



Bolt thrower press
presents

Oops...

by Thomas H Pugh

This is a micro adventure for a single or group of delvers with total combat adds of about 75-100. Warriors, Rogues and Wizards are all allowed but only combat or healing magic can be cast.

The Moon & Serpent is not the most comfortable tavern in Kalliss-Morr. Nor is it the cheapest. It doesn't have the most attractive serving staff. Nor even the best ales. Somehow though it has become 'your' tavern. Since you have been in the city it has become your regular hang-out, where everyone knows your name.

Its owner, Grunchius, is a curmudgeonly old ex-delving wizard. He understands your world, and though he never says as much, you think he likes having some active delvers around to remind him of the old days.

You are sitting in the corner of the tavern one evening, nursing your bruises and cuts, spending some of your hard stolen coins and examining a queer little ring. It is too small for anyone bigger than a hob, except perhaps for their baby finger. It is made of a low karat gold and set with a red stone. It is hard to say in the flickering of the candles and torches, but you think there is a tiny light at its centre, moving ever so slightly.

You are about to put it back in its leather pouch, or maybe put it on if it will fit, when something happens. Drunken Aziz, who is something...well let's call him a local character, staggers up to your table and tries to say:

'Have you seen my ferret, I think it ran under your table?' What he actually says though is 'Haroo seenmafur. Itatink....unna...unna...unnayatibble.' Which it just so happens is an ancient Knorrian charm. Luckily you don't have a balrukh bound in a ring. Oh, wait a minute... oh dear...

There is a blinding light, a flash of red-orange flames and suddenly there is a 10 foot high daemon in the tavern, his black skin writhing with flames. He holds in one hand a gigantic sword, also spouting fire (it seems to be a theme) and in the other a massive bronze shield, decorated with ornate patterns.

Balruhk: MR:200 (21D6+100) Armour:10

*Special Attack: If the Balruhk ever gets 4 or more sixes in one combat round then one of the delvers has been set alight. They take 3D6 damage, not allowing for armour and must either stand out from the next round of combat or suffer another 3D6 damage. If they are the only one fighting the Balruhk they must take a L3 SPEED or DEXTERITY test. A pass means they put themselves out. A fail means they must fight and be on on fire this round.

* Make sure you keep a track of how many combat rounds you fight.

* Before you start the combat all delvers should make a L3 INTELLIGENCE roll. If anyone passes then you have a plan, see below.

Fleeing is not an option in this combat, the balruhk is between you and the only exit. (I know, the Health and Safety Officer told them, but would they listen..?)

I have a cunning plan...

There is a canal right outside the front door, balruhks don't like water... Each combat round you may nominate one delver to make a L4 LUCK or DEXTERITY roll. If they fail they take 2 spite damage (extra to anything caused in the combat). If they pass then the balruhk has been manoeuvred one step closer to the canal. If you manoeuvre him 3 steps then he is teetering on the edge. Make a L2 LUCK, DEXTERITY or STRENGTH roll and he will fall in: the canal spouts with steam and the balruhk is extinguished.

If you beat the balruhk

You may take his sword, which sadly only flames in his hands, and his shield.

Sword - Damage:10D6, STRENGTH req:35, DEXTERITY req:35, Weight: 250wu, Value:200gp
Shield – Hits:10, STRENGTH req:30, DEXTERITY req:10, Weight: 850wu, Value:200gp

But how long did it take..?

1-3 Combat Rounds: You managed to dispatch the balruhk before too much damage had been done to the Moon & Serpent. Grunchius is not as thankful as you think he should be, but he does stand you a round of drinks. Add Grunchius as a neutral contact. Everyone earns 150APs.

4-5 Combat Rounds: The Moon & Serpent is a bit of a charred mess. Grunchius is fuming. Do you know how much this is going to cost me to put right. You begin to argue that you just saved him from a horrible and very burny death (you don't mention the fact it was your ring that released the balruhk) when he points his finger at you and places Curse You (at level 24) on each party member. All attributes are lowered by 3 and Grunchius will only remove the spell when you have paid him 2000gp for the damage. Add Grunchius as a negative contact. Everyone earns 100APs.

6+ Combat Rounds: You realise the Moon & Serpent has been burnt to the ground around you. Grunchius is more than a little miffed. He rants at you for a good ten minutes, spittle flying from his mouth, you try to interrupt to point out that at least you saved his life, but his bile will not be diverted. You decide to leave him to it, when he points his finger at you and casts Curse You (at level 24) on every party member. All attributes are lowered by 3 and Grunchius will only remove the spell when you have paid for his tavern, 15,000gp. Add Grunchius as a negative contact. Everyone earns 100APs.

