, if so used this spell expires after this episode.)

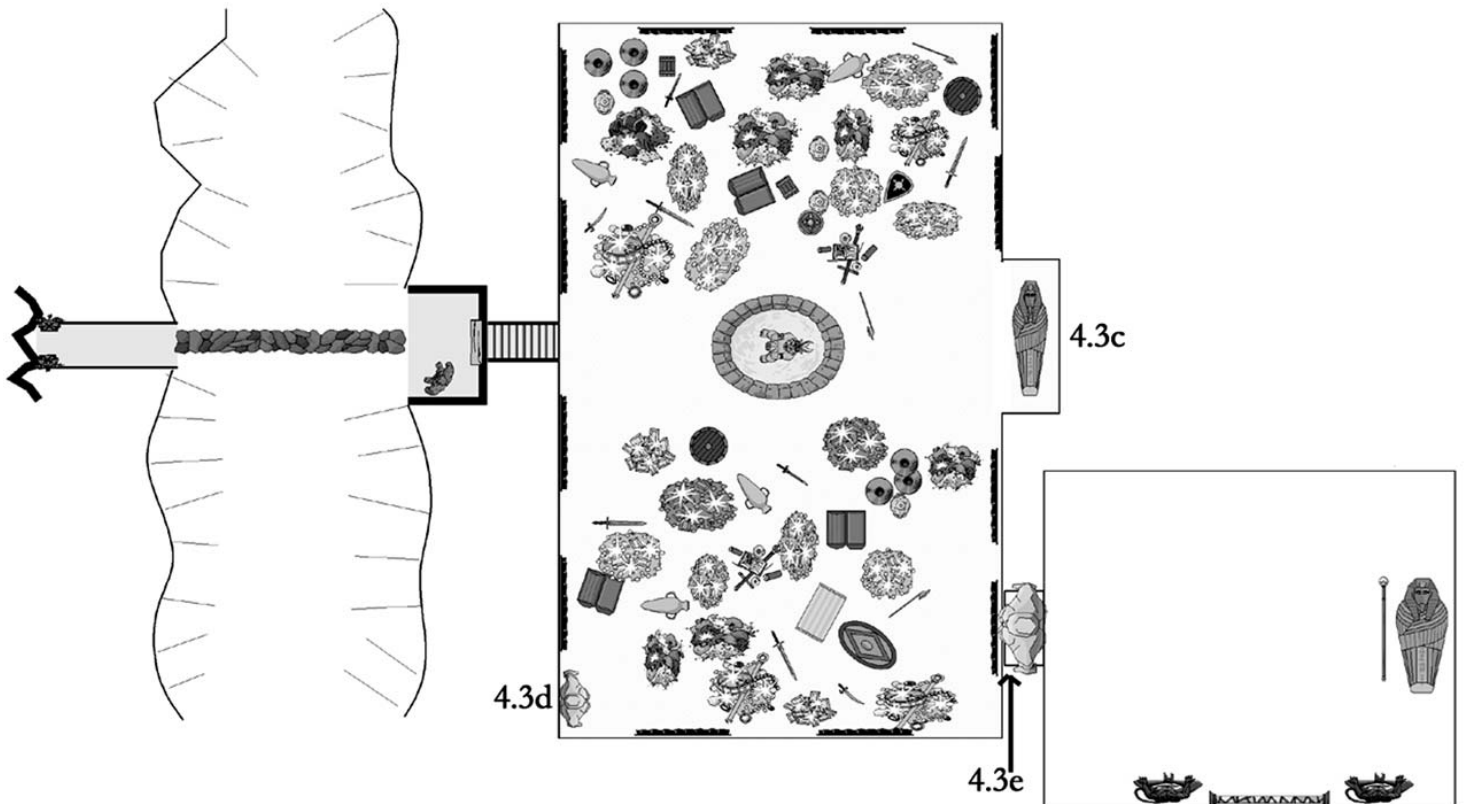
Spell of the Slow Hour - See ‘Charm of Brachial Fortitude’.

GM: Spells/devices not mentioned are not useful in this instance.

GM: Escape Clause

It is possible that the entire party might race unthinking across the span to surprise the guard. This could technically result in the deaths of all of them (if spells are scarce or badly chosen, or rolls are unfortunately poor). Faced with such a debacle, the GM must consider various factors:

- If 2 or 3 replacement PCs still remain, then the GM can just let the dice roll as they will. (Of course, the Eye or Urkala will not plummet and be lost, but magically fly out of the chasm and land on the side furthest from the door.)
- If 1 or 2 replacement PCs remain, then the GM can let everyone fall, and rule that anyone rolling an IS or PS with Athletics [Bonus of 1 if the rating is 12 or more] manages to grab hold of the rock face as they strike it further down (see Advantageous Aerostatic Association spell above).
- If only 1 (or nil) replacement PCs remain, the GM will need to make a more decisive intervention. Allow desperate PCs to grab each other (Athletics – bonus as directly above - DF only to fail), and struggle off the bridge in a clawing mass, all holding fast so that nobody falls – well, only a PC who makes a DF with the second required Athletics roll.





The Alcove and Brass-Paneled Door

GM Notes: The effect of the wind is not actually felt in the alcove itself, and the guard waits to attack until a being steps into this calm area. However, anyone who is driven back by the fight may of course step back into the wind's effect – and some spells that may have helped them might now have expired! When a human hand touches the door, the wind effect immediately ceases (unless the PCs possess the priest's blue amulet – see [i] below). If the guard is still extant, it will of course attack anyone trying to do this.

⊕ The door has no handles, and appears to open outwards towards the bridge. It is indented with faintly carved sorcerous sigils across its whole surface. It seems that it would require great force and the application of some tool like a crowbar in order to open this portal.

GM: The GM must decide what will open it. We present the possibilities in rough order of preference:

- i) The human priest's dark blue amulet causes the door to open, when it is touched against it. (This also cancels the wind effect, if the PCs possess this item.) [Playtest Note: The players did not think to try holding the amulet and boldly crossing the bridge until after some considerable difficulties here. Therefore, in the interest of amusing role-playing, I allowed this to successfully counter the wind effect, and they crossed chiding themselves for their dumbness.]
- ii) Those possessing a crowbar and the Charm of Brachial Fortitude, may force the doors open.
- iii) A magician using Pedantry on the sigils might learn the arcane password required to activate the doors.
- iv) A secret mechanism to open the doors might be found hidden amongst the various runic inscriptions (Ψ PERCEPTION, QUICK FINGERS)

Beyond the Door

A flight of stone steps (not trapped) leads up. Even from close up, one can initially see only that stairs ascend for 40ft or so and then reach some kind of level area, which might be a door, platform or room.

4.3) The Treasure Chamber

⊕ A wondrous vaulted hall stands before you 100ft across and 200ft wide. At the center of the room, a large circular fountain spews water from the upper mouthparts of some kind of carved aquatic demon, filling a wide and shallow basin that surrounds it. Heaped all around the floor of this chamber are piles

of gems, glinting coins, valuable ornaments, bejeweled weapons, and shining silver and gold artifacts. Over against the left wall, a tall metal statue of a repulsive demon has its arms clasped behind its back. Draped on the walls are enormous rich tapestries depicting various earthly vistas from forests to the deep night sky, and demonic visions from horrid subworld landscapes to the visages of hideous 'demon lords'. Far more wealth is here than you could hope to spend in an entire lifetime! Even shared amongst your friends, such riches will make you all lords of Kaiin. At the back of the room is a large recess in which stands a carved stone sarcophagus.

GM: Should the PCs be still in strength, and action a fine thing to have at this point, the human priest detailed earlier is kneeling before the sarcophagus, and springs up as they enter.

⊕ **Illustration 14: "Treasure Chamber: Players Aid"** should now be brought into play. (GM refers to the illustration above, and fills in the extra details, and room beyond, as the PCs explore and discover.)

4.3a) The Treasures

The GM should allow any PCs that wish to, to gather valuables to line their pockets. This is after all one of the reasons why they came here, and will add to game realism and possibly player satisfaction. The PCs may attempt to evaluate goods (Ψ APPRAISAL, STEWARDSHIP/PERCEPTION -1), and that too should be allowed – with the GM making up descriptions and values in a fashion that inspires awe and triumph.

However, it is impossible to fully sort out the useful magical treasures from the mundane without access to more magics than are available, and preferably a fully-functioning thaumaturgist's laboratory. Nonetheless, those who search the piles may find various things that appeal to them. Largely these will remain unidentifiable unless tested, although certain PCs (Ambloraine/Vicco) have Special Abilities – Magic (Insightful) – which they can use to deduce what magical items are after a minute or so spent concentrating on them, or (in the case of compounds and potions) evaluating them using relatively simple laboratory tests. Others may be able to read the magical sigils on any labels (Ψ PERCEPTION: -1 for non-magicians, one roll only per item).

Bear in mind also that many of the magic items glow with the force of their enchantment, and so even a non-magician can locate some of these items, and by



taking one up may learn of its usefulness (or lack of) in the action that follows. If play clogs, have Krenhot be spotted or reveal himself. Or the portal beyond could be noticed as it starts to activate.

Such an extensive list is given to try and recreate the difficulties inherent in trying to find useful objects amongst the massive heaps of spoils. (Mind you, in the preliminary playtest, a PC did manage – through sheer chance to avail themselves of the anti-demonic swords.) It is entirely possible that this list will only come into its own when they get past Krenhot and reach the portal before it closes.

Searching requires Perception rolls, and an IS will reveal something special - (Roll D6):

1) A glowing magical sword (roll on 'Sword' table) [*For simplicity's sake all the magical weapons are swords: mostly in the rapier-style, but some larger. In any event, the skill of 'Rapier' or 'Cutlass' covers all such weapons found here.*]

2) A Piece of Armor (roll on 'Armor' table)

3) A scroll (roll on 'Scrolls' table)

4) A potion or salve (50/50), whose lid is marked with sorcerous runes (roll on 'Potions' table)

5) An amulet, rich with power (roll on 'Amulets' table)

6) A special object (roll on 'Special Objects' Table)

NB: If someone is merely looking desperately for something to assist them, they must specify whether they want a weapon, a potion, or scroll, or 'anything'. (GM then adjusts table roll accordingly: 1-3 they find an item of the type they want, 4-6 roll on standard table here.)

NB: GM needs to note somewhere any item (by number) that a PC has on their person. The player should be asked to note the same item by a brief description – and any information they have learned – on the back of the character sheet, or in the Special Possessions box.

Sword Table

1) [ITEM 1] "A bejeweled and magnificently crafted sword of great size". (This item is ornamental only, and applies a levy of 1 to the wielder if used during combat. Its magical attribute is only that it is preserved from decay, though it shatters on the first DF if used in combat. In a campaign this would be an 'Impressive Weapon' as featured in *Cugel's Compendium*.)

2) [ITEM 2] "A shining bronze shortsword, with an ornate hand-grip in which is embedded a large sapphire." (This sword bestows on the wielder the ability to resist flames at a bonus of +1 – effectively useless in the action to follow.)

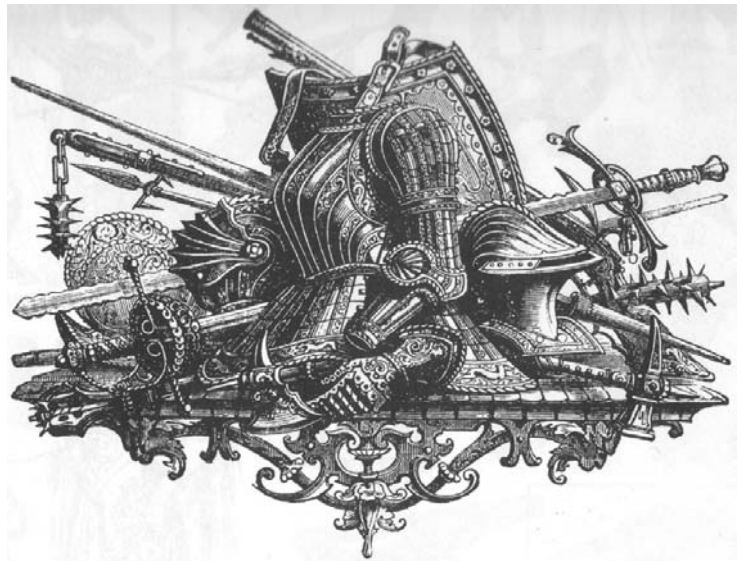
3) [ITEM 3] "A large dull-sheened sword made from some unusual dark metal, and finely forged with a huge ornate pommel." (This is a magical trick sword, and when two of

the sections of the ornate pommel are gripped in the correct way, the blade is projected by a powerful spring, travelling several yards with enough force to impale a non-armored man, and injure even an armored warrior.)

4) [ITEM 4] "A regular-looking rapier, except for its magical sheen." (When thrown at an attacking foe, this rapier fights in mid-air as if wielded by an unseen assailant. For simplicity, this gives a +1 to any attack roll when the sword fights alongside you – on a HBS it is the sword that has hit.)

5) [ITEM 5] "A fine silver sword, decorated with ornate spirals carved along the blade." (As he/she begins combat, the blade casts the 'Spell of the Slow Hour' upon them. Two charges left)

6) [ITEM 6] "A glinting silver cutlass, decorated with numerous glowing runes." (An anti-demonic weapon that strikes demons at +1 and gives the wielder +1 on Wherewithal checks when resisting fear of demons. Note that the holder will not know this until they try and combat a demon with it.)



Armor Table

1) [ITEM 7] "A pair of lower-arm guards made of black metal." (These allow the wearer to see in darkness.)

2) [ITEM 8] "A pair of golden gauntlets." (Bestow immunity to mental coercion upon the wearer – charged.)

3) [ITEM 9] "A glinting tin helm, with a prominent nose-guard." (Bestows immunity to suffocation upon the wearer.)

4) [ITEM 10] "A round shield of hammered brass, adorned with runes." (The wielder resists magical effects at +1.)

5) [ITEM 11] "A bronze helmet decorated with a plume or large red feathers." (Wearer is immune to fear for several minutes per charge.)

6) [ITEM 12] "A silver breastplate etched with sorcerous sigils." (Anyone wearing this gets a bonus of +1 on all Health rolls.)



Scrolls Table

Each of these scrolls contains one or more spells. However, since there is no time to cast these in the action that follows, we mention them only by name. (All spells are from either the DERPG Rulebook, Demons of the DE, or Turjan's Tome.) We supply such detail so that if PCs examine the horde they will find it to be both copious and impressive. If the PCs found the magical item in the first tomb room, it is possible they might attempt to encompass a new spell here. Sadly, that magic item only helps encompassment of spells you already know.

- 1) [ITEM 13] 'Edan's Thaumaturgic Poultice', 'Edan's Cerebral Physic'.
- 2) [ITEM 14] 'Phandaal's Observational Confinement', 'Phandaal's Sheltering Radiance'.
- 3) [ITEM 15] 'Thasdrubal's Enfeebling Gaze'.
- 4) [ITEM 16] 'The Literal Organic Expulsion'.
- 5) [ITEM 17] 'Felojun's First Hypnotic'.
- 6) [ITEM 18] 'Calactus' Precise Deception'.

Potions Table

Potions are of course of much easier use, and therefore we supply more detail. Various attempts may be made to identify a potion. Firstly, the runic inscription might be translated. A PC makes a Pedantry roll (bonus of 1 if the Pedantry rating is 12 or more, penalty of 1 if Magic rating is 9 or less. (Of the pregenerated PCs only Ambloraine gains the +1 specialism bonus.)

NB: Since it is possible to gain a false description of the contents, the GM may wish to roll secretly.

IS – Takes only a moment to recognize the description

PS – Takes several seconds (2 rounds)

HBS – Takes some long moments of uncertainty (5 rounds)

EF – Even after some time (7 rounds) you are unable to work out what this does beyond a vague clue (GM supplies)

QF – After tortuous pondering (15 rounds) you admit you cannot recognize these runes.

DF – You mistranslate the label to be an opposite or related effect. (GM decides)

Or, Ambloraine / Vicco could use special ability (Magic – Insightful)

- 1) [ITEM 19] Scorpion Venom (Causes illness equal to one wound level)
- 2) [ITEM 20] Edan's Remedy (Heals one wound level)
- 3) [ITEM 21] Nordrin's Elixir of Endurance (+1 Health rolls against toxins)
- 4) [ITEM 22] Jantry's Vituperance (+1 to Athletics rolls)
- 5) [ITEM 23] Kedmaf's Courage (+1 to Wherewithal rolls)
- 6) [ITEM 24] Lal's Measure of Disregard (imbiber becomes partially invisible: -1 on all aimed attacks on them)

NB: For the sake of simplicity, each potion has one dose per container. They might come in a small bejeweled flask, a tiny bottle, or even a nondescript clay tube sealed with wax. (GM decides.)

Amulets Table

Again, these can be quite useful (in some cases extraordinarily useful). However, only Ambloraine and Vicco (using their special abilities) can attempt to divine the properties of these items. (Again on a DF, the property is badly misjudged.) Use table available under 'Potions' above. Amulets are generally gems of different types at the end of bronze chains.

- 1) [ITEM 25] Korb's Decorative Restraint (Wearer is utterly incapable of motion until someone divests them of the amulet – or until they are physically injured)
- 2) [ITEM 26] Yuggan's Glittering Presence (Wearer shines and sparkles, and in all ways looks pleasing to the eye)
- 3) [ITEM 27] Hottle's Averter of Avians (No natural flying creature – inc. pelgranes - will approach the wearer within 15 yards)
- 4) [ITEM 28] The Tablet of Sufficient Nutriment (Any organic non-living substance that is rubbed against the amulet becomes edible and nutritious to a human, but may still taste foul. Each application alters a substance sufficient in volume to fill a small bowl.)
- 5) [ITEM 29] Phandaal's Divergent (Wearer gains +1 to resist Magical effects)
- 6) [ITEM 30] Gomoshan's Demoniactal Application (Turns the wearer into a deodand. However, he/she retains their intelligence and purpose – though not their manners.) GM: *A useful effect. For simplicity, give a bonus of +1 to Athletics, Defense and Health rolls, but person is incapable of casting spells, and is rather brusque of manner.*

Special Objects Table

- 1) [ITEM 31] A small book on magic "Ednoshal's Manifold Enchantments", which contains a number of spells. This of course is useless here, due to the time taken to memorize spells. (PCs do not have 20 mins remaining.) However, it is of course exactly the kind of thing the magicians came for.
- 2) [ITEM 32] Another small book on magic "Kryton's Overworld Conjurations". Again useless for this scenario.
- 3) [ITEM 33] One of the special silver snake amulets that allow them to leave this realm. (See description in Room 4.4 below.)
- 4) [ITEM 34] A small hard Clay Tablet covered in thaumaturgic symbols. (Paguiler's Restorative: This has 2 charges remaining, and when pressed against a rechargeable magical device it will restore one charge per touch – whilst it has charges.)
- 5) [ITEM 35] A human thigh bone carved with runic inscriptions and carved to a point at one end. (This is enchanted to do three straight injuries to an undead creature into which it is plunged. The bone then disintegrates.)
- 6) [ITEM 36] A silver wand, etched with sigils. (This can make three castings of the spell 'Excellent Prismatic Spray' – one per round – at the Magic rating of the wielder.)



4.3b) The Fountain and Basin

Lying in this basin of water, near the feet of the demon, are nine pendants - golden serpents twisting about themselves, each attached to a gold chain. (At least this is how things appear – these items are in fact **illusory**!) Any person touching the water is stricken with a magical curse known as the ‘Deadly Distension’. They begin to swell, effectively losing 1 Health point per round, until on reaching ‘0’ Health they explode. This may be halted at any time by casting one of the following spells upon them: Calactus' Immanent Splendor, Calactus' Instant Dispulsion, the First Retrotropic, Phandaal's Repudiation of Curses, or Simbilis' Righteous Mantle. Edan's Thaumaturgic Poultice works to halt the effect only on an IS or PS. (The demonic statue is utterly inert, except to be the focus of the enchantment that is at work here.)

4.3c) The Sarcophagus

Behind the sarcophagus is an arched recess. The outline of some kind of bricked-up door is here, and the stone is deeply engraved with sorcerous sigils. A Pedantry roll may indicate that this is some kind of portal. (However, they have no means to open it.) The PCs will no doubt expect that some hideous undead lurks inside this sarcophagus, waiting to pounce when the top is slid aside. Removing the top requires a great feat of strength no matter what way they accomplish it. So as not to disappoint our audience, there may indeed be a crazed undead within this sarcophagus. However, it is of no real consequence to the story or to the PCs – it has been placed here simply because such a thing is expected, and can be destroyed through the mere application of force. (But it has been enchanted to appear horrifying and to resist mundane damage – in the hopes that its presence will cause tomb-robbers to use up valuable magic as they try and defeat it.)

GM: Should the scenario need to be speeded up, this sarcophagus only contains a mummified and mostly disintegrated corpse, and a staff that was once magnificent but is now broken into shards.

The False Undead

Game Statistics: Attack (Ferocity) 19, Defense (Misdirection) 17, Health 20, Magic (Resistance only) 14, Athletics 5, Wherewithal 30.

Special Features: This creature is so repulsive in appearance that at the start of the combat each person must make a Wherewithal roll. Anyone who fails takes a levy of 1 to their attacks against it – physical or magical): EF – 1 rd, QF – 2

rd, DF – 3 rds. This temporary incapacitation takes into account that they will soon see it being attacked and/or damaged – and thus overcome their fear. If PCs merely flee to regroup then consider extending the penalty. This entity attacks at full ability until reduced to 0 in its Health pool – at which point it disintegrates.

Using Magic Against the False Undead

Blue Concentrate – No effect

Heliosdactum – Renders the False Undead immobile for one round, and drains 3 from its Health pool.

Calactus' Immanent Splendor – False Undead will not attack caster, and attacks at a penalty of –1 when someone evidencing the Immanent Splendor is in the vicinity.

Calactus' Instant Dispulsion – Caster must overcome a Magic rating of 12. If so, the False Undead collapses into dust for three hours.

Edan's Thaumaturgical Poultice – Causes an immediate wound on the False Undead.

Excellent Prismatic Spray – Cosmetic damage only (subtract 1 from being's Health pool).

First Retrotropic – Instantly turns the False Undead into a pile of dust and bones.

Gilgad's Instantaneous Galvanic Thrust – Knocks False Undead down. It also causes it to lose 3 from its Health pool IF the caster can make a PS or IS with a Magic roll (Bonus of 1 if the rating is 12 or more).

Virtuous Blade of Motholam – Any successful strike causes an automatic drain from its Health pool (EF – 1 pt, HBS – 2 pts, PS – 3 pts, IS – 4pts).

4.3d) The Teetering Statue

A 12ft tall metal sculpture of a demon that appears to be holding something behind its back. The demon stands in a faintly carved semi-circle of sorcerous runes (one foot out from its base). If anyone approaches the demon by moving to within 6 feet of it, the demonic statue (which is actually extremely precariously balanced although it doesn't look it – unless a Perception IS is made from close range) will fall towards them – note that it as ‘lunges’ suddenly towards them. Athletics or Defense (Dodge) is required [Bonus of 1 if rating is 12 or more] to move aside as it falls, or suffer crushing damage:

IS – You step nimbly aside.

PS – You leap aside deftly.

HBS – You throw yourself aside clumsily and painfully.

EF – You bodily hurl yourself to one side, but are sideswiped by the statue. (Victim takes an injury.)

QF – Although you start to move aside, the statue smashes into you, tossing you aside. (Victim takes two injuries.)

DF – The statue crashes down on top of you. (Victim takes three injuries.) *GM: Whatever happens to the PC, the statue impacts with the floor, making a tremendous noise.*



4.3e) A Tapestry Depicting the Horrid Face of a Huge Demon

This huge tapestry shows the leering, lolling face of a repulsive demonic being. It covers the wall from virtually the ceiling (where it is attached to a rail) to only an inch or so above the floor. Behind it the giant head of the demon 'Krenhot' is blocking the doorway (see below) that the PCs need to pass through in order to proceed. However, unless a PC near this chart is extremely alert (Ψ PERCEPTION: IS only) they don't even hear the faint breathing or see the slight shifting of the hanging (all caused by its comatose slumber). In most cases, it will require the tapestry to be pulled aside on its rail to reveal this being. If anyone grasps the tapestry firmly, it will actually slide back all on its own, revealing Krenhot to the room. Krenhot is the major action in this room, and indeed one of the major action pieces of the scenario.

GM: Invent other tapestry details to match the introductory text to this section.

⊕ Revealed to you all is a wide and deep doorway with a room beyond; however egress will not be simple in this direction. Entirely filling the doorway is a torpid and grotesque demonic countenance. Low of brow, large of lip, and wide of nose – were it not for the palpable aura of terror emanating from it, it would seem almost comical. Suddenly its eyes snap open and the surface of its skin breaks into roiling motion. It begins blinking in excitement, thin wafts of smoke drift from its nostrils, and it licks at its lips with a huge prehensile forked tongue. Everyone who observes it is struck by a wave of abject terror.

GM: Anyone able to peer past (whether now or at some point during their forthcoming altercation with Krenhot) can also see:

⊕ Beyond is a smaller room – 100ft long and 40ft wide, at the end of which is another (more ornate) sarcophagus, lying on top of which is a great bronze staff topped with the molded head of a fearsome demon. The staff is wrapped round with a number of silver amulets, in the shapes of twisting snakes. On the right hand wall of this room is a stone portal with an intricately carved frame decorated with magic sigils. At the moment the portal swirls with inert oily blackness. The left-hand wall of this room is decorated with bronze panels bearing uncomfortable abstract patterns which hurt they eye when gazed upon.

GM: When it seems appropriate to hasten the proceedings, the oily blackness will start to change: first glowing spots will appear, then these will expand to lines and patches, eventually joining to form a depiction of Kaiin's Old Town in early evening. (Although nobody can pass through to the Old Town unless they are wearing one of the snake amulets.)

⊕ Illustration 15 ('Krenhot') should now be made available to the players.



Krenhot

GM: Every PC must make a Wherewithal roll (bonus of 1 if the rating is 12 or more).

IS/PS – Though startled by this evil being's repulsive visage, you are free to act as you see fit.

HBS/EF – You are frozen in horror for a single round.

QF – You are frozen in horror for two rounds, and after that can engage Krenhot only at a levy of -1.

DF – You are overcome with terror and collapse insensible, and after that engage Krenhot at a penalty of -1.

Game Statistics: Attack (Speed – tongue only) 18, Defense (Dodge – tongue only) 16, Health 20 (variable).

Driving Krenhot Away

Krenhot's Health pool must be reduced to 0, before it ducks downwards into the recess, howling in pain.

(Although of course this is only the Health of its head and tongue.) Note that as GM you can vary the size of this Health pool to best suit dramatic effect. Also note that he is immune to normal weapons, their hacks and thrusts simply bounce from his demonic hide.



Krenhot's Attacks:

a) *Tongue* – this long appendage strikes with the force of a mace, and can also grapple and grip.

On any round where a PC ends with a QF or DF, they have been gripped by the tongue and will be pulled into the mouth in 2 rounds (IE two more action rounds take place, and on the third they are considered inside the mouth). Each time the tongue is struck in a round this delays this result. However, once the victim is inside they are dead and gone. The PC may themselves also attack the tongue, but if they were caught due to a QF they attack at a levy of 1, and if caught with a DF at a penalty of 1. Striking the tongue with an IS or PS will cause it to drop the victim.

b) *Corrosive Spitball* – Once every 5 rounds if he so desires (IE if the GM thinks action needs enlivening) he can spit over a number of yards. (Use the 'falling demon' table at 4.3d to calculate chances of avoidance and any resultant damage.)

Using Magic against Krenhot

Blue Concentrate – Each spray incapacitates him for 1 round.

Heliosdactum – Blasts 5 points from his Health pool and causes him great agonies.

(NB: If the Heliosdactum is not used until some lively interactions have already taken place, and PCs expended spells and/or taken injuries, then the use of this device can be the pivotal thing that drives Krenhot away, even if it does not technically increase his injuries to the correct amount.)

Calactus' Immanent Splendor – Krenhot is greatly pained (loses 5 from Health pool) and cannot act for one round.

Edan's Cerebral Physic – Will instantly restore anyone who passes out with fear or is frozen to the spot.

Excellent Prismatic Spray – Rips 10 points from his Health pool.

Gilgad's Instantaneous Galvanic Thrust - Blasts 10 points from his Health pool.

Personal Phantasm – Krenhot devours such magics, and will with great relish. (He must attack it as detailed above.)

Phandaal's Primary Dissolution - To dispel Krenhot, the caster must overcome a magical pool of 12. (Krenhot does not vanish, but disappears rapidly downwards.)

Simbilis' Righteous Mantle – Resists the fear effect.

Thasdrubal's Doughty Resolution - Resists the fear effect.

Unassailable Intellect - Resists the fear effect.

Virtuous Blade of Motholam – Any successful strike (even an EF) causes an automatic drain from its Health pool.

(EF – 1 pt, HBS – 2 pts, PS – 3 pts, IS – 4pts).

Using Chemistry Against Krenhot

GM: It is possible that PCs may have brought materials from the laboratory they explored earlier. Some kind of flaming oil or highly corrosive liquid will certainly cause him to lunge downwards in pain, at least for a moment or two. Likewise each jar of acid thrown at his face will cause him considerable pain, and if several are thrown in rapid succession, he may retreat below for a few moments to heal his wounds. Seven clay jars of acid are in this room, and may be used by the adventurers. These have screw-top clay lids and are fairly robust, but will not survive being dropped onto a hard surface, struck with a blunt object with any force, or thrown forcefully into its face.

GM: Krenhot is reminiscent of Blikdak (TDE), who was a major demon that partially extruded from one of the subworlds into the Dying Earth. Krenhot is not nearly so powerful as Blikdak, and is a summoned and bound being from one of the other subworlds. He is trapped here as a guardian – rather than lurking here of his own free will.

Throwing Acid

Because of Krenhot's attacking tongue, those throwing the acid have to do so from a distance of several yards.

Use Athletics [bonus of 1 if rating is 12 or more]:

IS/PS – You strike the demon fair and square, and the container breaks, spraying the beast liberally with corrosive liquids. (Counts as one injury each such strike.)

HBS/EF – The container breaks against the doorpost, but nonetheless a proportion of the acid sprays onto the demon. (Counts as half an injury.)

QF – The jar rebounds from the entity and breaks upon the floor, doing minimal if any damage to the repulsive creature.

DF – You slip as you lunge to throw and the container falls short, very much short. You are sprayed with drops of acid and take an injury.

GM: Should Krenhot be driven off, rather than just ducking down, PCs can see a huge wide tunnel descending to an ominous red glow far below. (Or perhaps may see the demon himself, rapidly retreating.)

Encouraging Alacrity

Should the PCs be loitering, describe the portal in the room beyond, crackling and flashing with energy as it begins to activate. As any GM of experience will no doubt already have guessed, the portal will remain potentially available for as long as this state of affairs suits the pace of the scenario. But there is no harm in implying to the players that this duration of opportunity may soon expire if they don't hurry.



Emergency Option

Lacking spells, chemical assistance, or luck in their rolls to recover useful treasure, the PCs could be stuck here. Rather than have this happening, the GM is at liberty to fudge to the rolls as to what magical treasures are uncovered – or even to invent something new that will help them proceed. However, do not do this whilst some reasonable way remains for them to go on through their own actions. If absolutely necessary, Dorbaneth may aid them by using the magic of the **Eyes of Urkala** – sending a burst of bright light that drives him downwards in pain for a few rounds.

⊕ **Illustration 16 (“The Portal”)** should be made available to players as soon as a PC gets a proper look.



4.4) The Inner Sanctum

⊕ The room before you reeks with age. Around the walls various alcoves hold small demonic statues, and at the far side of the room a stone sarcophagus is supported on a large stone plinth. Lying across it is an eight-foot bronze staff, topped with a molded demonic head; and wrapped around the staff are about a dozen silver amulets shaped like twisting snakes. On the right-hand wall of the room a great portal flanked by two demonic statues shows a scene of inky blackness. *GM: By the time of their entry, the portal may be showing signs of activation. If so, reword the last sentence.*

Trapped! (GM’s discretionary option)

Once they are inside, Krenhot rises again, hefting some kind of heavy stone block. Grumbling and groaning, he hammers this block into place, thus

effectively and permanently blocking the exit. Make this a darkly amusing incident. If someone has remained accumulating treasures they may become trapped – and left behind. Only the Spell of the Slow Hour is likely to help directly, in allowing such a person to rush forward and attempt a leap through the gap as Krenhot slowly pushes the block into place. (Unless they are already right next to the portal and able to try such a leap unaided by magic (in which case PS or IS with Athletics is required to succeed – bonus of 1 if the rating is 12 or more.)

PC Motivations

The PCs need these amulets in order to be able to return to the Dying Earth. (It should have been firmly established earlier that Gomoshan, like most magicians, is likely to have left a genuine means of escape.) As GM, you may need to mention (subtly) that time may be running out. If it is useful to drive the plot, the portal in the wall begins to manifest some sign of activity: Amidst the oily blackness spots of light start to appear, and small lines of force begin to connect them. (Over a few minutes/moments this evolve into the fully-fledged scene of Kaïn’s Old Town that was mentioned earlier.)

4.4a) Gomoshan’s Staff

Only one way exists here to safely grasp the staff: magic. Using any of the spells: ‘Personal Phantasm’, ‘Phandaal’s Repudiation of Curses’/‘Unassailable Intellect’, or ‘Simbilis’ Righteous Mantle’ will open the possibility of the staff being taken up safely and the amulets removed. These spells belong to Vicco, Ambloraine and Haldalank respectively, and are all single-use in this realm. Nonetheless, if they remain available and are applied, then the PCs deserve a break. **Personal Phantasm** – This is the most amusing option. If the illusory Vicco takes hold of the staff, read this out: ‘Mist pours out from the sarcophagus, wrapping the simulacrum, pouring into it through eyes and ears and mouth. The simulacrum seems to expand, becoming more saturnine in feature, taller and more noble in bearing. It stands up straight and turns around, holding the staff triumphantly high in its right hand. It cries out: “Alive at last! My greatest thanks. Now prepare to die in sacrifice to my demon lord!” Then its eyes alight on Vicco, and it flinches in surprise. “What is this?”’

GM: Vicco may end the spell as normal, simply by deciding to do so. At such a point, Gomoshan cries out in frustration and is dispelled. The staff clatters to the floor. However, the spell does not end simply



because *Vicco* loses concentration. Thus, the Player must specify that the PC tries to end the spell effect. If they do not, then see *Gomoshan's* details below (though *Gomoshan* will be careful not to slay *Vicco* – rather will try and render him incapacitated so that his real body can be possessed later).

Phandaal's Repudiation/Unassailable Intellect –

Protected by this, *Ambloraine* may attempt to resist *Gomoshan's* attempt to possess her: 'Magical mist pours out from the sarcophagus, and wraps itself around you. Some kind of evil presence is attempting to make your body its own.'

GM: Ambloraine will no doubt attempt to resist, and must overcome an effective Magic rating (and pool) of 10 to successfully do so. If she fails, see the standard results for unprotected grasping of the staff below. If she succeeds, there is a distant screeching, the mist evaporates, and she has possession of the staff.

Righteous Mantle – *Haldalank* grasps the staff: 'Magical mist pours out from the sarcophagus, and wraps itself around you. Some kind of evil presence is attempting to make your body its own.'

GM: Haldalank must also resist Magic rating and pool of 10 with his own. But bear in mind that he treats any EF's as HBS's.

Grabbing the Staff without Magical Protection

GM: This includes using any inanimate objects to touch the staff and pull it towards you.

⊕ You feel the power of this item in your hands, strange entities speak of being at your service, and mighty cantraps fill your mind with the means to do great good or evil. Your body fills with the energy of the subworlds, instantly healing all pain, injury and disease.

GM: But...

⊕ Then, magical mists pour from out of the sarcophagus, flowing around your legs, up your arms, and clogging your eyes, nose, mouth and ears. Some evil presence is forcing its way into your being, sapping your will, taking over your mind...

GM: The PC at this moment becomes a GMC, unless that have one of the spells above already encompassed and can activate it by rolling any success on a spellcast attempt. If they become a GMC...

⊕ The person who was your comrade seems to expand, becoming more saturnine in feature, taller and more noble in bearing. They stand up straight and turn around, holding the staff triumphantly high in their right hand. They cry out: "Alive at last! My greatest thanks. Now prepare to die in sacrifice to my master!"

4.4b) Gomoshan

Gomoshan is now manifested in this new host, and attacks with intent to slay. The amulets remain firmly wrapped around the staff. At about this moment of course is the instant when the vision of the Old Town finally becomes clear through the portal. The scene is a street near the plaza where they first entered the tomb (although not close enough or from the right angle that *Dorbaneth* or any others can be seen). The sounds (birdsong, wind) and scents (sea, perfumed trees, distant stench of *Kaiin*) are perfectly clear. However, only a person wearing a silver snake amulet can pass through. Others simply bounce off the image as if it was a painting on the wall.

GM: Know Gomoshan's capabilities as well as you can, so that this encounter can occur as fluidly as possible.

Magical Combat

If the PCs are still redolent with magic and pool points, *Gomoshan* will know these spells listed below, and target them as he sees fit – roll randomly or send them against whomever attacks him the most vigorously:

Gomoshan

Statistics: Attack (Strength) 22, Defense (Parry) 20, Health 20, Magic (Demonic) 20, Athletics 9, Perception 7.

The Blue Bolt

Range: Near; Duration: Instant; Difficulty: Straightforward

Summary: Disrupts DE enchantments and spell effects

Style Affinity: Demonic

This blast of blue energy flies from the caster's out-thrust fist and expands from a small ball of blue light into a bolt the size of a writing desk. On impact with the target it explodes. The bolt can affect only one being or item, and dissipates non-demonic magic and enchantments associated with the target. (See 'Liberation of Warp', p107 DERPG, for further details.) It effects only magic that is not linked to the powers of the subworlds. Despite the apparent voracity of the explosion, even if the target is a human being they suffer no damage to body or psyche, only to magical items or effects upon their person - and to spells in effect or lodged in their sensorium. Enchanted effects are automatically dissipated, but each spell held by a magician (whether active through concentration or encompassed) may attempt resistance. (Each has a single roll to save itself, and unless the target's Magic rating is higher than the caster's this roll is at a penalty of 1.)



Osmolokin's Ooze

Range: Near; Duration: Concentration; Difficulty: Straightforward

Summary: Target chokes on their own mucous.

Style Affinity: Demonic

The caster picks a target and conjures up inside them a mass of repulsive phlegm. This afflicts the unfortunate victim as if they were breathing water. Drowning commences. Once the spell has taken hold the only non-magical escape is to stagger out of the caster's line of sight, or for the caster to be significantly distracted - say by being physically attacked or targeted by offensive magic.

For Drowning rules see DERPG p54 or this alternative.

Magic rating

IS – You throw off the spell effect.

PS – You take no damage this round.

HBS – You lose 1 Health point.

EF – You lose 2 Health points.

QF – You lose 3 Health points.

DF – You lose 4 Health points.

Polgrak's Grey Bulwark

Range: Self; Duration: Concentration; Difficulty: Straightforward

Summary: Increased resistance to Dying Earth spells.

Style Affinity: Demonic

This spell creates an unhealthily glowing gray barrier of force around the body of the caster. This force resists Dying Earth magic by granting a boon of 1 to defend against such attacks. The caster may continue to cast Straightforward demonic spells whilst the barrier is in place, but may attempt no complex actions or else will lose concentration.

The Scream of Dissolution

Range: Near; Duration: Instant; Difficulty: Straightforward

Summary: Scream that renders enemies unconscious.

Style Affinity: Demonic

The caster emits a hideous wailing that is capable of melting the minds of the weak-willed. Any enemies within close earshot must attempt a single Wherewithal roll at a penalty of 2 (less 1 if their Magic rating is equal or higher than that of the caster of this spell, and less 1 if their Magic rating is 12 or more). Those who fail become temporarily deranged. Such inflicted insanity usually causes the victim to fall down in a drooling, quivering heap. Suffering an EF this lasts for 5 rounds, for five minutes on a QF, and fifteen minutes on a DF.

GM: Spells that defend are: Calactus' Substantive Guardian, Simbilis' Righteous Mantle, Thasdrubal's Doughty Resolution (boosts Wherewithal), and Unassailable Intellect. (Also, standard resistance with one's Magic rating is possible.) Spells that end the effect are: Edan's Cerebral Physic and the First Retrotropic. Bear in mind that this spell could possibly wipe out the PCs and end the adventure at this point – though very unlucky rolling would have to occur.

Using Spells/Devices Against Gomoshan

Blue Concentrate – No effect (unless this is literally all they have left, in which case it will discommode the person for three rounds – giving them a –1 penalty on all actions for that time)

Heliosdactum – Blasts 3 from Gomoshan's Health pool, and immobilizes him for a round.

Calactus' Immanent Splendor – As 'Heliosdactum'.

Also will remove any negative demonic spell from self.

Calactus' Instant Dispulsion – Ends Polgrak's Gray Bulwark, but Gomoshan can resist if concentrating. (This however requires some of his attention.) Ends effect of Osmolokin's Ooze.

Calactus' Substantive Guardian – Resists demonic spells

Drumphilo's Adequate Illuminator – If cast on front of the face, greatly restricts Gomoshan's vision and enhances the cat and mouse chase/fight sequence that follows.

Edan's Cerebral Physic – Heals effects of Scream of Dissolution.

Excellent Prismatic Spray – Challenges the Grey Bulwark. (If it still overcomes Gomoshan's Magic rating, the host he is using is slain.)

Gilgad's Instantaneous Galvanic Thrust – As Excellent Prismatic Spray.

Phandaal's Primary Dissolution – Dispels Gomoshan's Ghost – providing Gomoshan's Magic pool can be beaten down to 0.

Phandaal's Repudiation of Curses – Gives +1 to rolls to resist demonic magic. (Scream, Ooze.)

Simbilis' Righteous Mantle – Works as normal against Gomoshan's magic.

Thasdrubal's Doughty Resolution – Gives +1 to resist Scream of Dissolution.

Unassailable Intellect – Blocks Scream of Dissolution.

Virtuous Blade of Motholam – When attacking Gomoshan make all rolls at +1.

Mundane Combat

If the PCs are out of useful spells, then just use Gomoshan's statistics without the magic. In the playtest this was the case, and what ensued was a wrestling match against a possessed Haldalank, as other PCs tried to gain possession of the staff and pull off amulets for themselves. It was heart-warming to note that PCs tried to help each other and make sure there were amulets enough for all. (Even amongst a group of players notable for strong, though good-natured, rivalry.) Two PCs tried to drag Haldalank/Gomoshan through the portal, with an amulet around his neck, and I adjudged that reducing his Athletics pool to 0 in five rounds would do the trick. They failed



to achieve this, and the two brave PCs had to leave Haldalank and dive through the portal as it closed.

The GM can improvise rulings on attempts to use any abilities to gain access to an amulet each, and to leap through the portal before it closes. (It will slowly begin to close in the thick of the action, but unless anyone leaves it to the last moment no need to roll for success. In fact, if they stayed behind whilst trying to rescue someone, rather than just trying to get their hands on the staff, also there is no need to roll to leap through.) PCs must describe their actions – leaping, lunging, trying to grapple Gomoshan etc.

This incident is one possible finale to the whole scenario, so if the timing is right and this segment is suitably entertaining, then move on to the shorter of the two finale options below.

GM: Surprising resourcefulness at this stage might also be rewarded. IE if someone leaps through the portal after being unable to gain an amulet – and is protected only by Phandaal's Repudiation of Curses or Simbilis' Righteous Mantle, give them a chance to succeed, or simply allow this to work. However, only allow this if the PC has already been involved in the action. Desperate flight will not be rewarded at this point. (This is Turjan-Level not Cugel-Level.) Note that in a campaign if PCs are left behind a new scenario could be run to go and rescue them.

Scene 5: Ending the Scenario

⊕ As you pass through the portal, there is a sensation of crossing a vast distance in an instant, and you fall to your knees momentarily disorientated. The snake amulet that was about your person disintegrates into corroded flakes. The smell of the sea, and the noises of distant Kaiin alert you to the fact that you are home.

GM: If the version of the finale you are about to run may involve spell-casting (i.e. is the more complex optional ending), inform the PCs that any spells that were deleted when they entered the subworld are now suddenly returned to encompassment. (The pencil lines that marked them deleted can now be erased.)

Option 1: Short Finale

The PCs are near to the plaza where they first entered the tomb, but not so close as they can see Dorbaneth and the others. Ask players what the PCs wish to do:

- i) They may wish to ignore Dorbaneth and flee back to Kaiin with the loot. This is permissible. If so, read directly from the 'Back in Kaiin' box below. (You may first, as they flee, also like to read the first sentences from the description of Chun below, as the PCs come across the sorry remains of their colleagues. This gives them the impression that they have done the right thing by avoiding Dorbaneth – who they can see from this evidence clearly meant to double-cross them.)
- ii) If they approach Dorbaneth, the Sage will be delighted if they have the staff, and most disappointed if they do not. In this version all of the GMCs that remained behind with him are still here. They greet the returning PCs with surprise. Read out the appropriate text:

Dorbaneth Gets the Staff

⊕ He is delighted. He hefts the staff in his hands. "You have served me well, and I will not forget your services. In years to come when I rule this land I will look favorably upon you all should you apply for office within my ruling elite. If such does not appeal to you, then I advise you to leave Almery now and never return. This is my reward." Dorbaneth vanishes in a cloud of oily black smoke, his crazed laughter echoing on the evening air. [*Wodderman will vanish with him if still a GMC.*]

GM: Read out the 'Back in Kaiin' text at the end of this adventure. You might like to add the sentence: "Though how long it will remain so, now seems uncertain."

No Staff for Dorbaneth

⊕ He is enraged. "I send you to a distant subworld, and you manage to fill your pockets with gold and trinkets, but fail in the one task for which I have employed you. I now revoke my protection of you all from Chun the Unavoidable, and leave you to your fates!" [*Wodderman will vanish with him if still a GMC.*]

⊕ The evening sun sets slowly over Sanreale Bay, and the folk of Kaiin continue their vapid lives amidst the ruins of a far more splendid time. Out in the Old Town ancient evil lurks and fates are decided at the throw of a cosmic dice.

GM: Presumably the PCs set off back to Kaiin at some speed. Whether they make it or not is up to the imaginations of the players. This is the end of the scenario.

Option 2: Extended Finale

The PCs are near to the plaza where they first entered the tomb, but not so close as to see Dorbaneth and the others. Ask the players what the PCs wish to do.



- i) They may wish to ignore Dorbaneth and flee back to Kaiin with their loot. This is quite permissible. If so, they are pursued by Chun (see below). There is no need to explain to the players how come Chun is now on their trail whilst they are supposed to be protected. (Dorbaneth revoked the protection earlier.)
- ii) If they approach Dorbaneth, the Sage will be delighted if they have the staff, and most angry and disappointed if they do not. Note that [except for Wodderman who stands nearby if he is still a GMC], any GMCs who remained behind with him are no longer here (they enter the story briefly in the details on Chun below.) In any case, read the appropriate text:

Dorbaneth Gets the Staff

⊕ He is delighted. He hefts the staff in his hands. “You have served well as my pawns, and now your task is done – making me mighty beyond compare. As reward I leave you here alive to face the judgement of Chun the Unavoidable. This is my reward.” Dorbaneth vanishes in a cloud of oily black smoke, his crazed laughter echoing on the evening air. *GM: If Wodderman is still a GMC, add: ‘...Wodderman vanishes with him.’*

No Staff for Dorbaneth

⊕ He is enraged. “I send you to a distant subworld, and you manage to fill your pockets with gold and trinkets, but fail in the one task for which I have employed you. I now revoke my protection of you all from Chun the Unavoidable, and leave you to your fates!” Dorbaneth vanishes with a clap of thunder. *GM: If Wodderman is still a GMC, add: ‘...Wodderman vanishes with him.’*

Attacking Dorbaneth

Should the PCs be quick, and brave or foolish, enough, to take on Dorbaneth, refer to his character sheet. However, he will not dally to fight unless they have his staff. Because of Laccodel’s Rune, he is vulnerable only to Blue Concentrate or Korb’s Decorative Restraint [*Item 25 from the magic found in the tomb*]. If they do take him on, Wodderman will back away (or run away), crying out: “I can no longer tolerate your machinations and resign from your employ forthwith!” If it suits the game, perhaps he will in fact turn on his master and help the PCs beat the Sage. In this case, he will flee with them back towards Kaiin and die nobly protecting them from Chun. (Fighting the manbeast to give them time to escape.) If Dorbaneth has the staff and the PCs still decide to attack him, he will repel their attacks

with ease (unless they engage in some kind of subterfuge – superb role-playing – which should be rewarded). Either way, if they don’t slay him within three rounds, he will vanish and not return.

Chun the Unavoidable

This action-packed end to the scenario is designed primarily for those adventures in which Gomoshan’s possession attempt was easily defeated by some spell or exceptional piece of role-playing. Of course, should you reach the end of the scenario having played out a long and exciting fight against this possession attempt and still have some time left before the session ends, then you will be forgiven for tacking this final difficulty onto the end of the adventure.

No matter which way the PCs flee, they will within moments come across this sight:

⊕ Lying behind a low wall you notice a gruesome sight. The [body/bodies] of your former companion/s <names of all lost PCs/GMCs> sprawl here in the dirt. Dead and broken with eyeballs missing from gaping and bloody sockets. Clearly this is the fate Dorbaneth has in mind for you all.

GM: The rest of this escapade can be ad-libbed as best you see fit, using the following information as guidelines. The basic idea is to create a terrifying flight through the Old Town, with Chun catching up with them as they first enter the Fringe (within a few minutes frantic flight of the safety of the Conizio Gate). Once he has caught them, he will make several attempts to pick off one or more stragglers, and if there are no stragglers he will bound towards the party with intent to grapple one party member and hoping that the others will not interfere. For the purposes of this adventure we have decided that whilst Chun cannot be destroyed (he is after all not the main focus of this tale), he can be harmed or temporarily dispelled. Therefore they do have a chance to vanquish him. This is the best the PCs can hope for realistically (though they may optimistically hope that they can destroy him).

Fleeing Chun

The PCs will likely flee through the Old Town towards the Fringe. It took them more than an hour and a half at a brisk pace to reach the site of the plaza. At a loping run they can guess that it will take them around half that time to gain the edges of the Fringe. At the start of such a flight, ask what belongings the PCs are carrying with them and what they are abandoning in order to be able to run faster. Note any weighty belongings, such as pockets full of coins, and apply this to the game as you describe which PCs are in front and which behind as the group becomes strung out as they run. If the PCs agree to stick with the slowest then any that survive may retain some considerable wealth.

GM: During the worrying time as they run, the GM is recommended to roll dice out of sight of the players and consult some imaginary table here on the page. This encourages tensions.



As they enter the Fringe, have them make Perception rolls
EF – You see a movement from the corner of your eye,
something running parallel to you...

HBS – and turn in time to catch a glimpse of a humanoid
shape bounding out of sight behind a wall.

PS – You see it again, hooded and cloaked, loping like a dog.

IS – It turns and glowers just before it passes from sight,
revealing a demonic face.

(On an IS or PS result, show the picture of Chun at this point.)

Meeting Chun

Chun is taunting them. He found their trail a while ago and recently caught up with them. He relishes the fact that they are nearing safety, and that he will slay them before they can be rescued. But because he didn't find their trail for a while, he is actually running the risk that one or more of the faster adventurers will actually escape his clutches. So he plans his attack and swiftly moves in for the kill – after all, several sets of eyeballs are here for the taking.

If a PC is lagging behind due to excess wealth, they will be the first to go. This lack of sense in splitting the party brooks no tolerance. Unless the person has spells that assist (see below) rolls are really arbitrary at best. The other PCs will hear the death call of this person. NB: If Wodderman is here, then he may save this PC by sacrificing himself. Or you may hold Wodderman back to save one of the others. In any event, if Wodderman is with them as a GMC he should be last seen struggling ferociously against Chun, but clearly weakening. If the PCs are together, Chun will spring out from hiding as they pass a ruined building, attacking as below.

Note that Chun withdraws from pursuit when within sight of the Conizio Gate. PCs may assume that this is because he is afraid of approaching the city. This is true, but not for the reasons they think. (He loses some of his magical protections when this far from his base in the Old Town.) In an exceptional scenario, one or more PCs might notice this and goad Chun into attacking again, and thus be able to injure him – but this is not likely.

⊕ **Illustration 17 ('Chun') should be made available to Players as soon as a PC gets a good look at this fiend.**



Chun the Unavoidable

At first glance, Chun is a large stooping humanoid, dressed in a grimy old robe. Beneath his robe, Chun is an anthropomorphous insectoid with a chitinous (yet flexible) shiny black carapace across his back, and six strong and supple limbs. Although hideous, his face is disconcertingly human (except very close up, when it can be seen to be composed of small interlocking scales, or when he opens his mouth to reveal his inhumanly thin and pointed teeth).

NB: Many more details are available in the article on the Old Town available on the Violet Cusps page. Also, incorporated here without explanation (in order to save space) are details on demons abroad on the face of the Dying Earth, taken from 'Demons of the DE'.

Game Statistics: Attack (Strength) 19, Defense (Misdirection) 18, Magic (Innate) 22, Health 20, Appraisal 4, Athletics 10, Concealment 10, Gambling 10, Living Rough 4, Pedantry 4, Perception 10, Scuttlebutt 4, Stealth 10, Tracking 10, Wealth 2, Wherewithal 14.

Magical Aura of Fear: When Chun appears at close range (most likely as he attacks) anyone facing him has to make a Wherewithal roll. For the sake of simplicity, the GM may choose to apply this ruling only to the first time they see him at close range, rather than every time this occurs (which – until a PC became used to the sight of Chun – would be the case were this a campaign setting).

IS – Your fear only gives you fanatical resolve to face this foe. Gain a boon of 1 during this encounter.

PS/HBS – You overcome your fear and are unaffected by Chun's terrifying emanations.

EF – You freeze in surprise for one round.

QF – You freeze in fear for two rounds.

DF – You freeze in terror for three rounds.

Magical Defenses:

Magic – Chun resists each spell at a +1 bonus if it is targeted at him. Indirect spells (e.g. Immanent Splendor and the Unlikely Self-Restraint) do not allow him this bonus.

Weapons – Thrusts and slashes from non-magical weapons simply bounce from off his reptilian hide.

Taking Damage – Chun keeps fighting at full capacity til reduced to 0 in his Health pool. Then he vanishes in a flash of acrid darkness. (He cannot reappear in the Old Town for a full 24 hours.) This also happens if he is slain in any other way. For fairness to PCs, if Chun is horribly injured he will not be able to run so fast, and the PCs may be able to flee his attacks after having done him 12 or more points of damage – dependent on the need for a dramatic finale.

GM: Chun is a formidable foe, and cannot be easily dispatched unless they are very fortunate. If this is the climactic action of the scenario, then make sure it is effective as a suitably exciting finale – even if only by vividly describing Chun's screaming frustrations. Certainly the PCs should have an idea that Chun is not slain for good.



Using Items Against Chun:

Blue Concentrate – This causes him great pain, and he rolls shrieking in the dirt for a few rounds. On recovery he is very angry, but will be wary of a convincingly presented tube even if it is now empty (Ψ IMPOSTURE). On a second application of this, he will be even more reluctant, but since this does not actually cause him physical harm, it won't drive him away.

Heliosdactum – Since he is demonic, this causes him great pain (-5 from his Health pool rather than an injury) and temporary blindness. Burned and smoking, he tries to crawl away, but rallies quickly if attacked – to fight a vigorous retreat. On recovery he is very angry, but will be wary of a convincingly presented amulet even if it is now non-functional (Ψ IMPOSTURE). Since it physically injures him, on a second application of this, he will likely be driven away (especially if convinced that the item has charges remaining). Good game atmosphere then has Chun skulking after them warily as they retreat to safety – or attacking the wielder from ambush some way down the trail (in order to nullify the device).

GM: We list here those items from the board that are unusually useful against Chun, or otherwise need clarification. Other items exist from the board that can assist in fighting this demonic foe, but their effects are standard as described in the original entry, so they are not mentioned again here.

[ITEM 3] “A large dull-sheened sword made from some unusual dark metal, and finely forged with a huge ornate pommel.” (This magical trick sword takes Chun by surprise if used against him – causing him an instant injury as the blade plunges into him – take 4 from his Health pool.)

[ITEM 8] “A pair of golden gauntlets.” (Immunity to Chun's aura of fear.)

[ITEM 10] “A round shield of hammered brass, adorned with runic inscriptions.” (Bonus of +1 to Wherewithal when resisting Chun's aura of fear.)

[ITEM 11] “A bronze helmet decorated with a plume or large red feathers.” (Wearer immune to Chun's aura of fear.)

[ITEM 25] Korb's Decorative Restraint (Works on Chun if they can get it round his neck. Though the effect ends instantly if he is injured.)

[ITEM 29] Phandaal's Divergent (Wearer resists the aura of fear at +1)

[ITEM 30] Gomoshan's Demoniactal Application (Turns the wearer into a deodand. Chun fights such a person as normal, but will find them less desirable prey if more standard humans are also available.)

Using Spells Against Chun or his magical effect:

Archemand's Unlikely Self-Restraint – Since this spell does not target Chun directly, he cannot use his Magic rating to resist. However, due to his prodigious strength, it will only delay him.

Calanctus' Immanent Splendor – As ‘Heliosdactum’ above, only since this is clearly a spell, Chun will not fear it can be used again.

Calanctus' Instant Dispulsion – Instantly ends fear paralysis.

Charm of Brachial Fortitude – This may help in throwing a huge rock onto Chun, or something similar, thus slowing him down. In combat it is not an applicable spell, unless the magician can actually pick up Chun and hurl him away in the first exchange.

Charm of Untiring Legs – Over a long run, the caster will draw ahead. Unfortunately, this makes them technically a ‘straggler’ and therefore the first person Chun will attack as he bounds from ambush within the ruins ahead.

Edan's Cerebral Physic – Instantly heals fear paralysis.

Edan's Thaumaturgical Poultice – Heals anyone injured by Chun, should Chun be interrupted in combat. Also if cast on Chun, if it overcomes his Magic resistance (remember his +1 bonus) he takes an injury (indicated by subtracting 5 from his Health pool).

Excellent Prismatic Spray – If Chun is slain he is dispelled back to his lair to regenerate. (Remember his +1 bonus to resist attacking magic.)

First Retrotropic - Instantly heals fear paralysis. Does not affect Chun.

Gilgad's Instantaneous Galvanic Thrust - If Chun is slain he is dispelled back to his lair to regenerate. (Remember his +1 bonus to resist attacking magic.)

Liberation of Warp – If the caster can overcome Chun's Magic rating/pool, Chun vanishes for one hour. Make such an exchange an exciting narrative as Chun fights to reach them whilst he begins to flicker in and out of existence. (Otherwise such a dismissal could be rather an anti-climax. Nonetheless, if this spell is available they have a chance to vanquish him this way.)

Lugwiler's Resilient Overskin - Only prolongs the fight. Chun is very strong and does not give up easily.

Malakan's Silver Skin – Only prolongs the fight. Chun is very strong and does not give up easily.

Morreion's Immediate Impulsion – PC can teleport out of Chun's grasp and/or far ahead of the party.

Omnipotent Sphere – This works, but Chun can (if no other prey is around) contest it with his own Magic rating, and try to force his way in. (If Chun has still not succeeded after three exchanges, the GM may feel pity on the PC and allow the sphere to be impenetrable at this time.)

Personal Phantasm – Might perhaps act as a decoy? Chun will certainly not suspect it is not a real person, unless he sees the spell being cast. Even when fighting it, he will not realize it is an illusion until he has injured it. The best use is perhaps to lead Chun away with the Phantasm posing as someone running in a different direction to the party.



Phandaal's Mantle of Stealth – Chun rolls his Perception at a penalty of –1. If he strongly suspects someone is around (IE he saw them vanish), he will continue to use his pool until he gains a success. However, if other prey are close at hand (even if running away) he is unlikely to bother searching unless he is absolutely certain someone is hiding nearby. In short, he will likely make only one challenge and even if forced to re-roll will ignore the hidden magician (unless Chun wins this brief encounter).

Phandaal's Primary Dissolution – If the PC overcomes Chun's magic, Chun is dispelled for an entire day. (Remember Chun's +1 resistance bonus.)

Simbilis' Righteous Mantle - Protects the PC from needing to use Wherewithal due to Chun's aura of terror.

Spell of Dissolution – Disintegrates his clothes, revealing the full horror beneath. (Should this be considered a sufficiently entertaining twist, such a sight will cause all who observe to roll Wherewithal against Chun's aura of terror.)

Spell of the Slow Hour – Running fast away from Chun is good. Although such an act would be tantamount to betrayal (and in a campaign would attract negative sympathy points) in this case, fleeing ahead of slower companions will definitely enhance survival chances. (Though anyone who runs off ahead before Chun's whereabouts are known – IE Chun wasn't/ isn't seen some distance behind them when the PC starts to run – will be the first to be ambushed.)

Tchanfen's Disintegrative A. – See 'Spell of Dissolution'.

Thasdrubal's Doughty Resolution/Unassailable Intellect – Both protect the PC from needing to use Wherewithal against Chun's aura of terror.

Virtuous Blade of Motholam – A weapon enchanted this way can affect Chun. So it is possible that if all the PCs gather around someone who is attacking Chun this way and support them, then all may battle their way safely backwards through the Fringe to the Conizio Gate. If Chun is ever really badly wounded during such an encounter, he will withdraw and follow them sullenly in the shadows – hoping they will drop their guard and expose themselves for an ambush. With sufficient game time remaining, and Health pool points for it to be realistic for him to do so, Chun will ambush them in a desperate last-ditch attack.

Reaching the City

The adventure may end as the last survivors flee through the Fringe, fighting off Chun. If so describe a few beggars shrieking in fear as they sight Chun, and fleeing for their lives. If it adds to the tension, Chun may strike one or two of these down as he races past, or tear one apart in frustration as the PCs elude him. A few adventurer types may be spotted ahead, who will also flee back into the city if they see Chun. Nobody will come to help the PCs unless the GM thinks the PCs deserve it. In such a case, a gray-bearded saturnine

gentlemen will step out of a ruin as they pass. He watches the chase fearlessly with a strange half-smile on his face. He springs forth to intercept the manbeast, and a ferocious fight takes place. If the PCs run back to help, Chun will flee wounded (whether when they waded in on him or just before). If they do come back to help the man he will commend them for their courage, but will then hurry away into the ruins as a band of city guard rush out from the gate to see what all the commotion is about. (This rescuer is of course the legendary 'vampire' of the ruins. His details are also available in the 'Old Town' article available on the Violet Cusps page.) NB: The city guard will recognize the PCs as Dorbaneth's employees – thus having authorization to be in the Old Town. After taking a brief statement they allow the PCs back into the city.

Back in Kaiin

⊕ A long time after you departed early this morning, you hurry through the Conizio gate into the bustling market place - pushing past a disconsolate carter as he trudges homeward with his vehicle high-laden with unsold wares. He growls in anger and spits upon your shoes. Nearby a pickpocket races away as his elderly victim cries out in desperation, and some yards further athletic city vigils pummel out their frustrations on a shrieking thief that was not so fleet of foot. From the gutter, a one-armed beggar richly coated in scabs cries out to you for pennies so that he may eat. Never has Kaiin been so welcoming.

