

The Isle of **DARKSMOKE**

\$9.95

I: The Nameless Village and the Dome Level



a game master's scenario adventure package
for use with the Tunnels & Trolls™ game system

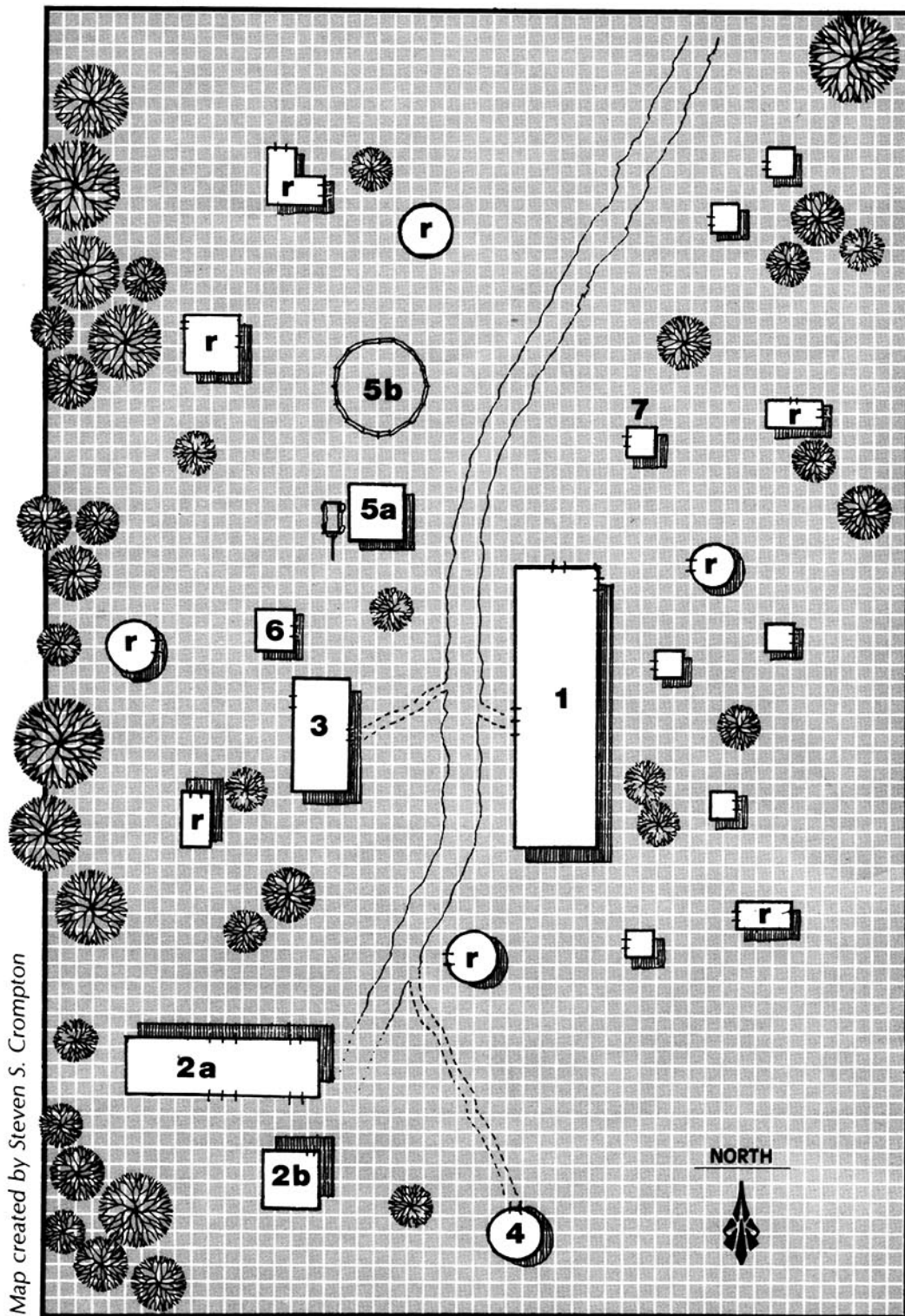
designed by Larry DiTillio



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The Isle of Darksmoke The Nameless Village

SCALE: 1 square = 5'



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The Isle of DARKSMOKE

A Game Master's Adventure for Tunnels & Trolls™

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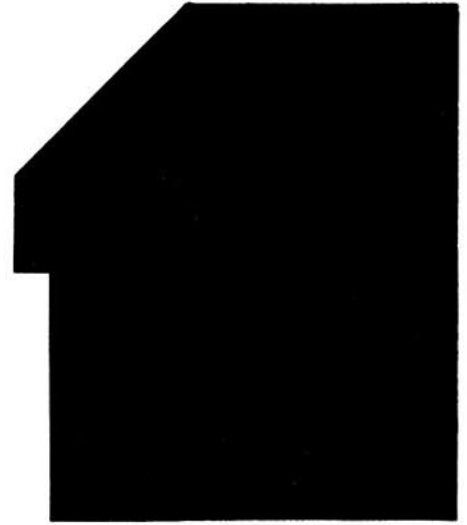
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INTRODUCTION

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GAME MASTER'S INTRODUCTION

This scenario is designed to use the Fifth Edition of the Tunnels & Trolls rules. However, it is also compatible with the previous editions. Included in this package is the Isle of Darksmoke, particularly the Nameless Village, and the Dome or Upper Level of Darksmoke's Dungeon. Available very shortly from BLADE will be the Second, or Lower Level of Darksmoke. Deeper levels are not presently planned for publication, but entrances to the beyond are indicated on the maps so a Game Master can easily add levels of his or her own devising. In similar fashion, the Isle itself is only discussed in terms of the Village and the Mountain where Darksmoke's tunnels are located. From this base, use your own imagination and the T&T systems to expand the Isle.

Tunnels & Trolls characters from 1st to about 4th level are appropriate in this scenario. Assume maximum combat adds for any individual character should be no more than 40. Party size should be more less than five and no more than 10, *including any hirelings!* For any party greater than 5 in number, add 20 to the rating of any monster which is immediately subject to general melee (such as would occur in an open room) for each party member above five. Monsters which face only shock conflict (such as would occur in a narrow corridor or other restricted area) should retain their given rating, even if they are lured into a less advantageous position. These rules function well for the scenario as it stands; however, if you should desire to run higher level characters in here, simply raise the Monster Ratings and saving rolls as you see appropriate. Stupidity kills many more characters in this adventure than the monsters do.

It cannot be said strongly enough that this is *not* a hack'n'slash, run-amok kind of dungeon, and the players should be made aware of this beforehand, either directly or preferably through the context of the Village people. As designed, this is a scenario that will kill fools and pranksters without hesitation. Darksmoke definitely has a sense of humor, but welcomes little of it from invaders. Thinking, unraveling, puzzling out curiosities are the qualities Darksmoke admires in mortals, as well as an ability to act swiftly when the moment calls for it.

The dungeon of Darksmoke is designed as a *role-playing adventure*, and that includes both players and Game Master. To run it, you as Game Master must be prepared to play many different roles, including the ultimate role of the wizard Darksmoke whose presence must be felt as the delvers act out their parts in the story. Melee is a bit limited, although what there is should be enough for the most dedicated hacker. When a fight does happen, remember there are more possible outcomes than just the total destruction of one side – but you will have to engineer the particulars. Only totally stupid monsters will fight to the death, and Darksmoke hates stupidity.

There are several sections to this scenario, and you should be familiar with them all before you try to run any part of it. The maps are on the inside of the folder holding this text. The key to the maps is broken down into sections: **OUTSIDE DARKSMOKE** has the information on the Nameless Village and the approach to the dungeon, **THE DOME LEVEL** has the information about what's inside Darksmoke's upper level. **APPENDICES** in the back has information you will need to refer to now and again, and having it all in one place should make it easier. The simple background information which will help you run this game follows in this introductory section.

Keep in mind that this scenario, like any, is merely a guide to serve your own imaginative game-mastering. You need not use the world of Zind as I have described it, but you are certainly welcome to it. If you wish to change things inside Darksmoke's tunnels, rearrange rooms or situations, then by all means feel free to do so. This is what FRP is all about: suiting scenarios to your own personal taste and giving your players an enjoyable game that is wonderfully unique to you. Be fiendish, be fair, be fearsome, and above all, Have Fun!

– Larry DiTillio
September 1980

BACKGROUND OF ZIND AND THE ISLE

The Isle of Darksmoke lies in the T&T world known as Zind. Zind is a marvelous, colorful world, many many thousands of years old. The main continent of Zind is called Hylax and, as continents go, it is a small place. Hylax is surrounded by many islands, the remnants of what were once other continents, now long vanished in a series of world-razing cataclysms. There is another land mass large enough to be considered a continent, but it is spoken of as a fearsome place – a land of monsters and multiple forms of agonizing death to which no sane being would wish to travel. This baneful continent is known by many names, but its chief appellation is “The Wicked Shores.” Zindian parents often tell their children that they will be sent to the Wicked Shores if they are not good little tykes.

Zind, as worlds go, is a pleasant enough place, having settled more of its mundane problems some centuries ago. There is an occasional rattle of sabers for war, and a warrior tradition is maintained. However, it is adventuring that is the most popular avocation of bold Zindians, both male and female. Incidentally, females on Zind are equal to males in all respects. The differences that do crop up are differences of social training and deity-given gifts: intelligence and dexterity and charisma and the like. The quivering princess of fantasy fiction may appear on Zind, but in like measure you will find the bold female pirate, the sword-swinging lady samurai and the cunning rogue miss, all as adept as any of their masculine counterparts.

Like any good fantasy world, Zind has its fair share of elves, dwarves, halflings, gnomes, etc. These not-quite-human races mingle fairly freely with their human brethern, and race prejudice is reserved for the likes of orc, troll, and goblin – usually with fairly good reason.

The governmental system of Zind is fairly loose, a kind of laissez-faire feudalism that very seldom disturbs the normal routine of the folk that inhabit Zind. The most powerful ruler of Zind is Lord Hongon AxBrown, Master of the City of Beal, the largest city of Zind; Beal is located in the center of Hylax. Lord AxBrown's chief rival (and all-around thorn-in-the-side) is Captain-Lady Crystal, formerly a pirate-queen, who now rules the port city of Meltabar on the GhoulFinger Peninsula in the southern area of Hylax. The Captain-Lady hasn't the armies to match AxBrown's on land, but her fleets control the seas. Since so much of Zind's economic stability rests on trade between Hylax and the outlying islands, Crystal has a good foundation from which to thumb her nose at the grim Lord Hongon (something she does at every opportunity). Numerous other Lords, Ladies, Pashas, Margraves, Duchesses, Princes, Princesses, Barons, Chieftains, Counts, etc. inhabit Zind, wielding power in small, fief-like areas.

Technologically, Zind is somewhat backward for a world so old, mainly because the world is *magically* rich, and magic is better than machinery any day of the week. This does not mean that some measure of technology does not exist in isolated pockets – it simply means that, on the whole, Zind is a sword-wielding, magic-oriented world where even a flintlock pistol would be something of a wondrous find.

Zind has its share of wizard guilds, secret societies of rogues and assassins, fighting brotherhoods, and the like. Religion, on the other hand, is a take-it-or-leave-it kind of commodity, and most Zindians prefer to put their faith in what they can see and hear and hack away at with a yard of good Typhanian steel. Gods, devils, demons, and the like do exist, but the common citizen of Zind is content to let them do so without letting it concern them overmuch. This fact of Zindian existence tends to make moral codes between the kindreds somewhat relative: what is “sin” to a Dwarf of the Mewling Hills might very well be a virtue to the Elves of Forlan Mak Evra.

Where the lore and legend of Zind is concerned, the name of the warrior-wizard Darksmoke is definitely high on the scroll. As his name implies, almost everything about him is darkly mysterious, and in truth, very few can make certain, certifiable statements about his existence. Indeed, it is a moot point whether Darksmoke actually does exist as a physical entity, since legends have mentioned him for somewhat more than 600 years. It is known that agents of Darksmoke appear frequently all across the world of Zind and that his hand touches many an intrigue of power and strife. Visitors to his perilous Isle are frequent, and their reasons for doing so are widely varied. The most luckless of such visitors are the bold adventurers of Zind who seek to uncover the mysteries of the Tunnels in the Mountain, under the great Dome. Most of these never return; those who do are often worse for the experience. Now and then some particularly enterprising group does survive, but even such as these continue to speak the name of Darksmoke with trembling respect.

The location of the Isle of Darksmoke is no secret. It is on the charts and quite accessible, as long as those who approach it do so without war-like intent. (The last such expedition, a small warfleet of Captain-Lady Crystal's bent on taking the Island for their mistress, now sails the far reaches of the Crushing Sea as a ghost fleet). The Island is surrounded by an encircling reef which permits a vessel entry at only one place.

SPECIAL RULES AND STANDARDS

For the GM running the Isle of Darksmoke, there are some specialized rules for use by the GM and the players. The special rules follow.

1) Rogues: Rogues may pick locks on doors, chests, etc. by making a saving roll on Dexterity at the level of the lock itself. Doors and locks on the Dome Level (First Level) are considered "first level locks"; those on Second Level are "second level locks". Occasionally a chest or lock will be noted as being a particular level of difficulty which is different from the level of the dungeon.

A rogue gets *one try* at making the Dexterity saving roll to pick a lock. If he fails, he fails for good — he simply cannot pick that particular lock, although a different rogue could try and succeed. Any lock a rogue picks once he can automatically pick thereafter.

2) Jumping across pits: A character trying to jump across a pit must make a first level Dexterity saving roll, or fall in. The maximum jump is 10 feet for a character laden with equipment. At your option, you may allow it, but the character must first unburden himself.

3) Cofradium: *Cofradium* is a bluish metal specially forged by Darksmoke's master monger, and it quite indestructible. It totally dispels any and all magic cast against it, up to 15th level. Certain portals and fixtures within the tunnels are made of *cofradium*, as indicated on the maps.

4) Poison: Darksmoke is a master of all poisons — contact poisons, poisons ingested, or poison carried on a blade. Darksmoke has insured that all his monsters are immune to all poisons, so they may move about freely. However, any non-monstrous characters (humans, elves, dwarves, etc.) encountered here are susceptible to the usual poisons.

5) Saving Rolls: Unless otherwise indicated, all rolls should be made at the same level as the dungeon level (i.e. L1 rolls while on the Dome Level, and L2 rolls on Second Level). Saving rolls are called for on various attributes at different times throughout the adventure.

6) Battering Down Doors: Metal doors cannot be battered down. Wooden doors may be battered down (which destroys them) if an accumulation of 200 hits is delivered (even wooden doors are thick and heavy in Darksmoke). Do not allow more than three characters at a time to be trying to batter down a door. Let three characters each roll one "attack" per minute, or let one character roll up three "attacks." If some kind of battering ram is used, give the ram an appropriate number of dice, and add in the characters' combat adds.

7) Cold-Conking: Occasionally a party will feel it necessary to knock someone unconscious without seriously harming them, such as when a party member goes berserk.

To make a knock-out, the person doing the bashing (with sword hilt or axe haft) must first be in a position to do so — usually behind the person to be conked. Also, a very short character shouldn't try to knock out a very tall one. The victim must make a Saving Roll on Constitution at the attacker's level, i.e. a 3rd level fighter tries to knock out a panicking 2nd level rogue . . . the rogue must try for a 3rd level roll on CON. If the victim makes the saving roll, the cold-conk fails. If the victim misses the roll, he or she is stunned and unconscious for 1d6 combat turns.

A rogue who is attempting to bash someone causes the victim to make the roll a one level higher than the rogue's level (since rogues are adept at such things).

8) Detect Magic: Count this as a spell only for rogues who must actually cast it. Although an ability of wizards and warrior-wizards, these folk must still state that they are *concentrating on it* — it is never "automatic." In my world, a *Detect Magic* has a range of only 10' in *whatever direction the mage is facing*. Magic-users should have to do a bit of work to detect the presence of magic, and a 10' range is not unreasonable to ask.



Movable Wall

9) Secret Doors: There are no particular rules here for opening secret doors because the GM should determine this. When a secret door is *found*, do not let characters assume they have automatically opened it, but insist on some mechanical action on the part of the delvers: press a brick four feet up, pull down on a torch-holder, voice a command, etc. Keep in mind, also, that the opening mechanism may not be located in the same area as the door itself – the mechanism could logically be on the exact opposite side of the room (although it would not logically be on the ceiling, for example). Not all secret doors would necessarily open the same way. Secret doors will close if not held or jammed open.

10) Movable Walls: Movable walls are huge square blocks of stone, cunningly crafted and impossible to see at a glance. They are balanced and counter-weighted and therefore only require a Strength of 20 to move in the direction indicated on the map (see example at right). This Strength can be collective, with up to three people working together. These movable walls are found like secret doors. They will slide back into place as soon as they are released, unless held.

SOME STANDARDS USED IN THIS BOOK

1) Character Changes: Things *happen* to characters adventuring inside Darksmoke's tunnels. If they're lucky, good things; if they're not so lucky, they could be slowly poisoned, suffer hallucinations, or have their attributes shuffled. Generally, the GM is admonished NOT to tell the characters what is happening to them *when it takes place*. A character with a DEX of 25 probably won't notice the loss of 1 point right away. Often Darksmoke's schemes take time to take effect anyway. Characters should have to commit themselves to an action by their own decision, not because they were cowards and let someone else try it first. Particulars on when to tell characters what has taken place (when it isn't immediately obvious) are usually included in the details of each room or situation.

2) Attributes and Abbreviations: The abbreviations for the prime attributes are the same as appear in the T&T Rulebook. MR is Monster Rating. 1d6 means one six-sided die; 3d6 means three six-sided dice.

When Non-player Characters (NPCs) are listed with full attributes, their combat adds are written "adds: 25/30," for example. This means that character has 25 regular combat adds and 30 combat adds with missile weapons.

3) Ceilings: Except where noted, in corridors they're 10' high; in rooms they are 15' high.

4) Probabilities: Occasionally, the GM will be told that there is a 3 in 6 chance of something occurring. This means that the GM should roll 1d6, and if the result is 1-3, the thing has happened. If the instruction is 3 in 12, the GM should roll 2d6. If the result is 2, 3, or 4 (remember there is no "1" when rolling 2 dice), the thing has occurred.

5) Monsters with Weapons: Many of Darksmoke's monsters (rated with a MR) carry weapons that have dice ratings. The standard for this dungeon is that the GM should roll dice for the monster's Monster Rating *and for the weapon or weapons*. Attacks against the monster will, as usual, come off its MR unless it is wearing armor, in which case treat armor according to its normal rating and use (unless the monster is specified as a "warrior," in which case it will get the warrior's armor doubling bonus).

6) The Blank Margin: On the right and left sides of each page is a place for the GM to make notes and additional comments for his own use. This space is left by the publisher as an aid to the GM. Occasional explanatory notes and keys (such as a clock face when there is a time limit imposed in the text) are already included in that blank.

7) A Final Note: Don't mislead the players whose characters want to enter Darksmoke's halls – give them fair warning what they're getting into. *Generally speaking, this is a tough dungeon, and most of the funny stuff is on Darksmoke's side.* Hack'n'slashers will come to grief. Though it isn't dug deep, this is more than a 1st level dungeon, and players will not thank the GM that allows a party of newly-rolled characters to try their mettle here. Further, because of the instructions are often stern, even an apparently invincible, highly experienced character could meet an untimely end inside Darksmoke.

THE CURSES OF DARKSMOKE

Many of the doors in the Dome (First Level) and on the Lower (Second) Level are cursed. When the door is touched, the character is blasted away from the portal (which remains unopened). There is a short laugh and a fiery "D" will appear on the door briefly. (The purpose of the laugh is psychological, and also warns monsters wandering in the vicinity...).

The effect of these curses is noted below (roll 1d6 each time a curse is indicated). The curses are permanent effects unless cancelled by magic: either a *cursecancel* or a *Curses Foiled*. For these purposes the curse should be treated as being 15th level.

Secret doors only fire their curse when the opening mechanism (whatever it is) is touched, not merely when the door is located. All doors, secret or not, are permanently cursed until the curse is deactivated or cancelled. Characters cannot pass a door until it is no longer cursed, as it will continue to drain their attributes and blast them away from the door indefinitely.

The map notes some doubly-cursed doors. Doubly-cursed doors fire two curses (as opposed to twice the effect of one curse); two "cursecancels" are required to deactivate the curse on the door.

A curse can kill if it saps the last of a character's ST or CON; if DEX is driven to 0 or less, the character cannot walk or take any coordinated action; the character becomes a useless vegetable if IQ is driven to zero. If Luck is dropped to 0, it doesn't kill immediately (there are plenty of luckless people about!), but it may prove fatal at the first saving roll...

To eliminate a curse with a "cursecancel" device (as found within the tunnels), the character doing the cancelling will have to take a certain sequence of action. The "cursecancel" must be touched to the cursed character's head if there is an IQ or CHR loss; to the body if the loss is to ST, CON or DEX; to the hand if there is a loss of Luck. On "cursecancel" scrolls is written the phrase "*Negatus Est*" which must be read aloud to make the "cursecancel" effective (an *Omni-Eye* will reveal this information).

A "cursecancel" can be used to void a curse on the door itself (again, if the operating phrase is spoken). Using a "cursecancel" device destroys it, unless otherwise indicated.

Curses on the Dome Level:

- 1) Lower Strength by roll of 1d6.
- 2) Lower IQ by roll of 1d6.
- 3) Lower DEX by roll of 1d6.
- 4) Lower ST by $\frac{1}{2}$ of roll of 1d6
(roll of 1 indicates no effect).
- 5) Lower IQ by $\frac{1}{2}$ of roll of 1d6
(roll of 1 indicates no effect).
- 6) Lower CON by roll of 1d6.



QUESTS

If the GM wishes to add some purpose to the players' basic greed and lust for adventure, one of these special quests can supply that purpose.

1) While the characters are in the Tavern of the Seven Curses, Pookas will sadly tell them that Mirana, a favorite dancing girl at the Tavern, is missing. It seems likely that some denizen of Darksmoke's realm has taken her away. He will offer the party 5000 g.p. if they find and return her alive. If the party gets there, they will find her in Room 16 of the Second Level. However, even if she is returned, payment is questionable. Pookas can come up with about 1000 g.p. but the party will have to wait around for about 7 months while he raises the rest.

2) An effete-looking gentleman who calls himself Baron Zolag, Servitor to the Kythir of Morbelos will tell you that the Kythir's headstrong niece Dyara went adventuring to the dungeon, and has not returned. He will gladly give 5000 g.p. for her safe return. She can be distinguished, he says, by the fact that she will be wielding a No-Datchi with the Hawk and Lily crest of Morbelos. The Servitor will return to the Baron, who will wait 1 month for the party's return if the offer is accepted. The offer is a legitimate one, and the money will be paid promptly.

Dyara can be found in Room 6 on the Second Level. If this quest is used, indicate first that a Morbelosian galley is also in the harbor of the Isle when they first arrive. The Baron is on that ship and can call upon the fighting men of his entourage (at least a dozen seasoned fighters) if the party gives him trouble. The galley will fly the Hawk and Lily crest of the House of Morbelos.

Only two full quests are listed here to spice up your run, but more are certainly possible. (For example, there might be several Kywa dealers in the tavern who would pay well for a supply of Darksmoke's Delight, which is what his Kywa plants are called by connoisseurs of that drug – see Room 10). If you prefer to have your players run with a purpose, there are many possibilities which you can work with from Darksmoke's tunnels.

TO BEGIN . . .

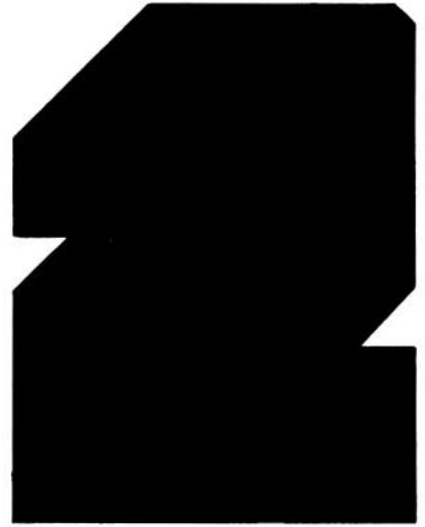
For the purposes of this scenario, assume your adventurers have traveled by ship from Meltabar and pulled up at the dock on the Isle. The journey has taken three weeks. From the dock, the characters reach the Nameless Village by following the well-defined dirt road; a signpost at the dock points the way. If the characters brought horses, they can ride into town, or if not, they can hire one of the local 'taxis' (a wagon pulled by oxen), or they can simply leg it the 6 miles from the dock to the Nameless Village. The terrain is light – farmland, groves of trees, a few small hillocks. The Nameless Village is the only civilized habitation on the Isle, and it rests right at the edge of the Swirling Forest, which surrounds and protects the mountain complex of Darksmoke. The Dome of Darksmoke may be seen from any point on the Island, looming up threateningly into the sky. The only place from which it is not always visible is within the Swirling Forest.

Reaching the Dome from the sea is impossible because of the reefs and the multitude of fearsome creatures that inhabit the waters. An assault from the sky might be possible, but the players will have to contend with the Giant Rocs which are kept to prevent just such an attempt. This leaves only an overland route through the forest, which is no cakewalk. Mechanics for making the trip are delineated in the section "The Swirling Forest."

Let your players explore and find out how to reach the Dome by *role-playing* their characters. This will mean interaction with the denizens of the Nameless Village, and it is up to you as Gamemaster to make this interaction colorful and interesting.

ATTENTION GMS:

In the back of this book are a number of appendices which cover everything from wandering monsters in the Swirling Forest to wandering guards inside Darksmoke's halls and wandering NPCs (rogues) for the party to encounter. There are also specific rules for handling parties that "offend Darksmoke." As always, GMs are advised to read *the entire book throughout* before trying to run an adventure!



OUTSIDE DARKSMOKE

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- Stable of the Horse-Renter – p14
- Hyprix's Supplies – p15
- Flytha Friendlyskies – p15
- Uka's "Taxi" Service – p16
- Tingtong Tillie's Gem Exchange – p17
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OUTSIDE DARKSMOKE

The Nameless Village is the only known population center on the Isle, and at that, it is something of a rat-hole. The Village is centered around a large tavern called "The Tavern of the Seven Curses." Around the area there are a dozen or so rude huts of stone and wood, a stable, a supply store, a gem store, a scribe's shop, and the "travel agency" of the local wizard, Flytha Friendlyskies. There are a few other shops, stores, homes, etc. and the GM is free to add other shops and services beyond what is described below.

THE SWIRLING FOREST (see section under that title) begins about 200 yards away from the Village. Again, the GM may fill out further details as he or she sees fit, but the specifics must fit with the written material which follows.

MAP NOTATION "R": "R" on the Village map indicates a common residence, merely the place some villager or farmer and his family live. The GM may personalize villagers to whatever degree desired, with one limitation. Villagers have no information about Darksmoke, nor can they be of any assistance getting there. The most any villager would know is that the Swirling Forest can swallow up adventurers without warning, and that no one in their right minds should be messing around with Darksmoke.

THE TAVERN OF THE SEVEN CURSES

Building 1

The Tavern is owned by *Pookas the Accursed*, a fat, dour chap who is convinced that he is steadily dying. (This is a misapprehension on his part. . .). Pookas is the only survivor of a party of seven who breached the Tunnels of Darksmoke — hence the tavern's name. The tavern was purchased with the treasure gained, which was substantial but hardly overwhelming.

Pookas tends the tavern for adventurers seeking to brave Darksmoke's realm, for various citizens of Zind who send emissaries to Darksmoke (for all sorts of reasons), and of course for the denizens of the Nameless Village. Pookas will speak freely about the dungeon *only after all questioners buy a drink*. Before that he will be downright hostile. Unfortunately for the characters, Pookas is not exactly playing with a full deck and most of his information is incorrect. What he has to divulge, right or wrong, is at the GM's discretion.

Pookas has a limited number of potables for sale. The local specialty is *ale*, which comes at the price of 1 gold piece for a large mug. There are also available: *red or white wine, raisin wine, applejack, peach brandy, or mead*. Any of these costs 5 silvers for a full goblet.

THE ALE IS CURSED. The ale tastes fairly good, but it has a 7th level curse attached to it. Anyone drinking a mug of ale, or even a *portion thereof* will have his or her IQ lowered 1 point *permanently*. DEX is affected by the alcohol, and drops 3 points for 3 full turns. The lowering of IQ and DEX are cumulative for each mug, or portion of a full mug, which is drunk. However, after 5 mugs of ale and the loss of 5 points of IQ, the character will develop an immunity to the cursed ale, and lose no additional IQ points. The drain on DEX will continue, however, but this is mere drunkenness and will wear off (eventually). Naturally, most of the inhabitants of the Village are relatively stupid because of their fondness for this ale. *The GM should announce the lowered IQ only after all play in the tavern has been concluded*. The characters may notice their loss of DEX if they try to get up after sitting and drinking a while, but the GM should indicate that this effect is because they've become somewhat tipsy because the ale is so potent.

You can get a simple meal at the tavern for 2 g.p. This usually consists of some bread, cheese, fruit, a slice or two of roast ox. The Tavern includes an inn (second story) where characters can rent a room for the night with one meal included. Price is 10 g.p. Players do not need to stay in the Tavern. But if they must stay overnight, it is a good idea to stay at the inn if they can afford it, because it is the only secure place on the Island.

There are 10 big bruisers on duty in the Tavern of the Seven Curses at all times. If any trouble starts, or if there are people hanging around without buying a drink, they will step in and set upon the offenders. The GM may attribute each bouncer, but by and large they are all fairly tough (CON of 35), capable (20 adds) fighters who use large bludgeons (3 dice) to control the situation. A typical bouncer will have these attributes:

ST: 22 IQ: 10 LK: 14 CON: 35 DEX: 20 CHR: 11 adds: 20/28.

Aside from the bouncers, there will not be more than 20 people in the Tavern at the same time, including villagers. Most of the guests are shell-shocked adventurers living out their last days under the shadow of the Dome, or they are emissaries who have private business with Darksmoke. If the players hang around, *buying drinks while they do so*, and they are reasonably sociable, they can pick up some limited information about the dungeon. Suggestions for some relevant rumors are given below, but the GM will probably wish to add other rumors, gossip and spurious misinformation as he or she sees fit — advice is to do this before the players start their adventure.

1) From an addled, nearly drunk rogue: "Poison, beware poison in that fell pit! Why, a man can be poisoned there simply by . . ." (At this point the rogue falls over in a drunken stupor from which he cannot be awakened).

2) A mad-eyed mage speaks in rhyme: "When the evil wizard speaks his name, strike while ye can and not in vain!" (He refers to Room 6 on the Dome Level, and will repeat the rhyme but say nothing else).

3) From a nervous fighter: "There's a tempting siren who dances lasciviously at a foul orgy in the pits of Darksmoke . . . and that's something I plan to see! Some day . . . but not too soon . . ." (He refers to a rumor about Room 13 on the Lower Level). [GMs can use this to keep characters scurrying; the Lower Level of Darksmoke will be published by Blade.]

4) From yet another fighter, this one shell-shocked: "The Dome holds little but gruesome death, though there is much treasure in the Great Worm's lair — though no one can take it!" (He speaks of the dragon's hoard in Room 12).

The players should be encouraged to make full use of the tavern (and buy plenty of drinks). At nightfall there is usually some musical entertainment and one or two dancing girls for the pleasure of the patrons. Optionally you can add in brawls, games of chance, and so on. The Tavern can be quite as much of an "adventure" as getting into Darksmoke's domain itself, and it provides an excellent arena to get the players firmly into *role-playing* their characters.





STABLE OF THE HORSE-RENTER

Building 2a

There is a large stable in the Village run by a mysterious, taciturn, tall, dark and handsome fellow who is known only as The Horse-Renter. Characters may board horses in his stable, or rent them to make the journey to Darksmoke's realm. The Horse-Renter will usually be found at the stables, but may be in his residence, Building 2b.

The Horse-Renter will rent horses to the party at the cost of 100 g.p. per horse. He will also offer his services as a guide to the dungeon for an additional 50 g.p. This price is *fixed*, and he will not bargain. However, if the party desires, he is willing to accept payment after they leave the dungeon, but *only if The Horse-Renter has been hired on as guide*. He'll take all the treasure they manage to bring out if they haven't collected enough to actually meet his price: he'll take whatever he can collect. On this matter he's fairly reasonable, but takes poorly to being cheated.

If the party goes into the Swirling Forest without his guidance, he insists on all payment in advance. Horses may be boarded in his stable for 1 g.p. a day and they will be very well cared for.

The Horse-Renter is usually dressed in ordinary woodsman's garb, but there is a coat of mail (11 hits) underneath. There is a broadsword (3 + 4) hanging from his belt and he has a small vial hung around his neck at all times. Inside the vial is a monstrous Demon (MR 500) which only he can control. This demon is immune to all magic under 10th level. The Horse-Renter is a fair man, and if the party attempts to cheat him he will unleash the Demon upon them. The Horse-Renter is no push-over himself; he is a 10th level warrior. His attributes are:

ST: 61 IQ: 31 LK: 49 CON: 86 DEX: 36 CHR: 26 adds: 100/124

The Horse-Renter is the best bet for the party to pass safely overland though the Swirling Forest, as he can go unerringly straight to the entrance. He will wait for a pre-arranged length of time. He always has a few bottles (up to 5) of Darksmoke's Gift, and if the party leaves the tunnels with members dying of poison, he will sell them for 100 g.p. per vial.

The Horse-Renter is a taciturn man, preferring the company of horses to that of humankind and kin. He knows much about Darksmoke's world, but will not say much about it except for a few helpful hints. The GM should play this fellow very mysteriously!

HYPRIX'S SUPPLIES

Building 3

Darksmoke
Outside Darksmoke

Supplies-Flytha

Hyprix Bagott runs the one and only "general store" establishment on the Isle of Darksmoke. He is completely stingy, totally mercenary, and prices everything at 5 times its normal cost. He is cousin to Pookas the Accursed (who owns the Tavern of the Seven Curses), and if he is harmed, Pookas' bouncers will come to his aid. Hyprix's attributes are:

ST: 9 IQ: 12 LK: 10 CON: 8 DEX: 9 CHR: 7 adds: 0/0

Hyprix's stock is varied. His assortment of weapons is small: a few swords, axes, a spear or two, several crossbows and self-bows, but nothing very heavy-weight. (Obviously, it is up to the GM to decide exactly what is available). Hyprix has only a little armor: one suit of badly-dented plate (4000 g.p.), three leather jerkins (45 g.p. each), a half-way decent suit of scale (3000 g.p.) and about 6 steel caps (50 g.p. each). This is the sole extent of the armor available.

In the store can also be found clothes, rope, torches, lanterns, and so forth, all at outrageous prices. If the players balk at these prices but still feel they must have such items, they can try to run around the Village and try to get simple things like rope, torches, etc. for less. However, there is no other source of weapons or armor anywhere on the Isle.

The GM should note that "shopping" can be made as much role-playing gaming as dungeon-delving. Don't let it get too tedious, but do consider giving it a shot.

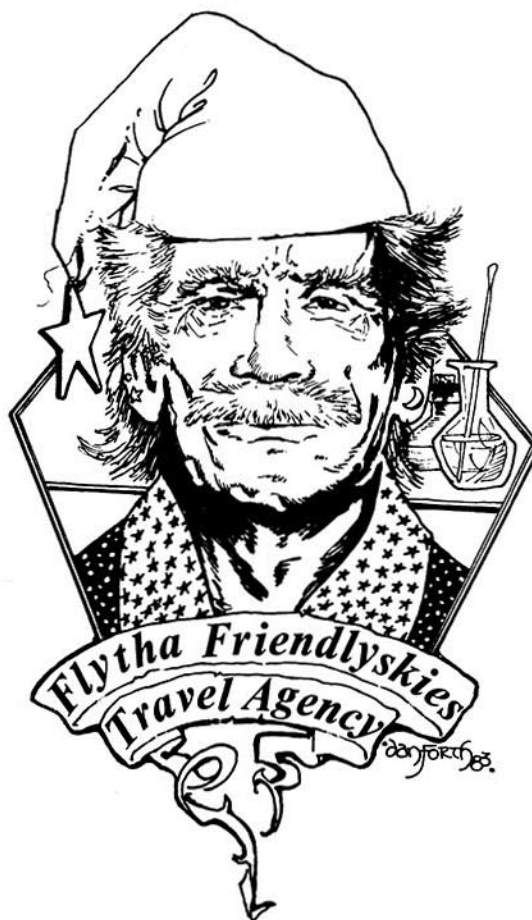
FLYTHA FRIENDLYSKIES: Travel Agency

Building 4

In a crooked little hut near the south end of the Village resides Flytha Friendlyskies, a 15th level wizard who is more than a little nutty in the head. He has forgotten how to cast every spell he ever knew, with the exception of a *Blow You To...* and if severely threatened, he'll manage to summon the memory of a *Blasting Power*. (He won't get it quite right even so; it gets 15 dice but no adds).

Flytha subsists by casting *Blow You To's* for adventurers who wish to reach Darksmoke's realm quickly. He charges a fixed price of 100 g.p. per character to transport that person to the stairs leading to the Dome. For a 1000 g.p. (minimum; more if he thinks he can get it) he will whoosh the character inside and guarantee a return trip whenever it is desired. For this purpose, he will give the character a small pebble (one pebble for the group travelling), and direct him to speak his (Flytha's) name into it when one wishes to return. If the party has the wherewithal for this, Flytha will cast one spell on all the party. The GM should roll 2d6 and the number generated will refer to a room from 2 - 12 on the Dome Level; the party will appear *outside* the door of the designated room, or *inside* if the room in question is uninhabited (Rooms 3, 6, and 10).

When the party members wish to return, and the pebble-carrier speaks Flytha's name at the pebble, it will take 2d6 combat turns for Flytha to respond and whisk them back to his hut. (He'll get everyone within 10' of the pebble-carrier). There is also a 2 in 6 chance (roll 1 or 2 on one roll of 1d6) that the party will return without anything they were



carrying which they picked up while inside Darksmoke. (In this event, he certainly won't get any dungeon denizens standing close either).

Flytha also hangs around (before the dungeon adventure or after, as the GM wishes) hoping to pick up some magic item or something that will reinstate him in his Guild (from which he was barred long ago). He will buy magic items but has a maximum of 10,000 g.p. to spend, mostly in gems. He can't seem to hang onto things he has bought in the past, however, for he has nothing of value in the hut; he does have his own staff ordinaire.

UKA'S "TAXI" SERVICE

Building 5a and 5b

The ox-drawn wagons that take travellers from the dock to the Nameless Village are all owned by Uka the One-Eyed, a swarthy, sinister gent whose left eye is covered by a red eyepatch. Uka breeds oxen; alongside his house are a number of ox-carts and a corral with several oxen inside.

Uka can be hired to take a party to Darksmoke's domicile. His wagon is large enough for a group of 10, and he will charge 50 g.p. per person. *He can be talked down to 20 g.p. per person.* Whatever the price, he *must* be paid in advance. He can take the party unerringly through the Swirling Forest to the stairs leading to the entrance; there he will wait a pre-determined time for the party to return.

Uka is quite capable of defending himself from attack or from someone attempting to cheat him. He is an 8th level rogue and his attributes are:

ST: 40 IQ: 10 LK: 24 CON: 45 DEX: 20 CHR: 8 adds: 50/58

Uka wears leather armor (6 hits) and carries two short swords (3 dice each). However, his best weapon is a glistening gem which rests in his eye socket, hidden behind the eyepatch. When he lifts the patch, a ray of light will leap from the gem and paralyze anyone he can see (no additional light is necessary). A 6th level saving roll on Luck is required to escape paralyzation. If failed, the characters will be immobile for 1 – 6 regular turns. Roll 1d6 once for all who are immobilized. If Uka is defeated and the eye-gem taken, it can be used by anyone who will sacrifice an eye for it, as the gem must be placed in an empty socket to function. An *Omni-Eye* will reveal this necessity. Particulars on the gem and its effects are in Appendix I. Uka is blind on his left side.

Uka is an agent of Darksmoke; he serves as a last strike against delvers leaving Darksmoke's halls with items especially treasured and beloved by the great wizard-warrior. If the party is carrying any of these beloved items – such as bodies of princesses taken from Darksmoke's collection, or one of Darksmoke's tapestries, etc. – Uka will paralyze the party members, steal back the beloved items, and leave the delvers to rot. If the party has none of the treasured items, Uka will actually keep his bargain and return the group to the Village. Still, Uka is not the most trustworthy soul and he may steal interesting items from party members if he gets the opportunity.





TINTONG TILLIE'S GEM EXCHANGE

Building 6

Tingtong Tillie is a fat jovial lady in her 30's who comes from the Isle of Tingtong. She makes her living buying gems from those few adventurers lucky enough to come out of Darksmoke's domain with a jewel or two; she then re-sells the gems through agents from her homeland. Tillie is an expert appraiser and will buy them from players at about half their real worth. For straight appraisals she charges 10 g.p. but will always appraise *low* to make her prices seem better. She is the only means on the Isle to transform stones into negotiable cash.

Tillie keeps her cash in a normal strongbox underneath the counter in her shop; there will be 1000 to 6000 g.p. there at all times (1d6 x 1000). The strongbox has a 5th level lock. In the floor of the shop is a *cofradium* safe with a 10th level lock; inside the safe is 10,000 to 60,000 g.p. worth of gems (1d6 x 10,000). The keys to both the strongbox and the safe are kept stuck away in the cleavage of her ample bosom.

A ship comes to the Isle of Darksmoke from Tingtong once each two months, to pick up gems from Tillie. The ship is sent by her Uncle Titus and if Tillie has been harmed, her uncle will send agents against you — and he has a sinister and capable organization around him to draw upon. (GM: this will be up to you to work out if the situation arises).

MUNG THE SCRIBBLER

Building 7

Mung is about the only villager who can read and write, because he has an allergic reaction to ale. He charges a silver piece to write a simple letter, and will post messages (via carrier pigeon) to anywhere on Hylax. The charge to send a message is a minimum of 10 g.p. and the price goes up as the distance gets greater.

While allergic to ale, Mung has no such problem with wine and he's constantly somewhat drunk; this, however, in no way detracts from his talent with a pen. In his spare time (of which he has plenty), Mung is writing a book about Darksmoke, based on tales from those who have ventured into the dungeon. He may, therefore, know some useful information which (as a GM) you may wish to impart to the delvers.

THE SWIRLING FOREST

The huge dense forest which occupies the terrain around Darksmoke's dungeon covers most of the western part of the Isle. If the Swirling Forest is entered without a guide (Uka or the Horse-Renter), the Forest will hopelessly confound any party. Furthermore, there are *things* which live and thrive in the Swirling Forest (see Appendix II). Torches are not required during daylight hours, but it is still a dark and forbidding place.

If the party decides to go without a guide, they travel only three turns before the GM tells them their way is totally *blocked* and they can make no further headway. ("Blocked" means just that: no further progress on foot, horseback, or any way but flying). An adventurer may climb a tree to spot the Dome, which is visible from anywhere on the Isle although not from among the dense growth of trees. But the party can make no further headway towards the Dome.

Once the party is blocked, if the GM rolls 1 in 6 then the party is *lost* besides! If the party is *lost*, a 2nd level saving roll on Luck is needed for them to find their way back to the Nameless Village (the party should take the average of all their Luck attributes and make the saving roll on that average). These saving rolls can be attempted once each hour (every 6 turns); Wandering Monsters of the Forest may appear at any time (Wandering Monsters of the Forest can be found in Appendix II). Any time the saving rolls are made, the party finds itself back in the Nameless Village. If the party is *not lost*, they may return to the Village the way they came.

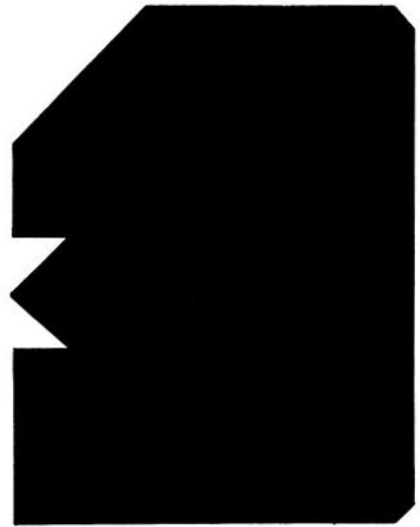
No party on foot or horseback, and without a guide will ever find its way to the dungeon entrance. It is possible to get there if *everyone* is able to fly, but then the group may have to face the Rocs from Room 13 on the Dome Level. There is a 4 in 6 chance of this happening if there are individuals flying to Darksmoke's dungeon. (It is not possible for a flying scout to keep in touch with a group on the ground well enough to actually get the party to arrive).

If the party is trying to get back to the Village after leaving the dungeon, the Village will be found when everyone in the party makes a 2nd level saving roll on Luck – these rolls may be attempted after 5 hours travel (30 turns). With a guide, the party will make it to or from Darksmoke's dungeon easily, but 5 hours of travel time are still necessary.

The Swirling Forest cannot be burned down; it is definitely a magical place and absolutely resistant to fire. (The Forest will always cause a *Detect Magic* to be positive). Furthermore, don't let players tell you they chop their way through. It takes a long time to chop down huge trees – and these are – and they could chop until the world ends and not get through.

APPROACHING THE DUNGEON

The characters can see the stairway leading to the entrance where the Gnome sits playing his flute. (See pg. 20 for details about the Gnome). This stairway goes directly up against the mountainside and takes 12 turns to ascend. The delvers will never find the staircase leading down from the exits from The Lower Level (Level 2), for the Swirling Forest will prevent them from ever locating it.



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- Suspension Bridge (1A) – p23
- Beyond the Bridge (1B) – p25
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ENTRANCE

Room 0

WHAT THEY SEE:

As the party ascends the stairs towards the Dome, they hear a weird air being played on a flute. Near the top, they arrive at a bend where the stairs end against an outcropping of rock. If they peek around the outcropping, they can see the entrance to the dungeon about 50' away. There are two huge bluish metal doors; they are shut and set flush into the face of the dome of the mountain, which is itself high, smooth, and unclimbable. To either side of the doors are small, round, red-and-blue symbols. The music which the delvers heard comes from a flute in the hands of a red-capped Gnome seated in front of the huge entrance doors.



WHAT HAPPENS:

When the delvers step into sight, the Gnome stops playing the flute for a moment, then blows a single, loud, discordant note. Instantly a giant form of a warrior astride a great lion appears next to the Gnome. The warrior is ten feet tall; he is clad in ornate red-and-blue armor. He has four arms and carries two 15' long flaming spears and two monstrous double-bitted broadaxes. He rides the lion forward until he is about halfway between the Gnome and the party; the party may even fancy that the ground trembles beneath its huge paws!

The lion roars, exposing long metal teeth; the sound is so loud the party members need to clap their hands over their ears to stop the pain. Then the lion opens its mouth again and scorches about 10' of earth with a spray of acid breath. The warrior's eyes blaze with fire; he breathes out ice from his left nostril and flame from his right and bellows out: "WHAT SEEK YE HERE?!"

WHAT'S GOING ON:

Darksmoke
Dome Level

Entrance

THE GIANT AND HIS LION ARE AN ILLUSION created by the Gnome's flute, and under the control of the Gnome himself. Neither the giant nor the cat will respond to magical devices designed to control their actions (for example, a cat control ring). Note below the effects of magic cast at either the giant or the cat, however.

At this point, the GM should secretly make a first-level IQ saving roll for each party member. If the roll is made, *only that individual* recognizes that the giant warrior and the lion are an illusion. One person's knowledge is insufficient to wholly convince someone who has not made the IQ saving roll. See further comments on the illusion below.

THE PARTY MAY TAKE ONE OF TWO BASIC ACTIONS: either being polite to the giant warrior and the Gnome, or attacking the warrior, Gnome, or both. Impertinence causes the Gnome to make the warrior attack the party, so long as there is anyone who has not seen through the illusion. The Gnome will direct his illusory attacks against those who are still susceptible to them.

If the party is polite and asks for entrance to the Dome, the Gnome will tell them to pay an entrance fee of 50 g.p. per person. If the party members really don't have the money, permit haggling. The giant warrior stands by, watching. The Gnome will insist that one party member collect the fees and deliver it to him while the other party members stand back. He counts the gold, ensuring it is all as it should be, then unlocks the entrance doors, and steps aside. The party may then enter.

If the party gets into a fight with the giant and his lion, treat both man and lion as having a **MONSTER RATING OF 400 EACH**. For each combat round the party members fight, anyone who has not perceived the illusion may attempt to make the IQ saving roll. *As long as the illusion is believed, the warrior and his lion are as deadly as if they were real.* Treat it as a normal combat situation for anyone involved who does not perceive the illusion, up to and including the character's "death." If, at any time, the illusion is dispelled (as noted below), all wounds will "heal" and anyone apparently killed will find they are still alive.

Characters who perceive that what appears to be there really is not, will no longer see anything at all. Therefore, if they attempt to help their bemused companions fight, they will be swinging wildly because they cannot actually see what they're trying to fight. Therefore, halve their attacks, just as if they were fighting something invisible. It is possible, if they think of it, for perceptive characters to form a barrier over or around those who believe in the illusion, as the illusory giant and his cat cannot cause any harm to those who do not believe in them.

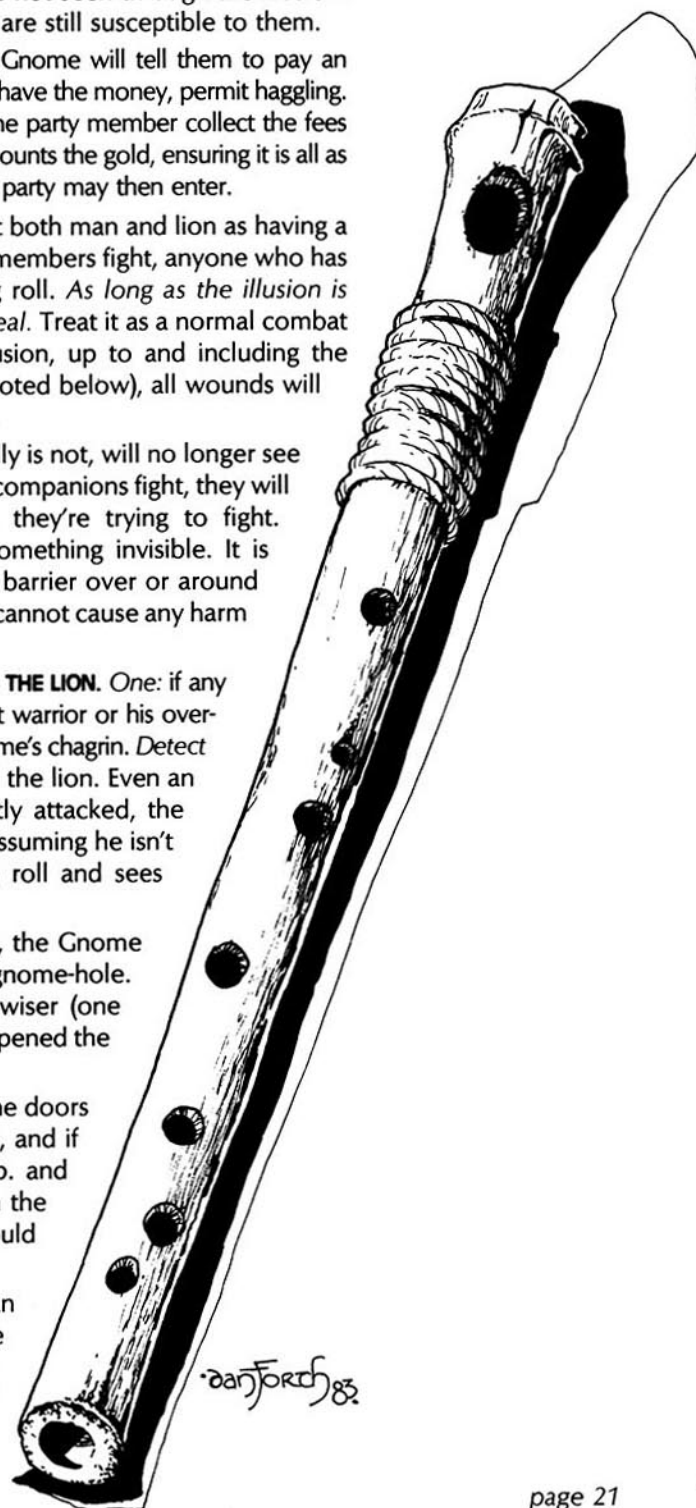
THERE ARE 3 WAYS TO ELIMINATE THE THREAT OF THE GIANT AND THE LION. One: if any magic more powerful than a *Detect Magic* is cast at either the giant warrior or his overgrown pussycat, the illusion will be completely dispelled, to the Gnome's chagrin. *Detect Magic* will read positively on the Gnome, the giant warrior, and the lion. Even an *Omni-Eye* will dispel the illusion. Two: if the Gnome is directly attacked, the warrior and lion will disappear and the Gnome will surrender, assuming he isn't killed outright. Three: if everyone in the party makes the IQ roll and sees through the illusion, the pair will automatically vanish.

IF THE PARTY LOSES THE BATTLE with the giant and the lion, the Gnome will rob the party of *absolutely everything*, and go hide in his gnome-hole. The party will awaken one turn later — sadder, poorer, but wiser (one hopes), and without a scratch or wound. The Gnome will have opened the entrance doors for the group, and they may enter.

The Gnome's gnome-hole is about 15 feet to the right of the doors and cleverly concealed. The Gnome's scam is a successful one, and if the party locates the hole, there should be about 10,000 g.p. and 5,000 worth of gems within. However, circumstances in which the party might manage to locate (or even be aware of!) the hole should be very rare.

IF THE GNOME IS THREATENED while the warrior is there as an effective defense, the party must deal with the warrior first. If the Gnome is directly attacked at any point, he will try to surrender and will let the party enter the Dome of Darksmoke for free. If pressed, he'll fight back with his short sword (3 dice); his MR is 10. He wears no armor.

IF THE GNOME IS KILLED and his body searched, the key



to open the entrance doors (only) can be located in the lining of his little red jacket (a cursory search will not locate it). The Gnome's flute is a special magic item; its specifications can be found in Appendix I.

IF THE PARTY ENTERS THE DOME WHILE THE GNOME IS ALIVE, he will pop out to press the red-and-blue symbol on the left-hand side of the entrance doors. This causes the doors to *completely disappear* for 20 turns, effectively locking the party within. The doors have not been hidden under another illusion spell; they actually are no longer there at all — just solid dungeon rock. The right-hand symbol can reverse this effect; anyone can push either symbol and cause the appropriate effect. (The symbols look like red-and-blue *yin-yang* designs). The actual entrance doors are made of *cofradium*, so only the key or a dextrous, lock-picking rogue can get the party past the doors.



ENTRY ROOM

Room 1

WHAT THEY SEE:

The room is 20' x 30' but unlit. If the Gnome has caused the outer doors to vanish, the party must make a light to see what else is here.

In the light, the party can see ordinary wooden doors to the right and left, an open archway directly in front of them; the entrance doors are directly behind them. The room is empty except for piles of dirt, debris and bones piled up in all four corners.

WHAT'S GOING ON:

IF A DELVER DISTURBS THE PILE OF DEBRIS IN THE SOUTHEAST CORNER, he will rouse the sewer rat sleeping there. It will attack (by surprise — 1 combat round free attack. MR 25). The rat was resting amid a full skeleton of a warrior; there is a silver dirk still clutched in the hand bones.

IF THE DELVERS TAKE THE DIRK the skeleton will jump to its feet and exclusively attack the person holding the dirk. (It will accept being battered from others without defending itself in an attempt to reach the dirk). The skeleton's MR is 20 and it will continue to reassemble and attack every 2 combat rounds after it is "killed" until the dirk is removed from the room. Furthermore, its MR goes up by 10 points each time it reassembles. It makes no difference if the bones are burned, scattered, pulverized, or whatever . . . they can still reassemble and attack, even if the bones are removed from the room.

The dirk appears normal in all respects (it gets 2 dice + 1), but one can sense magic on it. It is strong magic against almost all lycanthropes (the exception is that it has no special power against were-bears). Against lycanthropes (except were-bears) it gets 5 times its normal die-roll result. The dirk cannot be further enchanted with any kind of combat magic, e.g. *Vorpal'd*, *Whammy'd*, or *Zapp'd*.

THE WOODEN DOORS ARE FALSE and if the handle is touched, or the door is kicked, a trap is set off. From above the lintel a trap door opens and a cascade of rocks pours down on anyone standing within 5' of the door. A 1st level saving roll on DEX will allow a potential victim to leap away. This trap can be tripped up to 3 times in a row (see illustration). Both doors are identical. A *Knock Knock* will have no effect, of course, because these are not really doors.

SUSPENSION BRIDGE and THE RESERVOIR OF DEATH

Room 1A

Darksmoke
Dome Level

Room 1A



WHAT THEY SEE:

The room is huge, 120' × 50', and seems even larger because the ceiling arcs 30' high above dark water – the Reservoir of Death – which fills the chasm 30' below where the delvers stand. The room is dimly lit by the yellow light of a fungus growing on the ceiling. A narrow rickety bridge, 30' long made of rope and wood slats, is suspended over the water. The bridge is no more than about 4 or 5 feet wide, barely enough for two people to stand shoulder-to-shoulder. Small stone platforms support the bridge on either side; these platforms cannot hold more than 2 people at once.

If the delvers look carefully, they will see the water roil as if there were things in the water. If they throw something in, the movement is more apparent. They may also see on the east wall of the reservoir an iron ladder sunk into the stone leading out of the water up to the stone platform on the opposite side, and on all four walls of the reservoir are narrow stone walkways about a foot above the waterline. Directly across from the delvers is a closed wooden door in a recessed arch (this leads to Room 1B).

WHAT HAPPENS:

Nothing until the delvers take some action.

WHAT'S GOING ON:

THE FUNGUS ON THE CEILING is called "Blazing Saffron" and if anyone touches it, he finds that the fungus causes a horrible acid burn. Roll 3d6, which takes effect even through gauntlets or gloves. If fungus is broken off and dropped into the water, it stops blazing as its chemistry is diluted. Things which live in the reservoir are, obviously, unaffected by the fungus.

CROSSING THE BRIDGE is easy and safe so long as no more than 3 people are on the bridge at the same time (The GM will have to make exact decisions of safety. For reference, it is intended that the bridge be able to support 3 ordinary humans in plate armor with ordinary pack loads). When a fourth person steps on the bridge there will be a telltale creak of warning, but the bridge will only collapse after the additional person(s) have gone more than 10' out onto the bridge. When the bridge collapses, it always pulls loose from the western platform, i.e. the one nearest the entrance. The GM should consider reasonable efforts on the part of the delvers to shore up and secure the bridge.

WHEN THE BRIDGE COLLAPSES any character on the bridge at the time may try to make a 1st level saving roll on Dexterity to grab onto some part of the bridge to avoid dropping into the water below. If this is failed, the character must attempt a 2nd level saving roll on CON to avoid being stunned as he or she hits the water. If the person is stunned he will be quite helpless for 1d6 combat turns. The character is also likely to drop things held in his hands, such as his main weapon or shield — a 3rd level saving roll on Luck is required to keep each such item when stunned. If the person who falls in is heavily armored (such as in plate or mail), *he or she will drown, period!* More lightly armored characters (leather, robes) may tread water and attempt to swim to somewhere one can climb out: the narrow walkways on all four walls of the reservoir or the iron ladder near the east bridge platform. All these are quite secure.

A character who is enabled to breathe water with some magical or physical device can still be stunned and lose weapons. However, if such a character is in heavy armor, he or she will sink steadily into the reservoir until consciousness returns. A hungry denizen of the water may ensure that never happens, however. . . .

THE THINGS IN THE WATER ATTACK AS SOON AS ANYONE FALLS IN. A stunned delver cannot fight back or attempt to swim away. A conscious delver must make a Luck saving roll to swim away without being attacked. The level of the roll is determined by how far the delver must go to reach a haven. The level of the roll is 1 for approximately each 10 feet of distance to be covered. In other words, to swim 30' requires a 3rd level saving roll. A conscious delver may attempt to drag along an unconscious comrade, but the rescuer must subtract 3 from the result rolled for the saving roll before determining if the roll was actually made. (For example, Fred needs to roll 7 to escape. If he's swimming without rescuing anyone, and rolls a 9, he's safe. If he's trying to rescue someone, his final result is 9 minus 3, or 6, which means the roll was missed).

To see what horror tries to make lunch of the hapless delvers, roll 1d6 and consult the chart below. You need roll only once to account for everyone in the water.

- 1) Crocodiles:** Monster Rating 20 each. Number appearing: 1 for each person in the water.
- 2) Sea Lampreys:** Monster Rating 15. Number appearing: 3 — 18 (3d6).
- 3) Giant Lake Serpent:** Monster Rating 50. Only one appears.
- 4) Portugese Man O' War:** Jellyfish, Monster Rating 20 each. Number appearing: 2 — 12 (2d6). The stinging barbs cause a numbing sensation if hits are delivered; this poison subtracts 1 point of DEX for every 5 hits. If DEX drops to 0 or less, the character will drown. If the character survives, DEX will return at the rate of 2 points per regular turn.
- 5) Lucky You!** Nothing in the reservoir is hungry!
- 6) Piranha:** A school of about 500 of these voracious fish attacks only 1 of the characters in the lake (randomize for which one, but any character with an open wound will be *much* more likely to attract their attention). Unless a character is so horrible that the fish aren't going to bite into him, they'll clean the character's bones in just under 10 seconds! No MR is given, because this is barely conceivable as a "fight" — the GM should give due consideration for clever play.

To determine if a character is "too horrible" for the fish to chew into, have him or her try to make a 1st level Charisma saving roll. If the roll is *made*, the fish ate him (he was tasty!). If the roll is *missed*, he tastes bad, and the fish swim off to attack someone else. A character with any open wound (i.e. recently caused and unhealed) *must* roll a 5 or less to be sufficiently unsavory to overcome the attraction of fresh blood.

A CHARACTER FIGHTING UNDERWATER is at some disadvantage. The character must temporarily subtract 5 from his or her DEX (thus lowering combat adds), and gets no ST adds

whatsoever. (It is very hard to get full use of ST and DEX while trying to fight in the water). Luck adds are treated normally, as the character will have to be lucky to hit anything! Furthermore, even if the character has managed to keep hold of it, no two-handed weapon of any kind may be used. The only good underwater fighting weapon is a dagger of some kind, so GMs may chose to penalize characters with somewhat larger weapons which are not yet as large as two-handed weapons.

CHARACTERS ON THE PLATFORMS MAY TRY TO HELP COMRADES IN THE WATER. First, no more than 2 people can stand on either platform at the same time. Second, any character foolish enough to jump into the reservoir to help a buddy faces all the same difficulties as a character who fell in accidentally, except any saving roll is made at *first* level. In other words, he must make a CON saving roll to avoid being stunned, and if so he may lose weapons or whatever is in his hands. If he or she is in heavy metal armor, he will sink and drown. This reservoir is essentially a bottomless pit, so even if the character can somehow breathe underwater, he cannot swim and his feet will never reach the bottom. If he shucks out of his armor and lets it fall, he will be able to swim back to the surface, however.

The logical way for the characters to help those in the water is to throw ropes down to them, or make projectile attacks on appropriate targets. The GM should watch carefully for illogical actions from the delvers: a vial of dragon's venom dropped into the reservoir would be too diffused to have any effect, even if Darksmoke's monsters were not already immune (and they are). If, however, a character tries to lob a larger quantity of poison into the immediate vicinity of a character and his assailants, and that character has open wounds, the character could take poison damage.

BEYOND THE BRIDGE & RESERVOIR

Room 1B

WHAT THEY SEE:

If the characters reach this point and have not collapsed the bridge over the Reservoir of Death, then once anyone comes within 10' of the east door, that door flies open and a human warrior steps out. He lifts a hand and says, "Turn back! You may not pass. . . ."

If the bridge is collapsed, the warrior will be standing near the door, but inside Room 2. He will not come out and state his command. The party will have to open the door and will then be challenged. All else should proceed in the fashion noted below.

WHAT'S GOING ON:

The warrior's name is Bornas the Skewerer, and he is a 5th level human warrior.

ST:22 IQ:12 LK:15 CON:25 DEX:19 CHR:16 adds:20/27.

He wears mail (11 hits, doubled for a warrior) under a red-and-blue uniform. He has a funny, glazed look to his eyes, and carries a formidable hand-and-a-half broadsword (5 dice).

BORNAS HAS BEEN ENCHANTED BY DARKSMOKE IN 3 WAYS:

1) Missile weapons of any kind will disintegrate as soon as they touch him; they do him no harm.

2) His only knowledge is that he is a guard for Darksmoke and his command is to let no one past him. So long as he is under this charm, he will fight to the death.

3) The final enchantment is that any time a *magic spell* (not a magic device or weapon) is cast at Bornas, it will free him of the charm placed on him by Darksmoke. The glazed look will disappear, and if the delvers do not press the attack, Bornas will ask them how he got here. If the delvers continue to attack, Bornas will continue to defend himself.



IF THE PARTY TRIES TO TALK WITH BORNAS AFTER HE IS DISENCHANTED, he will finally remember that he was captured by Darksmoke and enchanted; he thanks characters for freeing him. He will let the party pass by gladly, but will not join the party – he will go back to Room 1 to seek a way out as soon as possible.

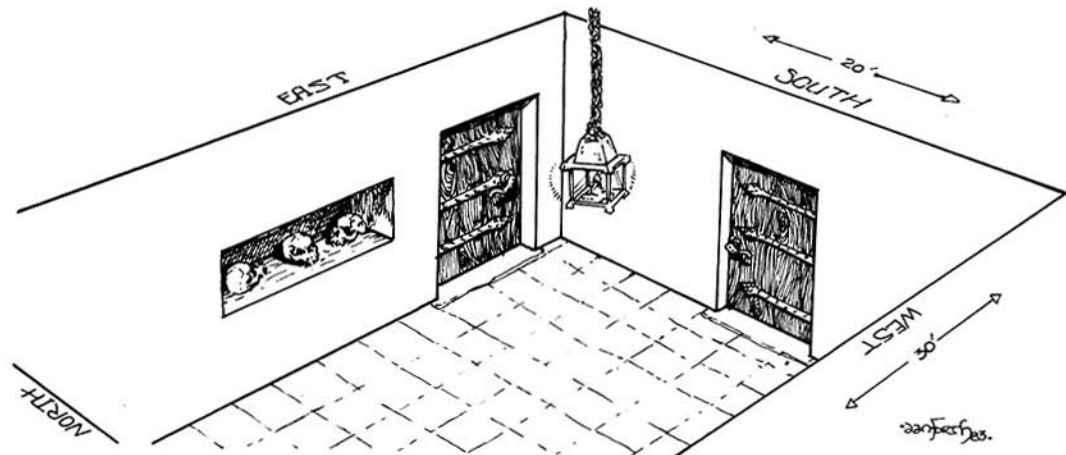
If the party is even marginally polite, he will offer a "thank you" reward: in the archway there is a hidden niche behind a stone. From the niche he takes a red-and-blue scepter; he tells you it will act as a *cursecancel*. He doesn't know it will act *only once*, but this is so.

Bornas will also try to truthfully answer any questions he is asked, but when he is asked the 3rd question he will be immediately struck down with a death spell (he doesn't know this beforehand). However, he knows little of the area beyond his post (exactly what he will say must be determined by the GM).

IF BORNAS IS KILLED, the party will find his sword and mail (both are normal). In a pouch on his belt is a small emerald (value 35 g.p.). Stuffed through his belt are a pair of gauntlets which are stained with a reddish powder on the palms (*cf. Scarlet Needles in Room 2*). If he indicated in some way that he had the scepter, but had not yet hauled it out to hand it over, the party will have to search for its hiding place.

ROOM OF THE THREE GOBLIN SKULLS

Room 2A



WHAT THEY SEE:

The room, 20' x 30', is dimly lit by a single candle in a plain lantern hung from the ceiling by a blue-metal chain; therefore, the edges of the room are in shadow. Two doors are visible: one centered on the south wall, and one in the southeast corner of the east wall. In the center of the east wall is a nook or shelf which is built directly into the wall, about 4' off the ground. Inside are three goblin skulls: the center one faces out and the flanking skulls face towards the center skull.

WHAT HAPPENS:

Nothing until the delvers act. However, see the note about GUARDS below, as Wandering Guards are likely to appear in this room.

WHAT'S GOING ON:

The lantern is completely ordinary, but the chain is *cofradium*. If the delvers get too distracted with this unimportant item, the entrance of some Wandering Guards should turn their minds to other matters.

THE GOBLIN SKULLS ARE ATTACHED TO HIDDEN GEAR ARRANGEMENTS. They cannot be lifted without cracking the skulls and thereby destroying their usefulness. Only the post attachments for the skulls poke out and these cannot be turned by hand, if the skulls are broken. While they are whole, the skulls can be twisted (turned right and left). The center skull moves quite easily; the skulls to either side are somewhat jammed, and will require a minimum ST of 12 to move.

When all three skulls have been turned to face the north wall, the characters will hear a fairly loud *click* and the muffled sound of gears moving. The entire north wall will rise up, allowing access to Room 2B.

DOORS: The doors visible to the delvers are both unlocked. Aside from that, there is also a secret door in the northeast corner of the east wall. This secret door is *cursed*; furthermore, *so is the door on the south wall*. (See page 8 for details on cursed doors).

WANDERING GUARDS: Every full turn the delvers spend in this room, or in Room 2b, the GM should roll for a Wandering Guard. If a guard is indicated, roll 1d6 again: on an odd number the guards enter from the secret door on the east wall; on an even number, the guards enter from the visible door on the east wall. If a character was stationed to watch, the guards will be seen approaching up the corridors. (See Appendix II for details on Wandering Guards).

URN ROOM

Room 2B

WHAT THEY SEE:

When the north wall of Room 2 rises, it exposes an alcove 4' x 6' in which there is a 4' high urn which seems to be sunk directly into the floor. The urn is made of a bluish metal which has a reddish tinge. (The GM *must* note that tinge to the delvers, in the name of fair play, but it should be said as if it means nothing special). The urn has a cover with a clasp (like that on a Mason jar), and there are two large handles on either side (like those on an amphora). The alcove is empty except for the urn.

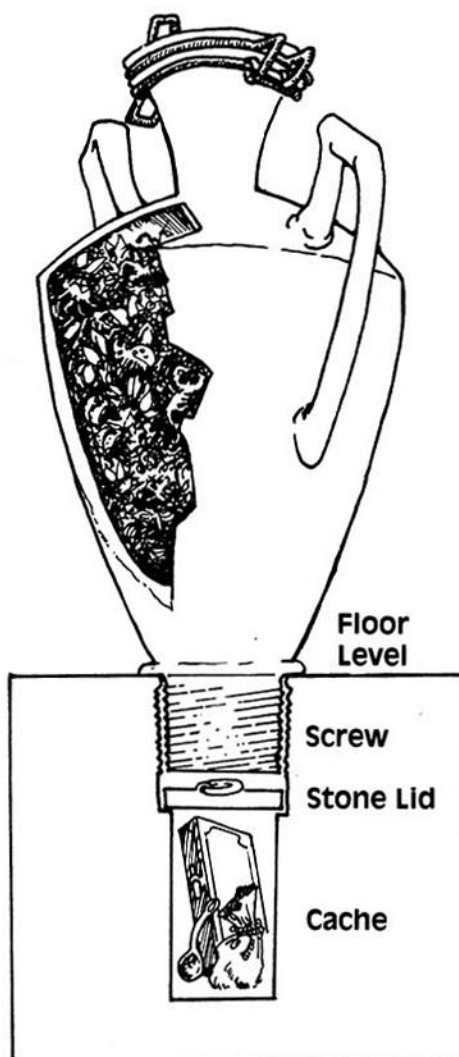
WHAT'S GOING ON:

THE REDDISH TINGE ON THE URN IS A CONTACT POISON. The urn itself is made of *cofradium*, and the reddish tinge is the poison *Scarlet Needles*; the very fine powder covers every inch of outer surface of the urn, from the handles, cover and clasp, to the surface of the urn itself.

When flesh touches the poison there is a very slight burning sensation, then the red powder which was rubbed off will disappear (which signifies that the poison has oozed in). Anyone affected by the *Scarlet Needles* will lose 1 point of DEX every full turn; the effect sets in after 1 combat turn (2 minutes). Leather gauntlets or other protection will prevent the poison from taking effect.

IF THE DELVERS REMOVE THE COVER OF THE URN, they find it is filled with dead insects and arachnids: spiders, mites, ticks, ants, beetles, etc. all in a variety of iridescent colors. These are ordinary insects, all very dead; they are, however, all poisonous varieties. (As GM you might name off a few — scorpion, black widow, wasp, fire-ant — and then let characters draw their own conclusions).

Darksmoke used these insects in the concoction of some of his favorite fiendish toxins, but in their current state the insects are quite harmless. Characters can rummage around safely, but because the urn contains nothing but dead bugs, they will find nothing of value. **NOTE:** Although there is an opening below the urn, if someone pounds on the bottom of the urn, it will not sound like it has a false bottom. However, if the characters measure its depth, they will discover



that the last foot of the urn is not part of the rest of the urn (see cutaway illo on previous page).

THE URN UNSCREWS FROM THE FLOOR. Unless the characters attempt to unscrew the urn *per se*, the GM can lead the characters to it by allowing them to locate the seam near the bottom of the urn.

The handles of the urn must be tugged clockwise by a character with ST of 12 or more. (Remember that all parts of the urn are covered with the Scarlet Needles powder!) When the urn is screwed loose from its place and put aside, a simple stone cover is revealed. This can be easily pulled up and removed.

UNDERNEATH THE URN IN THE SPACE REVEALED ARE SEVERAL ITEMS. The objects are: a scroll case, a small grey-metal spoon with a small yellow gem set in the bowl, and a small cloth sack.

The spoon is the magical *Bloodspoon*. A complete description of it is in Appendix I.

The cloth sack usually contains a guard's pay: roll 1d6, and if the die rolls odd, the sack is empty. If the roll is even, there is a quantity of gold coins inside. Roll 2d6 and multiply the result by 50 to determine how many gold pieces there are.

The scroll case contains 2 scrolls which are inscribed in blue lettering "Negatus Est"; these are *cursecancels* capable of removing one curse each when read aloud.

PRISONERS' ROOM

Room 3

WHAT THEY SEE:

This 20' × 20' room is completely dark. When the delvers bring in light of some sort, they can see 4 doors in this room: one door on the north wall, one on the west wall, and two on the east wall.

They will also see and hear the prisoners; one is chained to each of the four walls. Briefly, these prisoners are: an aristocratic and lovely young female who speaks up quickly; a handsome, naked male in silver chains; a surly-looking dwarf; and a raggedly dressed old man held by chains which glow with a faint blue light.

WHAT HAPPENS:

According to their personalities, the prisoners will beg the characters to release them; the exception will be the dwarf chained to the south wall. See the specifics for each prisoner, noted below, and play them accordingly.

If the characters attempt to open the west door, they release a devastating water trap.

WHAT'S GOING ON:

DOORS: The door in the northeast corner of the east wall is the only 'safe' one. The north door and the door in the southeast corner of the east wall are both *cursed*.

THE WEST DOOR IS FALSE, AND RELEASES A DEVASTATING WATER TRAP. When the door is pulled as if to open it, what opens instead is a large panel, behind which is a holding tank filled with water pumped up from the Reservoir of Death. A huge wave of water surges into the room from about 5' up the wall. This wave smashes anyone in the room against the east wall with tremendous force. Everyone, including the prisoners, must make a 2nd level saving roll on CON or be stunned (knocked unconscious) for 1d6 regular turns. The GM should be aware that someone unconscious almost invariably drowns unless action is taken to ensure his or her face stays out of the water. A rescue attempt which comes after 4 minutes (2 combat turns) is, in all probability, already too late, and even rescue in 2 minutes will have to be followed by vigorous resuscitation to save the person from death or brain damage. You should consider all these factors when judging the actual results of this trap.

The water will completely fill the room in 3 minutes unless a door is opened. If the north door is opened, the water will drain into Room 2 and out the small cracks where the walls meet the floor. If either of the east doors are opened, the water will drain into spillage grates in the corridors behind the doors. If the water is allowed to flow out of the room, the trap will release exactly enough water as would normally fill the room, then it deactivates for 1 hour after which time it can be tripped again. (The mechanics of the trap are such that it takes approximately one

hour for the pump to re-fill the holding tank behind the release panel. To ensure there is not a steady drain, the panel will not open until the tank is full).

None of the prisoners have been here very long and therefore they cannot give any warning to the characters about this trap. The old man actually does know about the trap, but most of the time is too mad to communicate the fact.

GENERAL INFORMATION ABOUT FREEING THE PRISONERS: Except for the blue-glowing chains on the old man, the fetters can be broken open by being smashed (attacked) by weapons; the chains on the aristocratic female and on the dwarf will take an "attack" of at least 12 to break open. The silver chains on the young male take an attack of 8. Specifics to release the old man are given below. None of the chains can be pulled out of the wall.

Once any three of the four prisoners are freed, a trap door in the ceiling will open and a very large spider will drop down among the characters to give them some trouble. Its Monster Rating is 55. This spider is a poisonous variety, and any hits it delivers will also take effect as poison, in the following manner: *for each hit delivered against a character's CON, the character must take an additional 2 points CON damage each regular turn for 6 turns.*

CHAINED TO THE NORTH WALL IS THE BEAUTIFUL YOUNG WOMAN VIRIDIA. She is dressed in rich silks and insists that the delvers release her immediately; she also warns them against releasing any of the other prisoners. She is actually a snobbish young aristocrat from the Isle of Vurtan. Her attributes are:

ST: 10 IQ: 16 LK: 13 CON: 10 DEX: 13 CHR: 17 adds: 2/3



As soon as she is freed from her chains, she makes an odd gesture with her hands and arms (something she couldn't do while chained); then she cries out the name "Paganthor!" After 10 seconds, a 10' tall brutal-looking giant named Paganthor appears; he carries a huge club and begins to beset the party. His Monster Rating is 80.

If Viridia is killed in the 10 seconds before Paganthor appears, then the giant will not appear at all. Otherwise, as soon as Paganthor attacks, Viridia flees through the northeast door in the east wall, calling back orders for the giant to kill everyone! Paganthor gets an additional 1d6 in his first attack to account for his rage at the beings who attacked his mistress.

THE PRISONER CHAINED TO THE EAST WALL IS A YOUNG HUMAN MALE NAMED LYCAN. He wears nothing and his chains are made of silver. He is soft-spoken and tells the party that if he is freed, he will lead them to the safest exit from the dungeons. (If the party isn't interested in leaving at this time, they will find him apparently agreeable to almost any suggestion).

In reality, Lycan is a werewolf. His attributes are as follows:

Human: ST: 11 IQ: 13 LK: 9 CON: 10 DEX: 15 CHR: 16 adds: 3/6

Wolf: ST: 33 IQ: 13 LK: 9 CON: 30 DEX: 3 CHR: 16 adds: 15/10

Although he will agree to go with the party, he is waiting for the moment he turns into a wolf. When the change comes over him (it is not under his control), he plans to attack and then flee to the nearest exit. He will not open doors or fight with the party against attackers (if a combat goes against the party, Lycan will run away). He will change to wolf form if the GM rolls 1 in 6; the GM can roll once for each regular turn Lycan is with the party.

When he changes, he will savagely attack the character closest to him; this is usually going to be an ambush situation where Lycan delivers his full attack in one combat round, then breaks off immediately and flees howling. Only silver weapons and magic will damage this werewolf. Regular weapons can be used to fend off his attack, but do not come off his rating (in other words, when comparing hit point totals, a regular weapon can defend the character who is using it against Lycan, but Lycan cannot take any damage from the weapon even if the attack total is against him).

The chains which bound him are solid silver, worth 200 silver pieces, at least.



THE DWARF BOXBI IS CHAINED TO THE SOUTH WALL. This nasty-looking fellow is surly, rude and dressed in a ragged tunic. In fact, he won't even speak to anyone but another dwarf, or perhaps a polite hobbit. He glares and spits at the member of any other race who approaches him. He is himself a member of the famed Legion of Dwarves, a band of all-dwarven adventurers who travel all over Zind.

Boxbi will never beg to be freed. However, if anyone can manage to speak with this crusty fellow, he will bargain for his release with the offer of one of the following options:

- 1) He will wander along with the party and give his assistance fighting in no more than 2 battles; or
- 2) he will disclose the location and guardians of one treasure hoard (which one is at the GM's discretion).

After doing either one of these things, Boxbi will leave the company and seek his own way out, since he is mainly a lone adventurer.

Boxbi is a 3rd level dwarf male warrior. His attributes are:

ST: 36 IQ: 13 LK: 19 CON: 29 DEX: 18 CHR: 14 adds: 31/37

He has no weapons or armor, so he must be supplied with both if his services as a warrior are required. Boxbi also has a 3 in 6 chance of knowing something about any particular area, room, or situation on the Dome Level of Darksmoke. This information was obtained from the records of the Legion and should be somewhat accurate, at the GM's discretion.

CHAINED ON THE SOUTH WALL IS AN OLD MAN IN RAGGED CLOTHES. He is functionally insane (and acts it), but is coherent enough to beg the characters to loose his chains and free him (though he doesn't know how or even why). His chains glow with a weird blue light and any weapon used to try to break them will, instead, break the weapon ("indestructible" and "unbreakable" weapons will simply bounce off).

There are several ways to free the mage, some a bit odd. One way is to cast a *Knock Knock* on the chains. This would normally be ineffective, but these are special. When the spell is cast on the chains they unlink and scatter – one alone retains the blue glow. This link will act as a one-time *cursecancel*. Another way to get the mage free would be to cast a *Bigger is Better*, or *Smaller is Smarter* on the chains or the mage, respectively. Yet another method is to cast a *Mutatum* on the mage so that his limbs no longer fill the manacle (i.e. if the mage were turned into a hobbit or a gnat, he would no longer be bound by the chains).

Once freed, the mad, nameless mage will do one of two things. The GM should roll 1d6. On a roll of 1, 2, or 3 the mage thanks the party politely and informs them which of the doors are cursed, and that the west door is a trap. Without warning, he then disappears (teleports home). On a roll of 4, 5, or 6, the mage is afflicted with his madness and casts a *Smog* directly at his liberators, then disappears immediately. The *Smog* cuts in half the *current* CON of any character not immune to poison (fractions rounded down).



WHAT THEY SEE:

This 20' × 20' room is lit by a single torch in a holder on the south wall. In the east wall is a door. Against the south wall, in the torchlight, is a table and chair; an Ogre has just stood up from the chair. A shabby wool cloak is draped over the back of the chair; there is a leathern bottle and a dark metal goblet on the table, along with some lumps of less definable things. In the center of the north wall hangs a 5' × 7' tapestry depicting a helmed warrior in dark grey armor; his hands are folded over a two-handed sword.

WHAT HAPPENS:

The Ogre does not attack immediately, but motions the party to leave. He speaks only Ogrish and will attack if the group does not leave. His Monster Rating is 60 and he carries a broadaxe (4 dice).

WHAT'S GOING ON:

HALF THE WEST WALL IS A MOVABLE WALL. It is completely camouflaged and locating it should be treated like finding a secret door coming from either direction — into the room or leaving it. Like all movable walls, this block of stone requires a ST of 20 to get opened; it will close again if not held open.

THE BOTTLE HOLDS "OGRE ALE", an extremely bitter, vile-smelling potable. The goblet is lead, tastes nasty, and holds ¼ of the contents of the bottle at a time.

If a goblet of the Ogre Ale is drunk, it will *temporarily* raise a character's ST 5 points for 6 turns. It also makes that character quite drunk and lowers DEX by 5 points. At the end of one hour (6 turns) both attributes return to normal. More than one goblet of Ogre Ale will cause a character to pass out in a jolly drunken stupor; he or she will remain unconscious for one hour *plus* 1d6 turns longer.

Also on the table are some wormy crusts of bread, a fetid chunk of human leg and a lot of cockroaches rushing about.

IF THE WOOLEN CLOAK IS SEARCHED there will be found a small key-like item in an inner pocket. This item is a thin gold rod with a circle at one end and a little pyramid at the other; the rod enters the pyramid in the center of the base (see illustration). This key is needed to open the treasure alcove which adjoins this room.

THE TAPESTRY DEPICTS DARKSMOKE as he once was; his face is masked by a lowered visor. The tapestry is spiked into the wall at the upper and lower edges and if the tapestry is ripped down or damaged in any way, the party has definitely "Offended Darksmoke" and he will send something to chasten the group (see Appendix III).

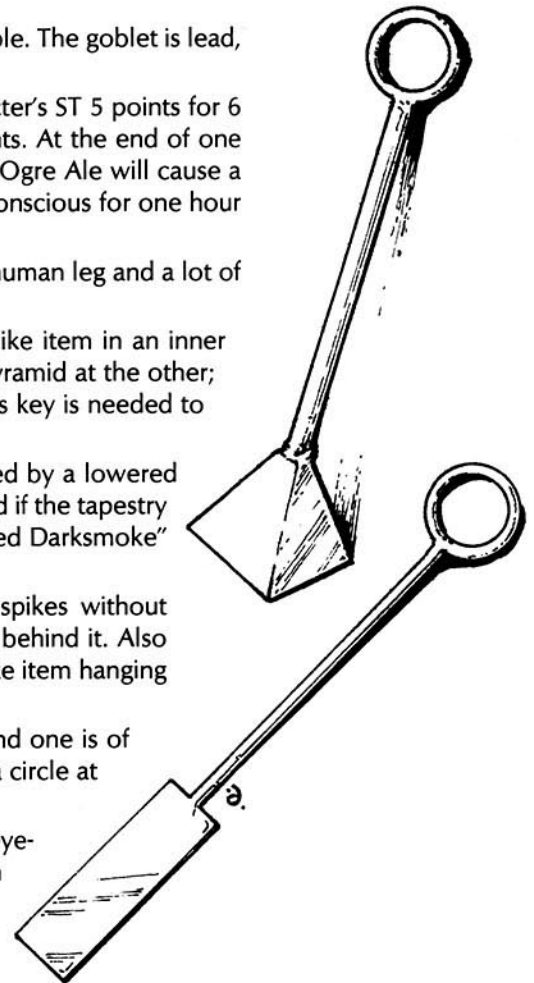
If the tapestry is handled carefully, it can be removed from the spikes without damage (not difficult). When this is done, a *cofradium* door can be seen behind it. Also hidden by the tapestry, near the door are 3 small pegs with a small key-like item hanging from each peg.

THE KEY-LIKE ITEMS ALL LOOK ALIKE except one is brass, one silver, and one is of copper. They are thin rods with a narrow, thin rectangle at one end and a circle at the other.

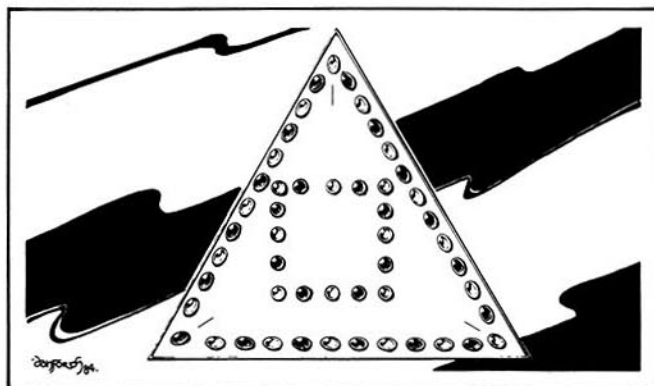
THE COFRADIUM DOOR has no latches or locks. In the center, about eye-level, is a triangular shape made of alternating red and blue stones (chosen for color, not value; they are worthless). In the center of the triangle is a square made of the same kinds of stones. If one looks closely, he or she will see a thin slit at each corner of the triangle (see illustration on the following page).

THE KEYS FIT INTO THE SLITS, however, if a key is not in the right slit it will not turn. To open the alcove, the silver key must go into the top slit; the brass key must go into the bottom right slit; the copper key must go into the bottom left slit. Then, the silver key must be rotated one full turn to the right, until it returns to its original position. The brass key must be turned half a turn to the right; the copper key must be turned half a turn to the left. When all this has been done correctly, a square will open up in the middle of the square of stones.

THE GOLD PYRAMID KEY FITS INTO THAT SQUARE. It can only be placed when all three other



keys have been set, because until then the square is quite solid. The bottom of a pyramid is a square; this is the clue to the perceptive. The gold key is put into the square space and turned until it clicks – about $\frac{3}{4}$ of a turn in either direction. At this time the entire cofradium door will slide back, revealing the 10' treasure alcove, designated Room 4B.



TREASURE ALCOVE

ROOM 4B

WHAT THEY SEE:

On the west side of the alcove are three small coffers: one of brass, one of wood, one of iron. The brass coffer has a purplish tinge to it. On the east side of the alcove is an iron trunk.

WHAT HAPPENS:

Nothing happens until someone takes some action.

WHAT'S GOING ON:

THE BRASS COFFER: The purplish tinge on the brass coffer is due to a contact poison called *Leecha*. If *Leecha* is touched by naked flesh, the poison seeps in without causing any sensation. It begins to leech off Strength at the rate of 1 point per turn until the character is dead. After 1 point of ST is lost, the character may attempt a 3rd level saving roll on Luck; if the roll is made, the character's body has adapted to the effects of the poison. If the roll is missed, the ST loss will continue. This loss is permanent unless cured by an antidote (such as Darksmoke's Gift) or a *Too-Bad Toxin*, even if the character adapts to the *Leecha*.

The brass coffer is not locked. Inside is a pouch of fire-opals (1d6 × 10 in number) each worth 40 g.p. There is also a ring of gold with a carved jade setting. Inside the ring is an inscription written in Orcish; if the language can be read, it says: "What is thy pleasure, Power or Treasure?" If the ring is rubbed and the inscription spoken aloud, the ring will glow. If the character then says "Power" or "Treasure", he will get his wish. HOWEVER, there is a catch: the inscription and the stated desire must be spoken in *Orcish*. If another language is used, the ring will turn the character into an Orc and function no more for that person. A *Dis-Spell* at 4th level will restore any character turned into an Orc. However, until this is done, the character is an Orc in all ways: he thinks and acts like an Orc, speaks only Orcish, and in all is a "monster," complete with a Monster Rating of 30. This could cause some difficulties in the party.

If both inscription and desire are spoken in Orcish, the person will get his or her wish. If POWER is requested, roll 2d6 and add the result to that character's main attribute (ST for warriors, IQ for mages, LK for rogues, half ST and half IQ for warrior-wizards). If TREASURE is requested, generate one treasure from the Treasure Generator in the T&T rules.

THE WOODEN COFFER: This coffer is quite safe to touch and has a 2nd level lock. Inside is just petty cash: 2000 copper pieces.

THE IRON COFFER: This coffer has a first-level lock. When the lid is lifted, a small spring-loaded device (hidden in a false bottom of the coffer) fires a crossbow bolt which hits anyone in front of the coffer. The character is allowed a 2nd level saving roll on LK to avoid the bolt; if the roll is missed, the character takes 8d6 damage. GMs should consider where the bolt hits to determine if armor can help; the bolt is aimed for the throat of a human approaching the coffer normally. Warriors cannot double.

The coffer looks empty, but if the false bottom is found and lifted out, the characters will find a small bottle of a dark, bourbony-smelling liquid. This is *Darksmoke's Gift*, a powerful

antidote to all poisons. It is *not* labeled, so some brave person will have to sample it to determine what it is. Darksmoke's Gift can also cure disease as well as the effects of poison, but it does nothing else (i.e. it cannot heal a sword-cut or restore a limb). There are 3 ounces in the bottle, enough for 3 doses.

THE IRON TRUNK IN THE EAST SIDE OF THE ALCOVE has a 3rd level lock built into it. In the trunk are several items of interest.

There is a small leather pouch containing a translucent green oval gem. This is the "Elvish Eye," a magical jewel. If peered through, it reveals any secret door or portal in the line of vision. After it locates 5 secret doors, it requires an entire day (24 hours) to recharge its power and until this time has passed, it will not work again.

In the trunk are also 4 red-and-blue fletched arrows. These are magical, suited for any bow (but not crossbows). They hit anything within 50 feet which the archer is aiming for (on a line of sight, with no obstructions). Past that distance they function as normal arrows. When the arrow strikes its target in the 50' range, it explodes, doing 5 dice damage. This destroys the arrow also.

There is also a fine-looking magical cloak. It can absorb up to 40 points damage (total) per day from *Take That You Fiend* spells (but no other magical attacks).

Finally, there is a sack with 100 g.p., two bracelets made of silver worth 50 g.p. each, and a pearl necklace which happens to be completely phony (but it looks good — a 2nd level IQ saving roll to spot it *if the character is accustomed to dealing with pearls*, not simply having seen them before . . .).

Snake-Man

Room 5

WHAT THEY SEE:

This 20' × 30' room has walls covered with foliage. Centered on the ceiling is a magical, very dim, greenish light source. Visible to the characters are two doors: one on the north wall, and one on the south wall. Near the north door is a small area cleared of foliage which has a rack with pegs attached to the wall; several items hang from the pegs. Briefly, these items are: a plain grey cloak, a set of heavy chains, a jeweled scabbard with no weapon in it, and a steel cap.

WHAT HAPPENS:

If the party lingers in the room, or moves towards the rack of items near the north door, the Snake-Man will leap out from hiding and attack. He will attempt to attack at the most opportune moment with intent to take at least one person by surprise. His primary purpose here is to guard the north door, and secondarily the items nearby.

WHAT'S GOING ON:

DOORS: The north door is *doubly-cursed*. The south door is normal, but currently locked with a first level lock. There is a *secret door* on the west wall.

THERE IS ALWAYS A SNAKE-MAN ON GUARD IN THIS ROOM. This Snake-man is a snake magically mutated into a man. His senses are extremely acute and when he hears a party approaching the room, he hides in the foliage near the north door; he blends in almost invisibly. Even in torch or lantern light, he will be virtually impossible to spot. When the time is right, he will launch a surprise attack (rolling 5 in 6, he succeeds in surprising his target and therefore delivers his entire attack directly against that person).

The Snake-Man's Monster Rating is 40. His scaly body can take 5 hits like armor. He carries a kris dagger, and therefore *no 1st through 3rd level magic takes any effect against him*. Furthermore, he is very quick and can *dodge* missile weapons — for purposes of targetting on him, use the 'Tiny' reference. He is clever, crafty and dangerous, and the GM should play him so. He does not wear the usual blue-and-red uniform of a Darksmoke guard, only a weapons belt.

IF THE FIGHT GOES AGAINST THE SNAKE-MAN, he will attempt to surrender and offer to show the party the way to the nearest treasure. Naturally, this way is through the north, doubly-cursed door unless they arrived from this direction. Once the curse takes effect, the Snake-Man attacks, usually a sneak attack during the confusion, on an unwary character.

IF THE SNAKE-MAN IS KILLED AND SEARCHED, the characters will find two items only: his kris dagger, and a large green serpentine gem. It seems to be worth about 40 g.p. If held in the palm of one's bare hand, it will empower its owner to speak and comprehend any reptilian language, as long as the gem is held.

THE GREY CLOAK is full length, hooded, and otherwise quite ordinary. However, in an inside pocket will be found a bronze medallion on a heavy neck chain. The medallion is covered with arcane runes (the language is related to Common, but obscure). A magic-using character may attempt a 2nd level saving roll on IQ to decipher the runes. If the roll is made, it will be discovered that the runes read "*Let the cursing be strengthened.*" The medallion is a curse-fortifier and will double the effect of any curse cast upon its wearer.

THE CHAINS LOOK LIKE ORDINARY IRON, however, they are actually gold plated (magically) with iron. Scraping off the iron will reveal this; there is 500 g.p. worth of gold.

THE STEEL CAP is also covered with more runes like those on the medallion. Again, any magic-user can attempt a 2nd level IQ saving roll to read the runes. If deciphered, they read "*From the mind. . .*" This refers to the fact that when worn, it drains 1 IQ point per regular turn from the character, aside from the fact it works as a normal steel cap (takes 1 hit). Once a character has put the cap on, the GM should *secretly* make a 1st level Luck saving roll for that character. If the roll is made, the GM should tell the character he or she suddenly feels a bit fog-headed. (Make the saving roll once each regular turn as the IQ goes down).

THE JEWELLED SCABBARD has 50 g.p. worth of gems in it, but more important is its magic. If any sword is placed in the scabbard, that sword will triple its *dice roll* (before weapons adds or combat adds) for the *next 10 consecutive combat turns*. Whether or not it is used for 10 regular turns, it must then be left in the scabbard for *three consecutive regular turns* before the effect is restored. Except for that limit, it can be used any number of times a day. Any kind of sword will fit this scabbard, which magically adjusts to fit; however, *only* swords (classed as such) can be put in the scabbard.

IF THE FOLIAGE IS CLEARED AWAY FROM THE CENTRAL AREA OF THE EAST WALL the delvers will discover an iron ring bolted to a stone block there. Pulling this stone out (requires a ST of 30) will reveal a small hole which is a "possible treasure site." (See Appendix IV and roll on that table, or supply your own treasure here).

THE ALTAR OF SACRIFICE

Room 6

WHAT THEY SEE:

This room is roughly 50' square. On the east and west walls are large double doors (they are not locked). The room is lit by two braziers which flank a bloodstained altar in the center of the room. The braziers are flaming and obviously serve to spotlight the stone altar. The altar is equipped with sets of wrist and ankle irons to hold victims securely. There are mystic symbols on the altar which are incomprehensible.

WHAT HAPPENS:

WHEN EVERYONE IS INSIDE THE ROOM the doors completely disappear and a soft cackle is heard. Following this cackle, a large obsidian throne appears in the northeast corner of the room; in it is seated a nasty-looking mage. He immediately announces that his name is Cataban (GM: this is important to do, especially if the rumor about this room has been given).

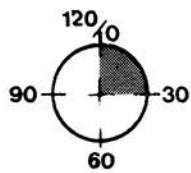
THE PLAYERS HAVE THIRTY SECONDS, REAL TIME, TO ACT AGAINST THE MAGE. After 30 seconds have passed, Cataban will raise his hands and an *Invisible Wall* will totally surround him. Before that time, he is vulnerable, and if slain, the doors will re-appear.

WHAT'S GOING ON:

Cataban is an 8th level wizard who knows all the spells to his level. His attributes are:

ST: 80 IQ: 65 LK: 30 CON: 20 DEX: 20 CHR: 15 adds: 94/102

Cataban tells the party that he serves Darksmoke, and for violating the Dome of Darksmoke, a sacrifice is required. He asks the party to chose someone and then chain that



30 seconds

person to the altar. (GM: give them only 2 minutes, real time). If no one has been chosen by the party, Cataban choses someone randomly and, with a gesture (a private spell of his own) that person is on the altar, chained, teleported directly into the shackles. Once the victim is secured, the doors will reappear and the party will be asked to leave.

THE CHAINS ARE KRIS METAL and dispell up to 3rd level magic. They can be smashed open by cumulative damage of 35 hits, but this can only come from blunt or ax-like weapons. (Determine how many swings can be delivered based on what exact actions the party takes. A group of 8 people can't 'try out' their weapons on the same length of chain, and they'll have other things to think about anyway).

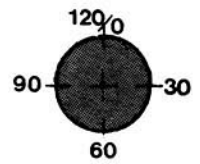
FOUR HOBGOBLINS APPEAR FROM NOWHERE TO GUARD THE VICTIM. They are teleported in through a dimensional gate on previous ensorcellments conceived by Cataban. One appears at each corner of the altar. Each Hobgoblin has a Monster Rating of 40, carries a 5' long pilum (5 dice) and is attired in a mail shirt (11 hits). Over the mail is Darks smoke's blue-and-red guard uniform. They will not leave the altar area for any reason (including being attacked, even with missile weapons).

A VIOLET-COLORED WORM ENTERS FROM A SECTION OF THE NORTH WALL and heads for the sacrifice. The Worm appears 1 combat turn after the Hobgoblins appeared. The Worm has a Monster Rating of 75 and views the sacrificial victim as dinner. Should the victim somehow be freed before the Worm arrives, the party can run for it. If the party stands to fight the Worm, it will direct all its efforts to reaching the chosen victim.

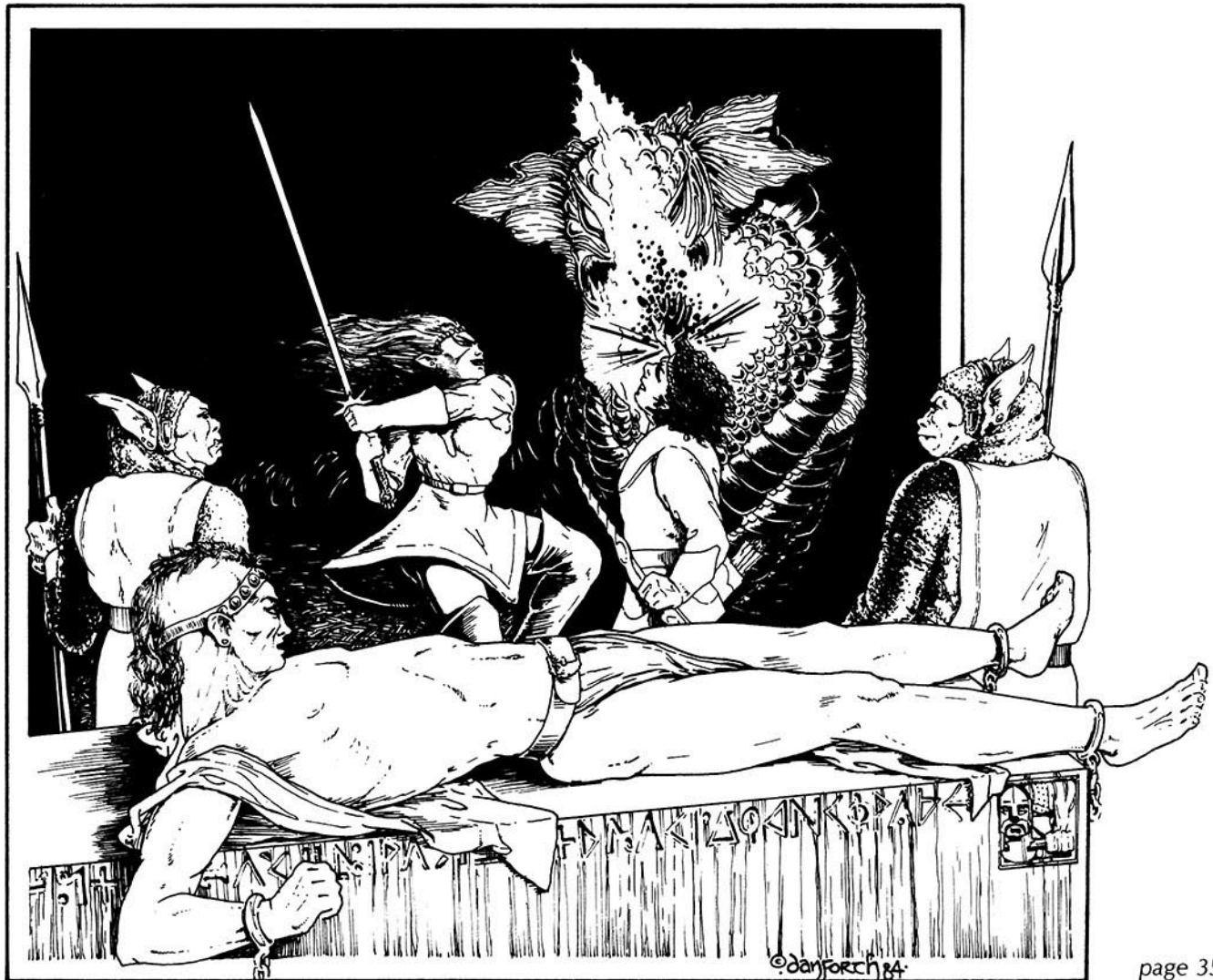
IF THE WORM KILLED AND THE VICTIM FREED, Cataban will offer a grudging congratulations and allow the party to depart. There is no treasure in this room, nor does Cataban carry any. However, experience should be awarded to any party saving a comrade, and thoroughly *denied* to any group that agrees to the sacrifice of one of its own!

Darks smoke
Dome Level

Room 6



2 minutes



©danforch 84

THE GUARD ROOM

Room 7

WHAT THEY SEE:

This room is 40' square, lit by oil lanterns hung by blue-metal chains from the ceiling (although at any given time only one lantern is lit, so much of the room is still in shadow). One glance into the room will tell the delvers this is a guard room: there is a large wooden table in the middle of the room with a number of make-shift chairs around it, and weapons racks and supplies against every wall. The rubbish and refuse in the room exudes a definite stench as well. There are doors in the east and south walls.

However, the most important thing the delvers will see inside are the Guards themselves; when they enter there will be Orc, Hobgoblin, and Living Skeleton Guards waiting within.

WHAT HAPPENS:

The Guards attack immediately, and *they will pursue the party if they turn and run*. Guards are immune to cursed doors. The Guards will not pursue anyone into the Altar of Sacrifice (Room 6) or into Giremyr's Lair (Room 12). If the party stands to fight, more Guards will arrive each combat turn.

WHAT'S GOING ON:

The two doors are ordinary ones, and they are not locked.

THE GUARDS ALREADY IN THE GUARD ROOM are Orcs, Hobgoblins, and Living Skeletons. For their arms and armor, see below. Roll 3d6 to determine how many guards are in the room when the party first enters: split the number equally among the 3 types of guards, with remainders being extra Hobgoblins.

MORE GUARDS ARRIVE EVERY COMBAT TURN FOUGHT IN THE GUARD ROOM. There will be an additional 1d6 of them each combat turn, up to a total maximum of 30 Guards. To determine which kindred shows up, roll 1d6 for each "group" that arrives: 1-2 = Orcs; 3-4 = Skeletons; 5-6 = Hobgoblins. If the party runs away, all the Guards present will pursue, but no more Guards will join in. If just some of the delvers flee, a proportional number of the Guards will give chase.

ARMS AND ARMOR FOR ALL GUARDS is as follows. Orcs have a Monster Rating of 25 each; they carry scimitars (4 dice) and wooden bucklers (3 hits). If more than six Orcs are indicated, the additional ones will each carry light crossbows (4 dice; their DEX is 16 to target) with 5 quarrels each. Hobgoblins have a Monster Rating of 40 each; they carry 5-foot long pilums (5). Living Skeletons have a Monster Rating of 15 each; they carry tulwars (4 - 1).

IF THE GUARDS ARE DISPOSED OF, THE ROOM MAY BE SEARCHED. The Guards themselves carry 1d6 × 10 g.p. each. On the wooden table there may some cash from the interrupted card or dice game: if the GM rolls even on 1d6 there is some coinage (3d6 × 10 g.p.).

On all the walls are racks of weapons. One rack has scimitars (there are 2d6 of them; each gets 4 dice). One rack has pilums (there are 1d6 of them; each gets 5 dice). One rack has tulwars (a curved sword; there are 2d6 of them, each getting 4 dice - 1). The last rack has just 3 light crossbows (4 dice) and three quarrel cases with 20 quarrels each.

The party can also find two 50-foot coils of hemp rope, a gallon bucket of lantern oil (only half full), and 7 skins of sour wine that tastes absolutely obnoxious. Remnants of "food" (only by a monster's definition!), refuse and litter are scattered everywhere; the place simply *stinks*.

PRINCESS SITRADOWN AND TWO MUMMIES

Room 8

WHAT THEY SEE:

There is only a single door to this room, padlocked on the outside. If the door can be passed, the delvers will find the interior is quite dark, and nothing can be seen until they supply some source of light to see by.

Once the room is lit, the adventurers can see the room is decorated in a style which is vaguely Egyptian (by the standards of our world). There is a large stone sarcophagus in the center of the floor; it has a wax seal impressed with a serpent signet. Against the north and south walls are propped up two large wooden mummy cases.

WHAT HAPPENS:

Nothing happens until the stone sarcophagus is touched *in any way*, or either wooden mummy case is opened, "attacked," or otherwise fooled around with.

WHAT'S GOING ON:

THE DOOR IS DOUBLE-CURSED, as indicated on the map. The padlock is a 4th level lock.

INSIDE THE WOODEN MUMMY CASES are the living Mummies (undead, really) of fellows called *Linus* and *Thak*. If the sarcophagus is tampered with in any fashion, or if their own cases are opened, the two Mummies will attack. They each have a Monster Rating of 60; they are undamaged by non-magical blunt weapons but they take double normal damage from fire and flame. Edged weapons deliver attack normally, whether they are magical or not.

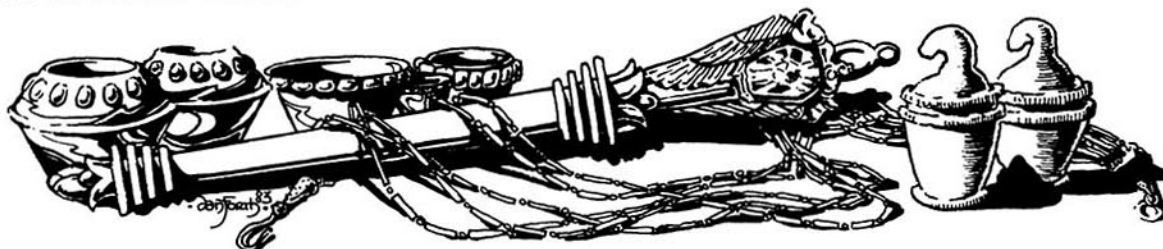
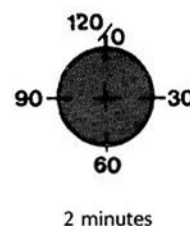
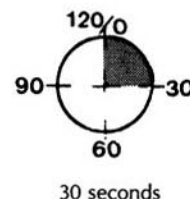
IF THE MUMMIES ARE DEFEATED AND CUT OPEN each one will be found to have a small lump of moldy green stone in the area where their hearts should have been. These stones are *The Hearts of the Mummy*. A complete description of them may be found in Appendix I.

IN THE STONE SARCOPHAGUS IS THE PRINCESS SITRADOWN. One of Darksmoke's hobbies is to build his collection of princesses (living, dead, or not quite either); Sitradown is one of his most treasured belongings. To open the sarcophagus one must depress a small button on the latch, which is currently covered by the wax serpent seal. When pressed, it will send two long, sharp needles plunging into the hand of the person who depressed the button. No gauntlets will provide protection from these needles (they pierce leather and strike between mail links). These needles are poisoned with *concentrated asp venom*, which kills in 30 seconds *real time*. (This should give the players just enough time if they think and act fast). The character poisoned may try to make a 1st level saving roll on Luck. If the roll is made, the needles have only scratched the person; he or she must take 1d6 of hits. Otherwise, the person dies at the end of 30 seconds. An immediate *Too-Bad Toxin* or dose of antidote such as *Darksmoke's Gift* will also save his or her life. The button need not be pushed *by hand*, in which case the trap can be sprung safely.

THE SARCOPHAGUS LID REQUIRES A STRENGTH OF 50 TO LIFT OFF. Inside are the mummified and wrapped remains of the Princess Sitradown as well as a number of venomous asps. There is a 2 in 6 chance that 1 or 2 of the 5 snakes in the sarcophagus will be out of sight under the body. There are exactly 5 asps and each has a Monster Rating of 5; however, they are poisonous and any single hit should be treated as the needles above, with the only difference that it will take 2 minutes (also real time) to kill. There is nothing else *visible* inside the sarcophagus.

THE SARCOPHAGUS HAS A HIDDEN FALSE BOTTOM. This can be easily determined by tapping on the bottom or low on the sides, but the remains of Sitradown must be removed from the sarcophagus before the false bottom can be broken through (by any reasonable expedient, such as striking it hard with a weapon haft). *If the mummy of the Princess is damaged or desecrated in any way whatsoever (unwrapping it, firing it, etc.), the perpetrator of the deed will be struck by a Take That, You Fiend which will do 5d6 worth of damage.* This blast is intrinsic in the magic of the inscriptions on the sarcophagus. Darksmoke will definitely be offended by destruction of his mummy and act accordingly. See Appendix III for details.

In the false bottom of the sarcophagus are several items of interest. First, there are 5 gold bowls decorated with inlaid amber. Each bowl is worth 500 g.p. There is also a golden scepter with a large diamond glistening from its top. The scepter itself is worth 100 g.p. and the diamond is worth an additional 200 g.p. There is an emerald necklace worth 300 g.p., and two small stone jars filled with a sweet-smelling black substance like thin tar. (This is *kohl*, the predecessor of modern mascara). Each jar can be sold for as much as 50 g.p. as kohl is difficult to obtain. Such is the extent of the treasure.



IF THE PARTY HAS TAKEN THE MUMMY OF SITRADOWN FROM HER SARCOPHAGUS, AND ATTEMPTS TO LEAVE THE ROOM without putting her back inside it and closing the lid, they're in a lot of trouble! First of all, the door immediately disappears. Then a sonorous chant begins. This is Sitradown's Chant of Madness and it will affect everyone in the party. (If your players can take it, it goes, roughly, *Sitradown, walk right in, dadi let your mind rOLON* . . .). The effect of the Chant of Madness is to cause each character to believe that everyone else has become a Mummy, intent on attack. This results in general melee among the party members. If it goes on too long, the last survivor must eventually make the saving roll to realize what's happening.

Each combat round the character with the highest IQ in the group may attempt a 4th level saving roll on IQ. (If two or more characters have the same IQ and it is the highest in the party, both may attempt the roll). If this roll isn't made, melee continues. If the saving roll is made, that person suddenly knows what is happening. Starting with the following combat round, that person may try to convince one other party member to stop fighting. That person may then attempt an IQ saving roll *at the level of the person he's trying to convince* once each combat round, so long as the aware person keeps talking at him or her. If the saving roll is made, that person also realizes what's going on; he or she can then try to convince someone else.

At any time the body of the Princess Sitradown may be put back in her sarcophagus and the lid replaced. When this is done, the Chant will cease and the door will reappear. The Chant cannot be stopped by any other method.

A LARGE BLOCK OF STONE AND SMOKE

Room 9

WHAT THEY SEE:

This room is dark, so the characters can see nothing until they bring in a light source. They will, however, scent a heavy, syrupy smell as soon as the door is opened.

As soon as a light source is present, the group will find they cannot see well in the room anyway, for the room is filled with a thick bluish smoky mist. They can determine that the room is 20' square, with a door in the east wall and one in the west. In the center of the room is a large block of stone 3' high and 10' on each side.

WHAT HAPPENS:

The smoke swirls slightly in the air currents, but does not empty from the room. Nothing else occurs until the delvers take some action. Characters can detect magic, as the smoke is not entirely a physical effect.

WHAT'S GOING ON:

THE TWO DOORS TO THIS ROOM ARE LOCKED. They have built-in 1st level locks.

THE SMOKE IS THE "SMOKE OF DARKSMOKE." Every minute spent within the smoke drains 1 point of IQ and 1 point of ST from every character exposed to it. A *Will-o-Wisp* spell will stop the effect, but it will NOT reverse the effects which have already occurred. A *Too-Bad Toxin* or a dose of *Darksmoke's Gift* will reverse the effects, which otherwise are permanent.

THE STONE BLOCK CAN BE MOVED by a combined ST total of 60 or more; this will take at least 2 minutes. However, as soon as the block is shifted, the doors will close and lock unless they are consciously being held open (or have been blocked). They cannot be re-opened except by a *Knock-Knock* spell until the stone is replaced. Under the stone will be found a hole in the floor. The hole is 2' deep and 3' on each side. Inside the hole is a broadsword in a leather scabbard which has a greenish tinge, and clay urn sealed with wax.

THE GREENISH TINGE IS A CONTACT POISON, "GINGI." If touched by naked flesh, the person will feel no sensation. However, in 1 combat round that character's DEX will begin to drop by 1 point per regular turn for 4d6 worth of turns. The character has the chance to make a 3rd level saving roll on Luck after only 1 point of DEX is lost. If the saving roll is made, that person's body has adapted to the *Gingi* and will not lose any more Dexterity. Otherwise, the point loss will continue. If DEX drops below 1, the person is unable to walk. (The *Gingi* is a debilitating poison,

not a killing poison). There is enough *Gingi* on the scabbard to poison 4 individuals.

THE SWORD IS ENCHANTED and gets 6 dice + 8 adds. Furthermore, it adds 5 to the Luck of the owner. *This is entirely dependent on the sword itself; if the sword is lost, Luck returns to normal.* It has no poison on it anywhere, and does not need to be kept with the scabbard. It can be pulled out of the hole without touching the scabbard, at all. The sword is akin to a broadsword, and characters need no minimum ST or DEX to use it, IF their hand is large enough to grasp the hilt more or less normally.

THE CONTENTS OF THE CLAY URN RATTLE WITH A METALLIC RING. If the wax seal is pried free, inside can be found 25 pieces of gold and a small ruby (worth 15 g.p.). The clay on the urn is just a coating, however. The urn itself is made of solid gold, worth 100 g.p. The inside the lip of the urn will feel like metal; if the urn is dashed to the floor or hit, the clay will crack and reveal the gold.

A HALF-ORC'S ROOM AND A DEAD MAGE

Room 10

WHAT THEY SEE:

The room is not lit, so the delvers must provide a light to see into the room. The party members will smell the familiar stench of Half-orc, however.

Once there is light, the characters can see a room 20' square, with doors in the north and west walls. In the center of the room is a thick rough table with some chairs around it; there are two gleaming table settings with the remains of meals on the plates. In the southwest corner of the room is a large pile of rocks. Covering the south wall is a pretty tapestry showing a man in grey armor fighting demonic bear-like creatures.

WHAT HAPPENS:

Every two minutes the delvers are inside the room (every combat turn, in other words), the GM must roll to see if the occupants of the room, Kopa and Dupa (see below), have returned. Until they show up, all happenings depend on the delvers.

WHAT'S GOING ON:

THE TWO DOORS in this room are not locked.

KOPA AND DUPA ARE THE HALF-ORC INHABITANTS OF THIS ROOM. Every 2 minutes the delvers spend inside this room, there is a 1 in 6 chance that Kopa and Dupa will return. They each have a Monster Rating of 70; they wear mail (11 hits) and carry taper axes (3 dice). Their main concern is that no one has taken their prized possessions: the gold service on the table.

ON THE TABLE ARE TWO COMPLETE TABLE SETTINGS OF GOLD. There are two gold plates (10 g.p. each), somewhat grungy with the remains of the Half-orcs' most recent meal (roast fighter). Near the plates are two sets of utensils, also all in gold; each place setting is worth a total of 15 g.p. Scurrying insects run around the bases (and inside the rims) of two jewel-encrusted goblets. Each goblet is worth 20 g.p.

If the delvers have "borrowed" these gold place-settings, Kopa and Dupa will demand their return. They will attack if the items are not turned over immediately. If the two Half-orcs do not appear while the delvers are in the room itself, then they will be the next "Wandering Guards" which appear on this level – and they will be looking for the thieves who stole their precious place-settings.

THERE IS A SECRET COMPARTMENT IN THE TABLE ITSELF. This is situated on the side of the table normally facing the east; the compartment is opened with a hidden spring. Inside is a bronze statuette of a cockroach which has odd runes on it. The runes read "Gimme" (understandable read by an *Omni-Eye*; the runes are strange magic). When the word "Gimme" is spoken aloud, the cockroach statuette becomes a treasure. (Roll for it on the Treasure Generator in the T&T rules). In the compartment also is a small stone coin with a hole in it. This is a one-time *cursecancel*. Finally, there are a pair of obsidian earrings worth 12 g.p.

IN THE SOUTHWEST CORNER OF THE ROOM IS A PILE OF LARGE ROCKS. If the dozen or so rocks are moved, (a feat requiring a ST of 18 to move each rock), a skeleton will be discovered

underneath, crushed. The tattered remnants of clothing indicate the person may once have been a magic-user. Around one finger-bone will be found a silver ring set with a purple stone.

THE RING IS MAGICAL, occasionally able to identify traps and curses. When the wearer is within 5' of a mechanical trap (*only*) the stone will turn milk-white. (It can identify traps like pits, spears, spring traps, etc.). It will do this up to 5 times a day. A 1st level Luck saving roll will let the owner notice the change if he or she isn't actually watching. Whether it is noticed or not, the effect can only happen 5 times a day. The second power of the ring is that it will become sky-blue when brought within 5' of a cursed door or item. This also works 5 times per day. The person must be looking at the ring to see it change color — the mage crushed under these rocks obviously wasn't looking when he sprung the trap which was here (but is no longer). An *Omni-Eye* reveals that the ring has these detection abilities but not how the abilities actually function.

THE TAPESTRY DEPICTS DARKSMOKE FIGHTING DEMON-BEARS at the Battle of the Nine Valleys. His face is masked by the visor of his helm. The tapestry is really worthless, though rather pretty. It is hung from the ceiling and completely covers the wall. If it is ripped down or otherwise damaged, the party has *Offended Darksmoke*, with the normal results. (See Appendix III for full details about *Offending Darksmoke*).

DRAGON GUARDS

Room 11

WHAT THEY SEE:

This room is lit by lanterns hanging overhead from blue-metal (*cofradium*) chains. The room is circular, 35' diameter, and there is a door (locked; 1st level) in the north wall and an open archway in the western wall.

There are four beings in the room. They look like a crossbreeding of Men and Dragons —



man-sized, two-legged creatures with scaly bodies. They are generally called *DragonMen*. They wear the typical uniform of Darksmoke's guards, but better made, cleaner, with lots of gold braid. Each DragonMan carries a knight shield with a large G (for Giremyr) for the device; on the other side a clawed hand holds a terbutje with unusually large teeth.

WHAT HAPPENS:

The purpose of the DragonMen is to care for and protect the great Dragon, Giremyr, who is in Room 12. They are always alert, and every combat round there is a chance that more will enter the room. If the party arrives from the north, the DragonMen will be moderately hostile; in the Dragon tongue they will demand the party leave the way they came. The DragonMen are ready and willing to fight; note further particulars below.

If the party comes to this room from the direction of Room 12, the DragonMen will fight to the death, assuming you have harmed Giremyr.

WHAT'S GOING ON:

THE DRAGONMEN ARE ELITE GUARDS. Each one has a Monster Rating of 50, and for weapons carries a terbutje bladed with dragon's teeth instead of shark's teeth (3 dice + 8) and a knight shield (5 hits). In addition, their scaly bodies can absorb 7 hits as if on armor. DragonMen are immune to any sort of fire damage, and they are quite ferocious in battle. Each DragonMan also has the ability to breathe a cone of fire 5' long, 3' across at its end, once every full turn. This fire attack does 3d6 in damage. Furthermore, the DragonMen have short stubby wings which enable them to fly (albeit poorly) in short bursts at a Speed of 18. The DragonMen speak no language but the tongue of Dragons.

Every combat turn there is a 1 in 6 chance that more DragonMen will come into the room. If more are indicated, the GM should roll 1d6 to determine how many more arrive. There will be a maximum of 15 of these elite guards. If the fight begins to go against them, they will fall back into Giremyr's lair (Room 12), both to protect him and to add his strength to theirs.



THE LAIR OF GIREMYR

Room 12

WHAT THEY SEE:

This room is unlit, but if the characters get through one of the two doors quietly, they will smell a great reptilian stench, and hear a "quiet" snoring.



Assuming a light is made, the most prominent thing to see in this room is the enormous grey-skinned Dragon asleep in the center of his hoard. The Dragon is some 30' long and his spine is 15' above the top of the hoard itself. The hoard is what one would expect, a sizable collection of gold and jewels, and there seem to be quite a few pieces of gold which could be picked up without disturbing the Dragon – maybe. Scattered here and there around the room, well away from the Dragon and his hoard, are a dozen piles of skeletons with rings, weapons, armor, etc. These appear to be quite easy to approach without rousing the Dragon.

There are 3 large tapestries hung against the walls. One shows a grey-armored humanoid riding into battle astride a Dragon much like the one in the room; another shows the same humanoid making what seems to be first acquaintance with a tiny grey-scaled baby Dragon. The last shows the grey-armored man shoulder to shoulder with a fine grey Dragon, clearly in its prime; they are lording it together over a vanquished city.

In a clear section of the east wall there is a single brick easily 3' square. It is thoroughly obvious, unhidden in any way, and significant for being enamelled a bright blue-green color. The brick is set directly in the stone. The room is 50' wide and 100' long. The ceiling is 30' high and the walls are clearly the natural stone of the Dome itself.

WHAT HAPPENS:

Almost anything, depending on what the delvers do, and how they entered this room in the first place (*i.e.* fighting DragonMen from Room 11, or sneaking in, or whatever!) What follows largely assumes that the adventurers have reached this room quietly and find the Dragon asleep.

WHAT'S GOING ON:

THE DOORS ARE DOUBLE, AND BOTH ARE CURSED. There is a pair of double doors to the north, and one pair of double doors to the east. Neither pair of doors are locked. Furthermore, hidden from sight behind the tapestry on the south wall there is another entrance – an open archway with stairs leading down.

THE DRAGON IS GIREMYR, FAVORITE STEED AND COMPANION OF DARKSMOKE. He is old and age has somewhat dulled his senses. However, he is still a mean fighter and has a Monster Rating of 250. This rating accounts for his talons, jaws and awful spiked tail, so anyone who can reach him for an attack is also subject to his retribution. His tough old hide can take 20 hits as armor.

In addition, once each full turn (once each 5 combat turns), he can breathe fire 20' forward in a straight, 10' wide sheet. This fire does 8 dice of damage and can totally destroy any shields or armor used as protection. (The shield will take its normal number of hits first and then is melted down into slag.) However, when Giremyr breathes fire, he makes no other attack.

THE GREEN BRICK IS AN ALARM. If circumstances come to a fight, Giremyr has the option of pressing the brick. This sounds an alarm in Room 11, and will bring DragonMen running, expecting a fight. There will be 2d6 of these DragonMen summoned by the alarm, unless the delvers have already wiped them all out ("all" meaning all fifteen of them).

Even if, in combat, Giremyr does not summon the DragonMen by pressing the green brick, there is a 2 in 6 chance every combat round that they will come anyway, as the Dragon roars very loudly.

Finally, the alarm will sound even if it is a character who pushes the green brick. If Giremyr

was still asleep, he will not stay that way!

IF ANY OF THE PILES OF SKELETONS ARE DISTURBED, THEY FALL WITH A LOUD CLATTER. There are a dozen piles, and this is what they are designed to do, thereby serving as an alarm to awaken the Dragon. A pile need only be touched to fall. The stuff looks like reasonably good versions of armor and such, but is substandard or actually not good any more. It isn't worth a lot, but it is at the GM's discretion to determine exactly what is in a pile and what value the pieces have.

THERE ARE 500 G.P. WHICH CAN BE PICKED UP WITHOUT DISTURBING THE DRAGON. This must be done very carefully: there is a 2 in 6 chance that Giremyr will awaken and he does not take kindly to filchers of treasure.

THE TAPESTRIES ARE VALUABLE. They depict scenes from the life Giremyr and Darks smoke have spent together, and each one is worth 1000 g.p. However, they are huge and cumbersome, and it will take at least 6 characters to handle each one. The tapestries are attached to the walls only at the top, held by spikes. They can be lifted and looked behind, and as noted above, the southern tapestry hides an open archway 10' wide where stairs lead down to the 2nd level. Giremyr will not use his flames against a character standing in front of a tapestry. Each tapestry is approximately 30' on a side.

GIREMYR WILL PARLAY, IF NOT AWAKED BY BEING ATTACKED. The GM should pull out all the stops to role-play this dragon! Giremyr prefers "Dragonspeakers" (one fluent in the Dragon tongue), and will ask one to step forward. If none are present, he will speak with any female with a Charisma over 15; if necessary, he can speak Common (he just doesn't like it, and will be suitably grumpy). If there is neither a Dragonspeaker nor a good-looking female available, he will reluctantly speak with someone for no more than 3 minutes. At the end of that time, he will demand that the party exit the room through the door of their choice. If someone is smart enough to ask for the available choices, Giremyr will readily indicate they can go north, east, or past the tapestry.

While talking, he will always ask speakers to move closer to him, and demand that all characters stay in sight. He is just a teeny bit hard of hearing and near-sighted. If a speaker stays more than 10' away, Giremyr will move closer to hear; if the speaker is clever enough to keep sidling back, eventually Giremyr will be off his hoard. (Note that Giremyr will not get off his hoard for anyone but a Dragonspeaker or an entrancing female; he hasn't enough patience for anyone else).

Giremyr can be cleverly hoodwinked by a glib tongue, but he is not stupid. Characters brave enough to parlay with the great Dragon should choose their words carefully, particularly if their comrades are filching treasure. Giremyr will brook no sass or braggadocio, and he fears nothing. The GM should be quick to reward clever action in this room with adventure points.

GIREMYR'S HOARD IS A LARGE ONE. If the Dragon is lured off it, keen-eyed characters can see three crowns of gold in the center of the pile. These crowns are decorated with handball-sized diamonds and each crown is worth 2000 g.p. In addition, there is approximately 50,000 g.p. in coinage; there are about 100 miscellaneous gems (value variable: roll 2d6 × 50 for worth in g.p.). There are also a number of statuettes and some coffers which are merely show pieces.

To attempt to steal something from the hoard while Giremyr lives, a character must make at least a 1st level saving roll on Luck to see if he or she is noticed. (Rogues may add 2 to the roll, unless they miss by rolling less than 5 on the basic attempt). If an attempt is made for the crowns, at least a 3rd level roll is required.

VIOLENCE IN THIS ROOM IS LIKELY TO "OFFEND DARKSMOKE." If Giremyr is hurt or killed, or the tapestries are damaged, you have *definitely offended Darks smoke*. If Giremyr is seriously threatened, the GM should roll three times on the 'offense' table; if the Dragon should be killed, it is likely that Darks smoke himself will arrive! — in which case, the party can make out their wills quickly.

THE CEILING OF THE LAIR CAN BE OPENED. This opening is large enough for Giremyr to fly out, and is usually opened by Darks smoke. The opening is locked and will require a *Knock-Knock* to open. If the party manages to discover this, they might be able to use this as an exit, but the GM is advised that the ceiling is 30' overhead and the walls of the Dome are almost unclimbable.

HEADQUARTERS OF THE ROC AIR FORCE

Room 13

WHAT THEY SEE:

This barn-like room is 40' × 90', dimly lit with magical illumination. Against the east wall is a large wheel-like mechanical contrivance. The stench from this place is unbelievably foul, like the collected newspapers under 2000 uncleaned parakeet cages. The characters cannot help but surmise that Rocs live here, and at least one is always present. (Roll 1d6: 1–3 is one Roc; 4,5 is two Rocs; 6 is all three Rocs). There is also a 1 in 6 chance that the roof (35' overhead) will be open.

WHAT HAPPENS:

Nothing will happen if the delvers leave *immediately*. If they don't, or if they enter the room, they will hear a human voice cry out "HALT!" Three figures will appear beside one of the Rocs (and at a good distance from the party). The figures are a Human in a tattered robe who holds a staff in his hand, a one-armed Hobgoblin, and a limping Orc. The Human will order the party to leave immediately, promising to say nothing of their presence in the Dome if they do so. If they don't leave, he orders the Rocs to attack. He falls back with his assistants and blasts the party with magic.

WHAT'S GOING ON:

DOORS. The double doors on the south wall are the only doors. They are unlocked, made of ordinary banded wood, and are *not* cursed.

THE HUMAN IS A WIZARD NAMED ISHPIN. He is a 5th level wizard who carries the deluxe staff named "Air-Watcher". He knows all the spells to his own level. His attributes are:

ST: 18 IQ: 38 LK: 25 CON: 20 DEX: 16 CHR: 15 adds: 23/27.

He is a reasonable person, but loves the Rocs and will tolerate no attacks against them. If it comes to a fight, he will fall back and attack the offensive ones with magic. The staff was a gift from Darksmoke, and contains all the spells Ishpin knows (levels 1–5).

The other two caretakers are Ishpin's helpers. They are unarmed but will fight back if attacked; however, they'd much rather leave everything up to Ishpin. The one-armed Hobgoblin has a Monster Rating of 20 and the lame Orc has a Monster Rating of 10.

THE ROOF CAN BE OPENED. This is accomplished by turning the large wheel arrangement on the east wall. It takes a ST of 28 to budge this wheel (all 3 caretakers must work together to do it), and no matter what Strength is used, it will require 6 combat turns to open or close.

THE ROCs HAVE A MONSTER RATING OF 150 EACH. There are no more than 3 Rocs in this room at any time. One or more is usually on patrol around the Dome, preventing aerial attacks on Darksmoke's domain. If the roof is open and some of the Rocs are away, there is a 2 in 6 chance *each full turn* that one bird will return. Roll this when the party first enters this room. If one of the Rocs is seriously harmed while the roof is open, it will squawk loudly and any Roc not present will return in 1 – 6 combat rounds to aid its fellow. (Note: if one or more characters is flying to the Dome, you may drive them off with the Rocs). Destroying Ishpin and the Rocs may very well "offend Darksmoke" (see Appendix III for the gory details...).



THE WELL OF CHALLENGE # 1

Feature 14

Darksmoke
Dome Level

Feature 14

WHAT THEY SEE:

Assuming the party has a source of light, they will come down the corridor and see what looks like a stone well set in the very center of the intersection. The well is 3' high at the lip and 8' in diameter.

WHAT HAPPENS:

When any party member gets within 5' of the Well, all other approaches to it are instantly sealed off by *indestructible, magic-resistant* stone walls.

WHAT'S GOING ON:

THIS IS A WELL OF CHALLENGE, one of two in the Dome level. Both were designed to test the bravery and intelligence of the individual players.

WHEN THE CHARACTERS LOOK INTO THE WELL, six feet down from the lip they see very deep blue water. This water rapidly shimmers and ripples, and an ominous voice is heard by all. The voice says, "*To Pass The Well, One Must First a Challenge Take!*" It should be made clear that only one player need accept the Challenge for the entire party.

If no one is brave enough to accept the challenge, the delvers are forced to return the way they came, as no other passage is open to them. If the same party approaches from another direction, they must take the challenge once again to pass the well, whether the first challenge was accepted or not, and whether it was fulfilled or not.

WHEN A CHARACTER ACCEPTS THE CHALLENGE, the voice instructs him to peer into the water. A moment later, that character disappears. If other members of the party peer into the water, they discover he has reappeared — the water surface looks like a large TV screen on which the delvers can see and hear their companion attempt the challenge.

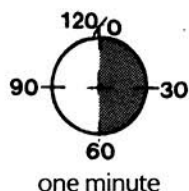
NO OTHER CHARACTER CAN INTERFERE IN ANY WAY! This includes speaking any suggestions or clues. The GM should enforce this by letting everyone know that the challenged character will be categorically slain (or, if appropriate, the characters of the person making the suggestions) if such aid is tendered! Further, such a death will make this Well impassable to the party under any conditions. If a watching character tries to drink the water in the Well, he or she will find it oddly insubstantial, like liquid nothing. If a character is foolish enough to jump into the Well, he will disappear indefinitely into unknown limbo! (The last two circumstances are not "interference" enough to kill the challenged character).

THE CHALLENGE IS "THE CHALLENGE OF THE GOBLETS." The character finds himself in a small room with no exits, but with a chair and table in the center of the room. The character is told to sit at the table. On the table are two ornate goblets and several other smaller objects. The character is sternly warned not to touch either goblet.

The goblets are identical except for the words engraved on each; the words are written in the primary tongue of the character being challenged. The goblet on the left (#1) reads "*Lips That Touch Liquor*" and the goblet on the right (#2) reads "*Shall Never Touch Mine*". Each goblet contains a brownish liquid which smells like fine ale.

These items are also on the table: a quill pen, a small silver spoon, a small dagger, a worn piece of woolen cloth, a scroll that is indecipherable except for the phrase that reads "*Various Common Methods of Poisoning*", and a number of cockroach-like bugs that crawl slowly about eating bits of bread and crumbs from the tabletop.





IN ONE MINUTE (REAL TIME) THE CHARACTER MUST DRINK THE CONTENTS OF ONE GOBLET. The character may handle any of the items on the table in any way desired, but may not touch *the goblets*. The player can touch the liquid inside without penalty, however. At the end of one minute, the character is permitted 3 yes-or-no questions, and then must drink. A character who deviates from these instructions is immediately reduced to a burnt cinder. Characters attempting to use magic or magical devices (even ones found in Darksmoke's halls) will quickly find them useless; cleverness alone will solve the challenge.

GOBLET #1 CONTAINS DOOMWINE, A LETHAL POISON. One sip kills a character in 30 seconds.

GOBLET #2 IS COATED WITH A CLEAR CONTACT POISON, BUT THE LIQUID INSIDE IS A MAGIC POTION. The potion increases Strength, IQ, and Luck by the roll of 1d6 (one roll for all three attributes). The contact poison, *Fiendsbreath*, thoroughly covers the outside of the goblet. If touched with naked flesh, it drains 1 point of Strength each combat round (no ST returns while the character is suffering from this poison). The drain continues until the character passes out and dies, or is healed (which can be accomplished by *Too-Bad Toxin* or a dose of Darksmoke's Gift once he or she leaves the Well). *Fiendsbreath* is slower than Doomwine, but it can be no less fatal.

THE OTHER OBJECTS ON THE TABLE CAN AID A SMART PLAYER. They may also suggest a variety of solutions and offer indirect clues. The scroll is to remind the player that there is more than one method of poisoning. The quill pen can be cut with the dagger to make a drinking straw, to permit one to drink the magic potion without touching the poisoned goblet. The woolen cloth could be used to wipe off the contact poison, or protect the hand holding the goblet. The spoon can be employed to carry a little liquid from each goblet to test its effect on the bugs or the breadcrumbs (Doomwine instantly kills the bugs). Even the inscriptions on the goblets suggest the solution: "Lips That Touch Liquor" – don't touch the liquor; and "Shall Never Touch Mine" – don't touch the goblet.

THE GM MUST ANSWER THE QUESTIONS TRUTHFULLY. However, misdirection and cleverness can be used, and the player's phrasing could foul him up completely. For example, if the player gestures at Goblet #1 and asks "Is that poison?", you could truthfully say "No," because only what is *inside* the goblet is poison. The GM should not lie, but can use the lack of specific questions to the player's disadvantage. (Smart players may be able to pass the challenge without asking any questions at all.)

IMMEDIATELY AFTER THE CHARACTER HAS DRUNK THE DRAUGHT, whichever the choice, he or she is transported back to the group. Whether the character is alive or dead, the magical walls fade and permit the party to pass. (All that is required is that the challenge be accepted, not that it be taken successfully.)

APPROACHING THE SAME WELL A SECOND TIME SHOULD ENGENDER A SECOND CHALLENGE. It is up to the GM to invent new challenges, because running the same one when a party knows the answers is fruitless. Challenges should be riddles, logic puzzles, or whatever can be devised, but they should test the player's intelligence, not the character's fighting skill.

WELL OF CHALLENGE #2

Feature 15

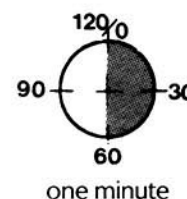
WHAT THEY SEE, WHAT HAPPENS:

Like the Well of Challenge #1 (Feature 14), the characters see a well in the center of an intersection; when they approach it, the other directions seal off. An ominous voice announces that "To Pass the Well, One Must First a Challenge Take." In all respects, this Well behaves in the manner described for the Well at 14. Only the challenge is different, as described below.

WHAT'S GOING ON:

THE CHARACTER WHO ACCEPTS THE CHALLENGE will find himself in a small room with no exit. In the center of the room is a pedestal with a scroll on it. Standing across the room are three humanoids: a Troll, an Orc, and an Ogre. All look ferociously ready to commit violence upon the character in the room, but do not attack on sight.

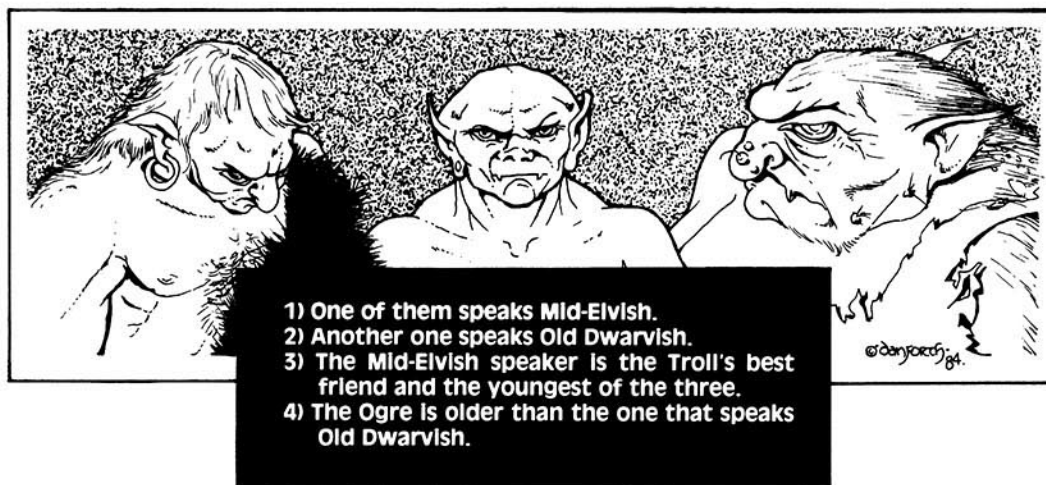
THE VOICE OF THE WELL SPEAKS: "The scroll before you is written in a tongue called High Orcish. Only one of the three creatures in this room speaks this tongue. In one minute you must



THE VOICE OF THE WELL SPEAKS: "The scroll before you is written in a tongue called High Orcish. Only one of the three creatures in this room speaks this tongue. In one minute you must present the scroll to one of the creatures and command him to read it. Ponder these clues: One of these beings speaks Mid-Elvish, another speaks Old Dwarvish. The speaker of Mid-Elvish is the Troll's best friend and the youngest of the three. The Ogre is older than the Dwarvish speaker."

THE CHARACTER HAS ONE MINUTE (REAL TIME) TO MAKE A DECISION. The character cannot read the scroll, even if he knows Orcish. He cannot speak to any of the three creatures nor refuse to show the scroll to one of them. A character cannot employ magic or any magical device to solve the challenge. (This is not a total ban on magic in the room, however – see comments below.)

THE RESOLUTION OF THE CHALLENGE IS AS FOLLOWS. This challenge is a simple logic problem. The Troll, obviously, is not the speaker of Mid-Elvish and not the youngest of the three. The Ogre must be older than the Mid-Elvish speaker (who is the 'youngest of the three'), and, as stated, is older than the one who speaks Old Dwarvish – who must be the Troll. Therefore, it is the Ogre who must speak High Orcish.



THE CHARACTER MUST HAND THE SCROLL TO THE OGRE AND COMMAND HIM TO READ IT. The Ogre will say, in High Orcish, "Begone, Creatures of the Dark!" and the incantation will cause all three of them to disappear.

IF THE SCROLL IS HANDED TO ONE OF THE OTHERS, THEY WILL ALL ATTACK. The Troll has a MR of 90, the Orc has a MR of 30, and the Ogre has a MR of 60. Combat magic can be used in self-defense by those knowledgeable, and warriors will have to duke it out. Magical weapons are effective.

THE CHALLENGE IS COMPLETE AFTER ONE PERSON MAKES THE ATTEMPT. Dead or alive, the character is returned to his or her comrades, and the intersection of the Well becomes passable. It is not important whether or not the challenged character figured out the problem successfully. If the puzzle was answered correctly, the character who answered it should have his or her IQ raised (permanently) by the roll of 1d6 and should be awarded 150 adventure points. A player who fails the challenge but defeats the Troll, Ogre and Orc, should not get points for killing the creatures. His miserable life is reward enough!

PIT TRAP

Feature 16

WHAT THEY SEE:

The party will see nothing, unless they are actively searching for pits, or possess some sort of warning that a pit lies within this room. The pit is 20 feet deep.

WHAT HAPPENS:

When a character steps into the 10 × 10 square containing the pit, roll 1d6. If a 1-5 appears, the pit has been triggered. Characters who fall into the pit take 2d6 damage from the fall and must make a L2-SR on CON. If they miss the roll, they are stunned for 1d6 combat rounds. Once the pit is tripped, there is a 1 in 6 chance every 2 combat rounds that a Wandering Guard will appear.

SLEEP-GAS TRAP

Feature 17

WHAT THEY SEE:

The party will see nothing unless they are *actively* searching for traps, or possess some sort of warning that a trap is here.

WHAT HAPPENS:

When someone steps upon this 10' × 10' section of floor, they activate a very sensitive pressure plate which releases a 30' cloud of *sleep* gas. The gas immediately fills the pressure plate area and 10 feet of corridor on both sides. All characters within this cloud must make a L2-SR on Luck; if they fail the roll, they will fall asleep for 1d6+3 combat rounds. There is a 1 in 6 chance that Wandering Guards will appear for every 2 minutes spent in this area after the trap is sprung.

SMASHING WALL TRAP

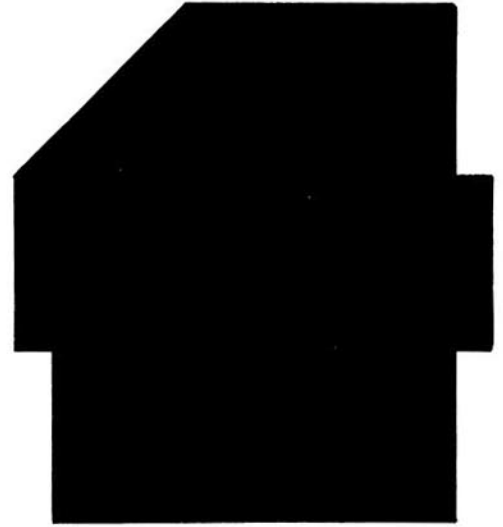
Feature 18

WHAT THEY SEE:

The party will detect nothing out of the ordinary unless they are *actively* searching for traps, or possess some sort of warning that a trap is within this room.

WHAT HAPPENS:

When someone steps within the 10' × 10' area this trap is located within, a very sensitive pressure plate is sprung. This causes a 10' × 10' section of the north wall to slam down in that area like a giant flyswatter. All characters in that area must make a L2-SR on DEX or take 5d6 damage. If the save is made, the character jumped back in time. (NOTE: If the party is closely bunched together, this may not be possible. Use common sense.) Once the trap is sprung, the wall section returns to its original position. This trap always springs; there is no chance of it failing.



APPENDICES

- Special Magic Items – p50
- Wanderers – p51
- Offending Darksmoke – p53
- Possible Treasure Sites – p54
- Game Master's Party Roster – p55

APPENDIX I

Special Magic Items

The following items are generally "one of a kind" and no group of players should ever have more than the number noted below – usually 1. The GM can alter these items as he or she feels necessary, but it should be noted that these things are very powerful and some limits on use should be maintained.

OUTSIDE DARKSMOKE

UKA'S EYE GEM: This magic gem is powered directly by a person's lifeforce; as such, it must be placed in an empty eyesocket to be sufficiently close to the person's mind. It emits a paralyzing ray, visible as a beam of light which also lets the user see if it is dark. The ray will paralyze anyone the user can see. A 6th level saving roll on Luck is required to escape paralyzation. If the roll is failed, the victim is paralyzed for 1d6 regular turns.

The eye-gem does not function as a normal eye in any regard. Thus, the loss of the eye will impair the character. If the eye is taken out for the express purpose of utilizing the gem, the character will suffer bad disorientation (to say nothing of considerable pain!) until his brain gets accustomed to its loss. Should any character, after beating Uka and taking the gem, gouge out his own eye, chances are excellent that he may bleed to death on the spot! Eyes are delicate organs, and no player should be allowed to treat this lightly. There will be loss of depth perception, affecting some loss of DEX, 1 point of CON (permanent effect), and an inability to use missile weapons to any good effect. Finally, the character will be blind on the side missing the eye.

LEVEL ONE

ENTRANCE: The Gnome's Flute: Only another gnome can use this flute. If such a one is present, he or she must make an 8th level saving roll on IQ to determine the proper note to blow to create the illusion effect. If this is managed, the flute-player can create any sort of illusion he or she desires, with the same properties as the one which the party fought. The flute will function up to 5 times in one day. An *Omni-Eye* will not reveal the proper note unless the spell is cast by a gnome, although the spell will reveal the power of the flute deals with illusion.

ROOM 2: The Bloodspoon: This is a small grey metal spoon with a tiny yellow gem set in the bowl. The handle is inscribed "The Blood is the Life" in the Undead language. The inscription is not a command word. If no one can read Undead, it must be translated in order to be understood even as a clue.

The Bloodspoon is a wound-healing device. If the blood of a *freshly killed* creature is dipped up in the spoon and drunk, the spoon will heal according to the following alternatives:

- 1) if the creature whose blood is drunk had a Monster Rating, the device heals 1 point of damage for every 5 points of Monster Rating; or
- 2) if the creature was fully rated, the spoon heals 1 point for every 3 (normal) CON points.

The Bloodspoon will do this up to 5 times a day. It does *not* cure poison damage, magical damage, or anything else – only physical wounds.

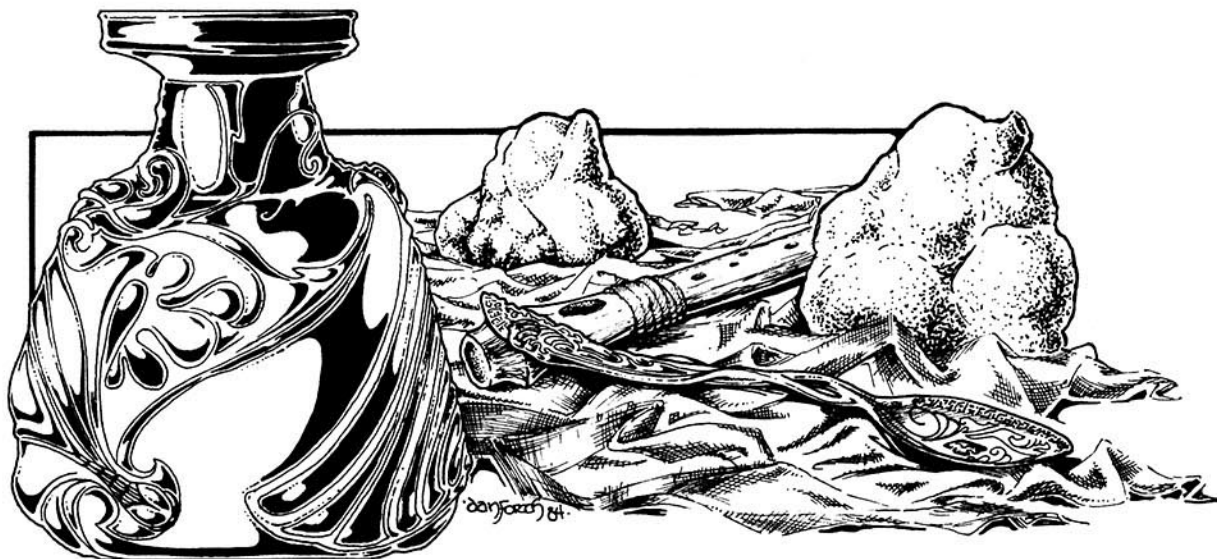
In addition, the character so cured has a 4 in 6 chance of *temporarily* taking on certain characteristics of the creature whose blood was drunk. These "acquired characteristics" must be determined by the GM and should not be too devastating. This side effect lasts 1 – 6 full turns (roll 1d6). An *Omni-Eye* cast on the Spoon will reveal only that it is a healing device, but not how it functions. If a character pulls apart the Spoon to take the gem, the magic will be destroyed.

ROOM 8: Hearts of the Mummy: These are small lumps of moldy green stone found in the chest cavity of each of the two mummies. If a Heart is held in one's hand, directed at a foe, and squeezed, the foe will be wrapped in awful, moldy, strength-sapping mummy wrappings for one combat turn. It will totally subdue any creature with a Monster Rating of 90 or less. Rated beings will be subdued if their ST rating is 60 or less. A Heart of the Mummy will work once every ten combat turns, up to five times in one day.

Any creature thus entrapped cannot defend itself against attack and must take all hits delivered against it in that combat round. Using a Heart against a monster rated over 90 has no effect – the bandages fall in a useless rotting pile on the floor. However, if the monster's rating can be brought down to 90 or less (or a rated character's ST to 60 or less), the Heart can be employed against it. Two Hearts used simultaneously on the same target will nullify the effect –

again, the wrappings will fall uselessly to the floor and immediately rot away. The wielder of the Heart may also attack in the same combat round as the Heart is used so long as the strike is with a one-handed weapon (since the Heart-wielder must be squeezing the Heart to cause the effect). If a Heart is used improperly or to no effect, it still counts towards its maximum functioning of five times a day. An *Omni-Eye* will reveal only that a Heart is a device for subdual.

VARIOUS PLACES: Darksmoke's Gift: Darksmoke's Gift is an antitoxin, an antidote to the multitude of poisons that threaten delvers' lives. Darksmoke's Gift can be found in a number of locations on either level of the dungeon. It is a clear liquid with a pungent smell like strong liquor (a lot like bourbon). It usually comes in small vials that hold only an ounce — 1 ounce is 1 dose for one individual (regardless of body size).



APPENDIX II

Wanderers

This appendix has three parts: Wandering Monsters found in the Swirling Forest, Wandering Guards inside Darksmoke's halls, and Wandering Rogues.

WANDERING MONSTERS IN THE FOREST

Roll 1d6 as recommended in the rulebook to find out if a Wandering Monster is due; check for WMs once each hour while in the forest. If one is to appear, roll 1d6 to determine which one from the list below.

- 1) GIANT SPIDERS:** Hunting spiders; MR 30 each. Non-poisonous. Number appearing: 1, 2, or 3 ($\frac{1}{2}1d6$).
- 2) GIANT BATS:** MR 20 each. Number appearing: 1–6 (1d6).
- 3) FOREST LEOPARDS:** MR 40 each. Number appearing: 1, 2, or 3.
- 4) NORMAL SERPENTS:** These slither out from under rocks, drop from trees, etc. MR 15 each. Number appearing: 3–18 (3d6). Hits are mildly poisonous — for every hit a character takes on CON, he or she must take an additional $\frac{1}{2}$ hit off CON to account for poison. (For example, if a character has to take 7 hits from a serpent's bite, he must take a total of 10 off his CON to represent bite damage (7) and poison damage (3) combined. Round poison adds down.)
- 5) WOLVES:** MR 25 each. Number appearing: 2–12 (2d6).
- 6) GIANT VIOLET WORM:** This creature appears alone, burrowing up out of the ground to attack. MR 80.

When the monsters attack the party, they will never attack Uka the One-Eyed or The HorseRenter. Also, neither of these two characters will help the party in a fight; they will simply stay out of the way.

WANDERING GUARDS

Instead of Wandering Monsters, Darksmoke's corridors are stalked by Wandering Guards. Some rooms will be specifically noted as being frequented by guards. Elsewhere, they appear in normal Wandering Monster fashion as noted in the rules, *i.e.* whenever the GM rolls 1 in 6 (checked not more than once per full turn).

Whenever a Wandering Guard is indicated, roll 1d6 to determine which Guards appear. As with all monster-rated beings in Darksmoke, the guards get the dice and adds for their weapon *in addition to* their dice and adds for their rating. They are not, however, trained warriors, and therefore do not get the doubling effect for armor and shields.

All Darksmoke Guards wear the standard red-and-blue uniforms and they are exceedingly loyal (they are treated relatively well and the penalty for betrayal is too awful to contemplate!). Even torture will be ineffective unless the GM rolls 1 in 6, although magical means might work somewhat better. However, the majority of the Guards have little concrete information about what they actually guard, although some sketchy information might be obtained.

- 1) ORCS:** Monster Rating of 25. Number appearing: 1–6 (1d6). Each one carries a scimitar (4 dice) and a wooden buckler (3 hits. Doesn't break down but can burn). Treasure carried: $1d6 \times 10$ g.p.
- 2) SKELETONS:** Monster Rating 15. Number appearing: 2–12 (2d6). Each carries a tulwar (4 dice + 1). Treasure carried: $1d6 \times 10$ g.p.
- 3) HOBGOBLINS:** Monster Rating 40 each. Number appearing: 1–6 (1d6). Each carries a 5' long pilum (5 dice). Treasure carried: $1d6 \times 10$ g.p.
- 4) DRAGON MEN:** Monster Rating 50. Number appearing: 1–6 (1d6). Each carries a dragontooth terbutje (3+5) and a Knight's shield (5 hits). Skin takes 7 hits. Treasure carried: $1d6 \times 10$ g.p.
- 5) ORC ARCHERS:** Monster Rating 25. Each carries a light crossbow and 20 bolts (4 dice) and wears leather armor (6 hits). For purposes of targeting (only), the orc archers each have a DEX of 20. Treasure carried: $1d6 \times 10$ g.p. Although they prefer to try to hit and run, if archers get into close fighting, they'll use dirks (2 dice + 1). Number appearing: 1 – 6 (1d6).
- 6) TROLL:** One (only) has wandered up from the Lower Level. Monster Rating 90. Carries a huge Troll Mallet (gets 6 dice). Treasure carried: $2d6 \times 10$ g.p.

The Troll Mallet requires a minimum ST of 40 to wield. Characters human-size and larger need both hands wrapped around the haft; characters of smaller size, such as dwarves and hobbits, cannot use it at all. Furthermore, this Troll has a 50% chance of *carrying* (not wearing) a gold ring set with a blue-black sapphire. There is only one such ring to be found, so once it is located, the percentage of finding another drops to zero. If put on, the ring will *categorically* kill the wearer in 5 turns (divide the character's CON by 5 and subtract that many CON points per turn). It is impossible to remove from the finger except by a *Dispell* (any level), or by actually severing the finger to cut the ring free. Anyone about to put the ring on his or her hand gets to attempt a 2nd level saving roll on Luck which *the GM should make secretly*. If the roll is made, a nearby magic-user in the party will sense there is danger connected with the ring. (If there are no magic-users or at least none nearby, the character is just out of luck.)

There is also a 1 in 6 chance that any individual guard, except for the Troll, will have a passkey for the doors on the Dome Level. The passkey will open any locked door on the Dome Level except for Room 8.

Wandering Rogues

Because of the limited number of characters this scenario is designed to accept, each player may be running only one character. If a character should bite the dust, the GM may (at his or her option) allow the player to re-enter the game as a wandering rogue. A list of such persons follows. A wandering rogue is a neutral character who originally hit the tunnels with the idea of thievery, and thereafter became hopelessly lost and somewhat freaked out. The party can happen upon the rogue at any convenient point. Wandering rogues may have a smattering of information about the tunnels, but this should not be major chunks of information. (It is, of course, at the GM's discretion to determine exactly what is known, but logically such a character would know *something*, at least, about the immediate area he or she is found in.)

If a player decides to continue playing one of these rogues, that rogue should henceforth be considered a full-fledged player-character and no longer made available from this list. The GM should add to this short list as necessary. Roll 1d6 to determine what rogue appears when one is needed.



1) ROCHIN DEL GRAZ:

3rd level rogue, human, male.

ST: 17 IQ: 16 LK: 25 CON: 18 DEX: 18 CHR: 14 adds: 24/30.

Leather armor (6 hits) incl. gauntlets and steel cap (1 hit).

Weapons: rapier (3 + 4), dirk (2 + 1), staff sling (3) with 20 stones.

2) MELANIE AZUREMARE:

2nd level rogue, human, female.

ST: 16 IQ: 18 LK: 20 CON: 15 DEX: 22 CHR: 17 adds: 22/32.

Arming doublet (3 hits), greek-style open helm (2 hits), gauntlets (2 hits).

Weapons: light self-bow (3) with 20 arrows, sax (2 + 5), scimitar (4).



3) INDREEN OF GY:

3rd level rogue, elf, female.

ST: 19 IQ: 17 LK: 30 CON: 12 DEX: 28 CHR: 13 adds: 41/57.

Light mail (11 hits).

Weapons: medium longbow (4 + 3) with 24 arrows, broadsword (3 + 4), poniard (2).

4) GARETH BILEZAN:

2nd level rogue, elf, male.

ST: 18 IQ: 14 LK: 18 CON: 20 DEX: 24 CHR: 10 adds: 24/36.

Leather armor (6 hits), target shield (4 hits).

Weapons: light crossbow (4) with 20 quarrels, epee (3 + 2), misericorde (2 + 1).



5) KUNKIN BUTTERCHURN:

2nd level rogue, dwarf, male.

ST: 32 IQ: 10 LK: 16 CON: 30 DEX: 14 CHR: 6 adds: 26/28.

Scale armor (8 hits).

Weapons: broadaxe (4), kukri (2 + 5).



6) LISODEL OF ROARING HILL:

3rd level rogue, dwarf, female.

ST: 24 IQ: 16 LK: 30 CON: 20 DEX: 13 CHR: 17 adds: 31/32.

Quilted silk (3 hits) incl. gauntlets and steel cap (1 hit).

Weapons: morningstar (5), baton (2), dirk (2 + 1).

APPENDIX III

Offending Darksmoke

It is up to the GM to keep control of his or her players within the conditions imposed by the dungeon and the game itself. One powerful player running amok can destroy the enjoyment of the game for everyone. Therefore, the following table and suggestions are provided. The justification for them lies in Darksmoke's own personality, and the reasons for the creation of the Dome and all it contains. In short, these tunnels are here as a challenge to all comers, but because this is more than a gilded hole, the "guests" are expected to behave in a *somewhat* mannerly fashion. Hence, there are the possibilities — and consequences — of offending the proprietor.

Any time the characters take an action that offends the mighty warrior-wizard Darksmoke, he will teleport something into their vicinity to punish the offense. "Offenses" take the form of things like ripping down tapestries depicting Darksmoke, messing unnecessarily with some prized collection, or hassling his favorite dragon Giremyr (for which you can triple the number of things arriving!). Darksmoke has a kind of affinity for his favored exhibits, so malefaction is

immediately known. As the GM you may wish to consider Darksmoke offended by other actions.

When such situations arise, roll 1d6 and determine which of the following arrives. The monster appears near the offending character, and will disappear when that one has been taken care of; if the entire party is being offensive, the monster(s) will try to destroy everyone.

1) THREE BERSERK HUMAN FIGHTERS: These warriors each have a CON of 25. Each one carries a great axe (5 + 3) and wears mail (11 hits). They have no shield to chew on while going berserk, but they always fight *berserkly* anyway (as per the rules), until they are killed or have slain the offender. Their ST is magically enhanced and never wanes.

2) GIANT SPIDER: Monster Rating 50. Drops down from above. This is a poisonous variety of spider, so all CON hits do double damage.

3) COBRA BATS: Monster Rating 10. Number appearing: 5. Cobra bats are so quick the characters must make a 1st level saving roll on DEX every combat turn to deliver their hits. If the saving roll is missed, that character's attack cannot be counted in the party total.

The bats are also poisonous. Cobra bat poison is injected with every hit delivered; the poison attacks the character's DEX, lowering it by the number of hits delivered. This is a temporary effect (if the character survives combat); the lost Dexterity will return at the rate of 1 point per full turn, just as a wizard regains Strength. Thus, the direct combat damage is taken off CON and the poison damage is taken off DEX.

4) SABERTOOTH TIGER: Monster Rating 30. The beast will charge at the offending character. Unless that character can make a 1st level saving roll on Strength, he or she will be knocked off his feet, rendering him out of combat for one combat turn, during which time the tiger delivers all hits directly against the character.

5) RABID RATS: Monster Rating 20. Number appearing: 3. All hits delivered cause disease. This disease sets in a short time later (in 1 – 6 full turns; roll 1d6 to determine) and takes 1 point off CON every turn until the person is cured or dead.

6) CYAN JELLY: Monster Rating 60. A big blob of blue jelly which rolls along with amazing speed. When in "attack mode," it exudes an acid which can corrode armor or weapons. Against armor, it destroys 2 points of protection for each hit the armor keeps off its wearer. Weapons used against the jelly lose 2 points of combat value every time they're used against it (i.e. a weapon rated 5 + 1 becomes worth 4 + 5; treat each die of value as 6 points of combat value). The jelly can dissolve flesh (through its MR), but does not affect wood or stone.

APPENDIX IV

Possible Treasure Sites

Occasionally there is a *possible treasure site* noted in the text. To see what is there, roll 2d6 and locate the result on the chart below. When doubles are rolled the results sometimes differ from when doubles are not rolled.

2) In a small sack, 1000 gold pieces.

3) A ruby worth 300 g.p.

4) Pouch with 200 g.p. / Doubles indicate an emerald worth 500 g.p.

5) A gladius with a jewel-set hilt. The jewels are worth 250 g.p.; weapon is otherwise normal.

6) 100 gold pieces. / Doubles indicate a tiara worth 300 g.p.

7) 100 silver pieces in a small leather pouch.

8) 150 gold pieces. / Doubles indicate a simple ring with a diamond worth 40 g.p.

9) 300 silver pieces.

10) 200 gold pieces. / Doubles indicate 3 gems worth 150 each.

11) A gold bracelet set with three large pearls. Gold is worth 100 gold pieces; pearls are worth 150 g.p. each.

12) Magic amulet – one of two may be found as described below (if both have been taken, treasure is 1000 g.p. instead). Roll 1d6 if amulet is found: if result is *odd*, amulet will cure any wound at twice the number rolled on the die, up to a maximum of 10 times; if the result is *even*, the amulet can cure any damage caused by poison (whether effect is on CON or any other attribute) at rate of twice the number rolled on the die, up to a maximum of 10 times. Neither amulet can raise the dead.

Game Master's Party Roster

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	Speed	Armor	Weapons	Adds
1.											
Special info:											

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	Speed	Armor	Weapons	Adds
2.											
Special info:											

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	Speed	Armor	Weapons	Adds
3.											
Special info:											

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	Speed	Armor	Weapons	Adds
4.											
Special info:											

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	Speed	Armor	Weapons	Adds
5.											
Special info:											

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	Speed	Armor	Weapons	Adds
6.											
Special info:											

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	Speed	Armor	Weapons	Adds
7.											
Special info:											

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	Speed	Armor	Weapons	Adds
8.											
Special info:											

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	Speed	Armor	Weapons	Adds
9.											
Special info:											

Character Name	Type	ST	IQ	LK	CON	DEX	CHR	Speed	Armor	Weapons	Adds
10.											
Special info:											

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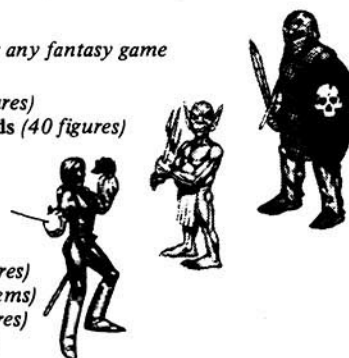
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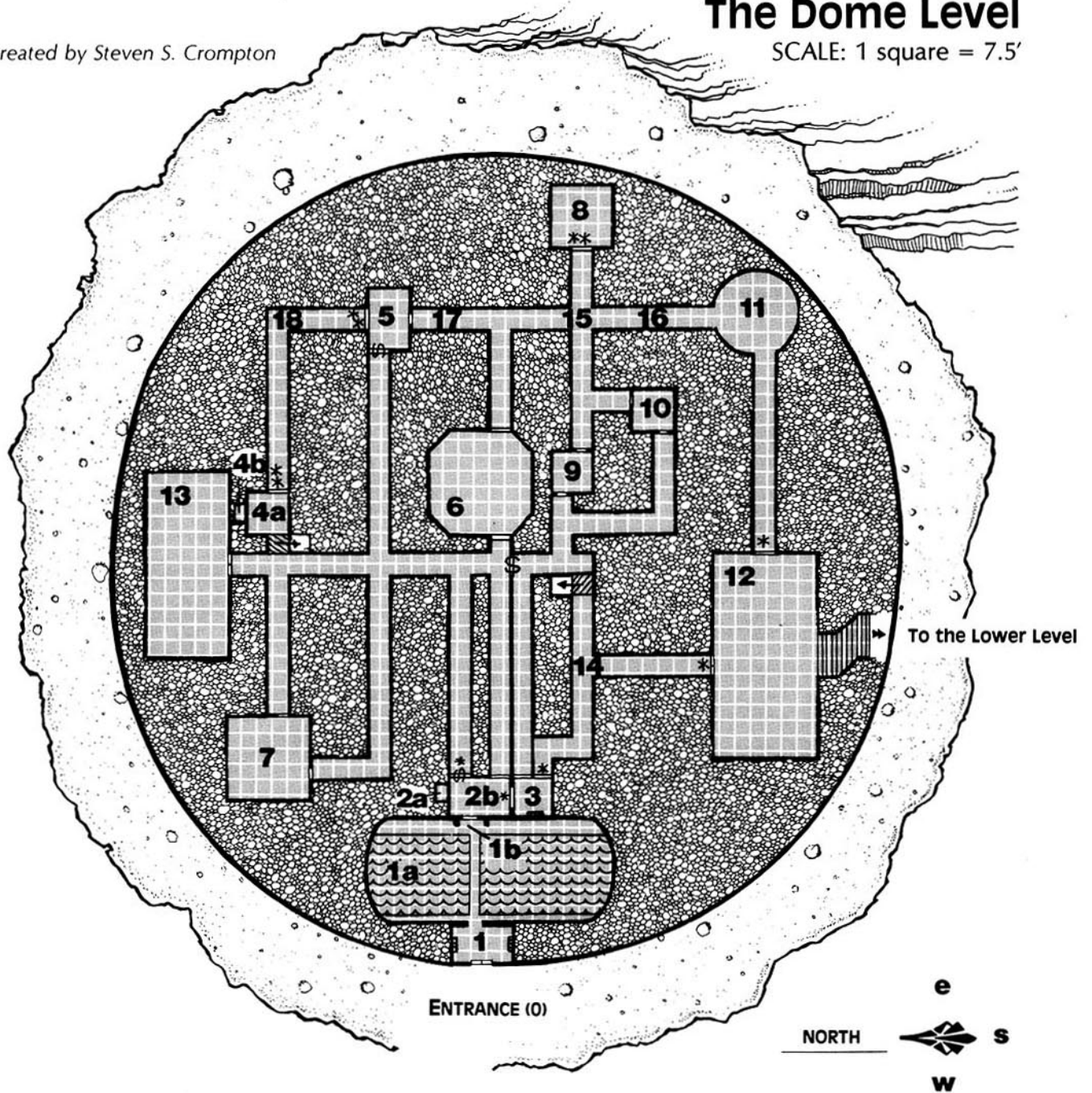
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The Isle of Darksmoke The Dome Level

SCALE: 1 square = 7.5'

Map created by Steven S. Crompton



- Water
- Normal Door
- False Door
- Archway
- Movable Walls

- Stone Walls
- Secret Door
- Cursed Door
- Secret Cursed Door

Cardboard Heroes® for The Isle of Darksmoke

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