

DECEPTION

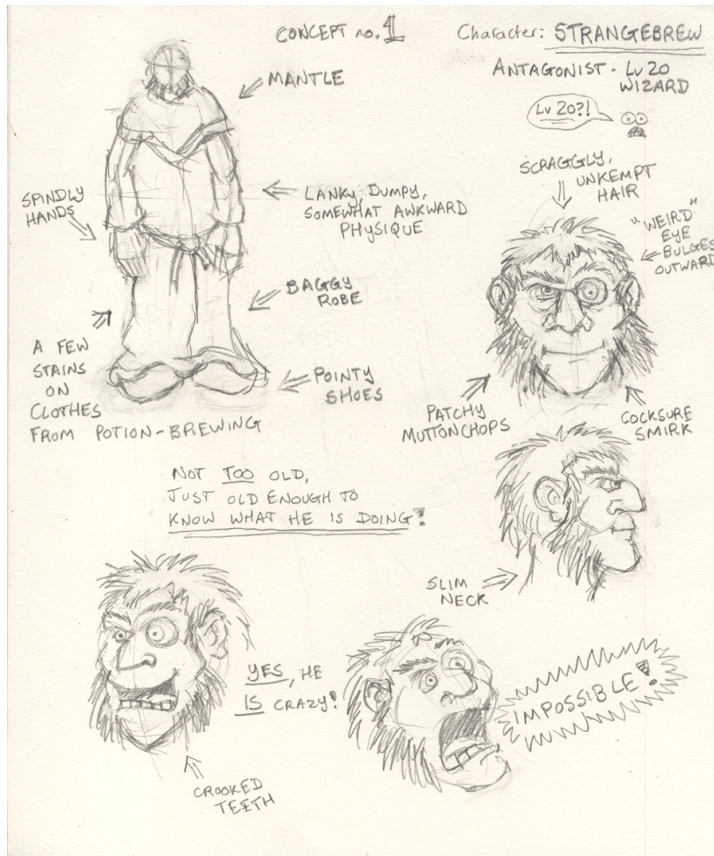
STRANGEBREW'S CHAMBERS
OF THE UNKNOWN



BY MARK THORNTON

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Note on the art

The cover is a fabulous gift from the immensely talented Jeef Freels and the Strangebrew concept art was whipped up by the masterly hand of Darren Canton, also freely given.

In my opinion, Tunnels & Trolls adventures are really lifted by art – we only have to think of the immense contribution Liz Danforth ha made to the game – but the Tunnels & Trolls market is not big enough for writers and publishers to pay much for artwork – certainly not out of sales proceeds!

So – I have encouraged children who play the great game to draw. Ages range from seven to fourteen. They had fun and their depictions have embedded the characters in my mind. I even had a go myself, despite my school art teacher’s words of scorn still ringing loudly in my ears from all those years ago...

We hope that you will enjoy all the work given so generously.

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INTRODUCTION

Deception: Strangebrew's Chambers of the Unknown is a solitaire adventure for Tunnels & Trolls. It is intended for use with the version 7.5 rules set. It was originally written for the 5.5 rules but I like 7.5 better! If you want to convert it back, just substitute DEX for SPD and LK for WIZ for saving rolls and wizards can happily expend STR. If you multiply APs by 100 you'll pretty much be back where they were.

This dungeon is likely to make short work of lower level characters, but there is a survival option. Higher level characters will be rewarded for their efforts.

If you do not want to risk a favourite character (yet), you may roll up a new character using 5d6 for each attribute, with any number appearing on three or more of the dice re-rolling and adding. That should help!

The average attribute total for the many of the opponents you will encounter in the course of the adventure is 198. Delves created via the 5d6 method will get an attribute average of about 158. That's not too bad a gap, but if this adventure consistently chews up your PCs you could try 6d6 (TARO).

GAMES MASTER OPTION

At the end, after the descriptions of the Mayor's Champions, you will find a map and a GM option.

HOUSE RULES

Wizard PCs get only 50% of combat adds when fighting with physical weapons – they just don't have the combat skills of rogues or warriors.

Warrior characters get an extra advantage. Instead the one extra combat add per level (as specified in the rules), they roll one extra combat die per level for their main weapon.

Oh, and I like to spell it *khremm...*

A CONSPIRACY IN KHABOOM

Years ago, an innovative and ambitious wizard emerged in the city of Khaboom. In his youth, Winston Worsthorne was content to take his place in the Wizards' Guild and trod the traditional, well-worn path through the brotherhood of sorcerers. His power grew rapidly when he reached his thirties and he was then recognised as the foremost practitioner in the arcane art of potion making. He took the name Strangebrew as an honorific title warmly bestowed by his peers.

As his reputation grew, so did his discontentment with what he saw as the irrational conservatism of the Guild; he was no longer satisfied to serve a cause gone stale and flaccid but rather yearned to be free to pursue his own dreams, to have acolytes of his own.

Relationships with other Guild members turned from sour to adversarial; Strangebrew sought to foment disharmony between the Guild and the Mayor's office – something not unusual in Khaboom where suspicion of the Guilds' designs often loomed large. This led to years of backstabbing, politicking and dissent, much to the cost of the city and to the benefit of the Goblin King and others who would see the city decline or even be destroyed.

Eventually, a concerted effort by the senior mages of the Guild, working in alliance with the warrior castes they naturally disdained, led to Strangebrew being ousted from Khaboom. It was not known whether the Potions Master had perished or, as some claimed, had reformed himself from the very vapours of his cauldron but now in the form of a woman.

By now, the relationship between the Mayor and the Guild had been permanently soured; not even change of incumbents brought about any warming of their dealings with each other. The friction had surpassed mere politics, it seemed. And so it stayed for years.

Eventually, the Guild's mightiest mages banded together with a more far-sighted Mayor and together they caught Strangebrew off guard in a maelstrom of malevolent magic. There was undoubtedly treachery involved in their machinations but the Mayor of Khaboom was satisfied that the ends justified the means. As time passed, stories came into circulation concerning Strangebrew's continuing influence over the city until at last few doubted that the wizard had survived his denouement at the hands of the Guild. Still later, it became clear that he had holed up in a dungeon of dangerous distinction, populated by creatures of enormous might.

Fears grew that Strangebrew might be forming an elite armed force to conquer the city that had once been his home. The Mayor and the Wizards' Guild both sent champions to learn the truth but neither had been prepared to risk their own skins. Still, volunteer adventure seekers were not scarce in Khaboom. The challenge and the bounty on Strangebrew had drawn many, as gossip had it, but none had returned to tell its tale.

Even the shadowy, Assassins' Guild was thought to be upset at the number of their stalwarts disappearing from the face of the earth after seeking out Strangebrew.

The adventure starts at section II



A1 He puts his fingers to his lips and shakes his head. If you carry on with your questions, go to J4. If you obey his entreaty and are silent, go to G9.

A2 "Such courage is to be commended" he declares. "But are you brave or a fool? Take my fist and we shall arm wrestle." If you accept, go to J7, if you wish to flee go to L5.

A3 Roll 1d6. This indicates the number of 1d6s damage you must take (armour counts). If you die, nice knowing you, if you live, on you go to D8 (or C5 if you were heading north), bleeding on my nice clean dungeon and taking 50 APs into the bargain.

If you threw a 6, bingo! It's your lucky day. A stray burst of magical energy zaps through the dungeon and washes over you, sending surges of khremm surfing over your synapses, turning your skin rock hard. You take no damage, go on to D8 (or C5 if you were heading north) and now have skin that takes 50 damage.

A4 Tusker Trunkifer is a L20 wizard. He sighs when you attack him. It seems sad you care so little about your life. He had hoped you might speak first and possibly even help him. He is trapped here by the Potions Master against his will, and would dearly love to be free. He is a good man but the curse impels him to deal death to any intruder who offers him violence.

Name: Tusker Trunkifer – Level 20 Human Wizard

STR: 49

CON: 52

INT: 126

DEX: 105

WIZ: 220

CHR: 74

LK: 64

SPD: 24

Adds: +97

Weapons: Deluxe Magic Staff (Pachybashir, WIZ 200)

Armour: Elephant Skin Suit (takes 10 hits)

Trunkifer was captured by Strangebrew in a battle of epic proportions and now must serve his conqueror. He will use magic to defend himself and then attacks you, albeit somewhat lugubriously! If you defeat him (huh! are you a demigod?), you make take the Deluxe Staff and earn 1,000 APs. If he kills you, as seems probable, you may have the consolation of knowing that he felt sad to see you shuffle off this mortal coil. Oh yes, if you do manage to survive his attentions, take his glittering tusks worth 20,000 GPs and go back to B9 and choose which door to leave by.

A5 You have dashed the beautiful dryad's hopes and wounded her vulnerable heart. Strangebrew is aware of your feeble attempt to disturb his devious schemes and brings retribution swiftly down upon your confounded head. It amuses him to transform you into a creature rolled at random from the 7.5 rulebook. Your attributes are modified accordingly. You are ineluctably transported to Orthus' forge where you must serve and amuse the dwarf until (if!) another delver chooses to rescue you. Whatever you have become, you cannot escape Orthus. You receive 400 APs.

A6 Strangebrew knows of your existence and that you are near to him now. However, the eye closes and fades and you are able to continue on your fragile path of life for a little longer. Take 200 APs for surviving this first encounter with the Potions Master and go to H5 and chose another option.

A7 You enter a room and see a swarthy, sweaty dwarf blacksmith standing by a forge and anvil. He asks you gruffly if you want him to work on anything. If you make this request, go to E4, if you choose to attack him, go to D4, if you want to ask him questions, go to C8. You may leave by the north door (go to G4) or by the east door (go to H5) or by the south door (go to F1) or the west door (go to L2).

A8 The flower tells you that its name is Rose of Cimmarron. It bows its head and sings sweetly to you. You feel you must smell the perfume of such a beautiful, beguiling being. Make a L3 SR on CHR. If you make fail, go to M12; if you make it, you throw off the impulse and resist the urge. You may

leave (C5 for the north door or J2 for the east), water the flower (J8) or attempt to cut it down or pick it (I12).

A9 Asharphazar bitterly resents having to consort with such a lowlife but he has no choice since he too, like so many others, succumbed to the sublime skills of the Potions Master. His phantasmagorical green orb is all that remains of his once vast energy source. Even this has been rendered a mere bauble by Strangebrew but - and it is long shot - it could be revitalised by a worthy servant of the Pharaoh. If you are intrigued and would like to hear more, go to H2. If you wish to flee now, go to F8. If you will now offer violence to the Pharaoh, go to E8.

A10 Inferno crackles with excitement as he hears that you are willing to help him. "Your timing is good," he says with passion. "There is little time left to us before the evil within Strangebrew's soul is given full rein to wreak destruction on all those who have ever caused him anger. " He tells you that a year ago, when he gave his trust to aid a wizard and that trust was met with treachery, he was captured by the conniving sorcerer who made these chambers, an evil snake in the grass with the accursed name, Strangebrew the Potions Master.

Strangebrew has ensorcelled him with magic too powerful for Inferno to break free from, so that he is bound to stay in this chamber unless he drinks the Potions Master's Elixir of Hellfire, a draught deadly to all but Fire Elementals. If you (eventually) get the potion and return to Inferno, go to M4. You may leave by the west door (go to J3) or by the east door (go to I3) or by the south door (go to A7) but before you go, Inferno presents you with a glowing ember ring which absorbs up to 40 hits and blasts them back at any attacker. Take 200 APs.

A11 As you mix the fluids, Strangebrew waits to see if you will drink it, nervousness showing for the first time. He is sweating now, beads of perspiration breaking out on his brow. As you finish your work and throw the Ouffle Dust at him, he gives one cry before freezing on the spot; as you drop

into the oil the white tablet given to you by the dryad, he spasms in an agony of asthma as you fill the globe of the Pharaoh with the Verdant Grass Juice.

Not only that, worse for the Potions Master, he has more suffering to be heaped upon his head and he is struck by an electric fork of ragged lightning and crashes to the ground; you see the look in his eyes as you raise the blade dipped in the Saffron with the cord tied round it. After years spent in advancing up the levels and growing in power at the expense of others, his time at the top of the tree has come to an end. The mighty wizard falls with a crash just as your blade falls and pierces his body. His life force slips from him. It is done. Go to M9.

OTHUS FORGIANUS



B1 The hippogriff sees that you mean to free her and moves aside. The chain was tempered by Orthus and requires a L5 SR on STR to break - each time you try to shatter a link you must make a L3 SR on the average of your WIZ and CON or take 1d10 damage from the hostile magic the chain emits when struck.

If you free the hippogriff go to G7; if you give up on the attempt go back to H5 and select another option; if you perish in the attempt your dying thoughts arise from an awareness of both the gratitude and the regret of this

magnificent creature. Despite (or perhaps because of) your failure - you made a valiant attempt - you will be honoured and remembered with your body guarded, no matter the stench of decay.

B2 You fail to notice that the floor is false. With a lurch of your stomach, you find yourself falling rapidly towards iron spikes 50 feet below. If you can fly, go to I3 (or to G4 if you were heading west) - you survive! Take 40 APs. If not, well... you are punctured pretty badly! Take 5d6 damage. Leather armour gives 1 protection, metal 2. If you are dead, too bad, if you still live, go to L7.

B3 “Not so fast, villain!” he cries and you are repelled from the door by a savage magical force. Go to E6.

B4 He has been hiding a scroll with a L11 curse written on it in the Common Tongue. You see that the curse will destroy a demon trapped within the old man - tragically, it also kills the old man (at least, so it claims...). If you read the curse out loud, go to K8. If you are not willing to send the old man to his doom, go to J4.

B5 The dwarf tells you to clear off before he loses his temper. He throws an old, malodorous boot at you and goes back to his forge. Go to A7 and chose a door to leave by. You are lucky that Orthus decided to allow you to live, considering what a charmless worm that you have revealed yourself to be!

B6 With the demise of her arboreal jailor, the dryad is released from her prison, where she has been embedded by Strangebrew for 7 long, bitter years. The compassionate and empathetic dryad is saddened by the fall of the Ent, who had no choice in its role as captor. At the same time, freedom is precious to all creatures and the dryad smiles upon you in a manner which touches your soul.

Her very smile is a magical gift and you are granted the ability to heal one wound each day. You may call yourself 'Doctor' if you wish. The dryad's name, she whispers (for names are precious and have power) is Cyndravine

and she wishes you to bring about the fall of the Potions Master for his foul deed.

She gives you a small white tablet of compacted powder and tells you that you must drop it into his flask containing Coal Tar oil as the resulting fumes will bring on a destructive asthma attack (Strangebrew has long suffered from this affliction and his wheezing is legendary in the wizarding world and beyond a *Healing Feeling* remedy). Take 700 APs and go to F1 to select your exit.

B7 Strangebrew is a L20 wizard. Have you ever met such magnificence before? His *Protective Pentagram* spell will block all attacks save those of L21 or greater magic. So much for his first line of defence.

His offence? With a flick of his wand, he triggers potion sprays from all over his laboratory. They dis-spell magic lower than L20, melt away all metals instantly, putrefy flesh and confuse the brain unless a L20 SR on INT is made. Methinks you are pushing up daisies, have shuffled off this mortal plane, i.e. are well and truly buried. If you somehow survive - could Strangebrew be over-matched by a higher level opponent or did you take his Knip Syrup? - take 10,000 APs (a mere trifle to such as you, no doubt) and these chambers are yours! Hope you make up a good back story...

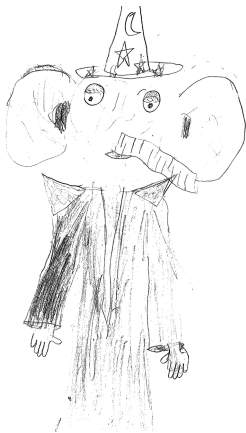
B8 Either you are very foolish, an extreme optimist or you are very powerful. The mantichore is big, fast and has a poisonous tail it uses like a whip. What's more, the glass sword gets 20d6 plus *your* STR as adds and glows with fire as it strikes. So, first you have to dodge the tail or block it - L2 SRs on SPD and DEX or you take 3d6 damage and you are poisoned and lose 10 CON each round until you get a *Too Bad Toxin* spell done on you or take an appropriate potion.

The Manticore fights with a MR of 250 as well as the sword dice and adds. If you are able to, you may use magic before the manticore is upon you but there is no time to get set to use projectile weapons (remember the INT ST

required to cast the spell!). If you live, go to K1. If you die, I do hope you tasted nice.

B9 You enter a room and see a man with an elephant head standing on an elaborate, beautifully crafted pedestal. He has 2 tusks sparkling brilliantly like diamonds. If you wish to deal violence to him, go to A4, if you want to ask him questions, go to G10. You may leave by the north door (go to L2) or by the east door (go to F1) or the west door (go to J2).

B10 Inferno's touch will kill a weakling but is a great boon to the strong. Make a L5 SR on STR. If you make it, you may add the amount you rolled on the dice times 2 to your STR; if you failed, this is not a good day in your life! Take the amount rolled times 2 in permanent damage to CON. If you died or were harmed, Inferno regrets this deeply. Either way, he teleports you to your home. Take 1,000 APs.



TUSKER TRUNKIFER

C1 Hmmm! An interesting decision . . . you must have realised that there are no parties here and that he is one of the legion of the undead so you are either justifiably confident or unbelievably dumb! He smiles lazily and

fixes his you with his baleful yellow eyes. He tells you that he is the Marquis de Syphax and that you will be his next slave. He advances, clearly intending to sink his fangs into your soft, inviting neck.

Name: Marquis de Syphax – Level 4 - Vampire

STR: 42

CON: 120

INT: 28

DEX: 28

WIZ: 17

CHR: 37

LK: 28

SPD: 18

Adds: +68

Weapons: Bare hands (2d6, doubles multiply, roll over and add)

Armour: None

The Marquis is unharmed by non-magical weapons. You may seek to elude his clutches (although this will do naught but confirm his opinion of you as being a craven, yellow-bellied coward) on any round by making a DEX SR 2 levels higher than him (he does not get to add his level number in to his roll, a little known penalty for being undead) and may break for a door by making a SPD SR 1 level higher. If you take damage (even spite damage) you need to make a LK SR at a level equal to the damage you suffered or you are infected and become a vampire during the night (see the rule book for vampire modifiers).

If you kill Syphax, you gain 200 APs (he will rise again with 1d6 added to all attributes so maybe don't come back this way) and may as a reward take his fabulous ironwood gem chest, which itself is worth 500 GPs and which happily for you contains not poisonous gas but 10 gems which you may roll up on the treasure generator) and then leave, as you may do if you escaped him, by the north door (go to J3) or by the east door (go to A7) or by the south door (go to B9) or the west door (go to E5).

If the Marquis triumphed, you rise again from death as his undead servant. Use the rulebook to modify your attributes and take 500 APs. The only way to be freed from his bonds is to slay a unicorn - unlikely but perhaps fortune will favour you one dark, misty night...

C2 You have entered the laboratory of the Potions Master. There are jars, bottles and flasks filling countless shelves, containing fluids of every colour and every viscosity. Strangebrew seems serene and decidedly untroubled by your appearance. You notice that one of his eyes throbs hypnotically - it would be unwise to gaze upon it for long!

He smirks from behind his desk and tells you with a malicious sneer that you can only leave alive if you mix a Channelling Potion and drink it. He offers you four flasks and tells you to select fluids from the shelves to make the brew. He offers you no recipe only the certitude of the task. If you think that, given what you know about the callous disposition he has towards all living creatures, mixing the potion is a sensible thing to do then go to E9; if you attack him, go to B7; if you try to leave, go to K2.

C3 The manticore is both amazed that you can speak to it and captivated by your charm. Take 50 APs. He bows before you and offers you his glass sword if you will kiss him to free him from this dungeon. He has waited to long for Strangebrew to be ready to begin his assault on the outside world and is ready to break faith. If you agree, go to I4, if not, he snarls and leaps at you. Go to B8.

C4 The globe can be understood with the aid of an *Omnipotent Eye* spell. If you can do this, go to L8; if not, you may take it and go to I3 and choose which door to leave by.

C5 Make a L1 SR on LK. If you make it, you reach a door - go to D8 (or C5 if you were heading north) If you fail, go to I7.

C6 “A wise decision” he informs you. “There are many dangers ahead and Strangebrew would not wish you to perish too soon. I shall grant you a boon”. Make a SR on CHR and see below:-

Fail L1 - “Perhaps you are unworthy” declares the Dark Knight “I shall spare your life but you are banished from these Chambers!” You are teleported home – take 50 APs

Make L1 – you are granted 1d6 extra CON and take 50 APs. Now leave – go to D3.

Make L2 – you are granted an improvement which doubles the dice and adds for the weapon of your choice. Now leave – go to D3. Take 50 APs.

Make L3 – you are granted an increase of 10 attribute points to be spread as you wish. Now leave – go to D3. Take 50 APs.

Make L4 or higher – you are granted the blessing of being able to re-roll on one failed SR each day. This takes the form of a ruby ring which you must be wearing for the magic to work. Now leave – go to D3. Take 100 APs.

C7 The fiery one gasps out in its dying breath "I curse you, mortal fiend, to spend your days devoid of the sun's nurturing rays. You are doomed to need water just as a fish does!" The devilish curse means you must avoid the light of the sun or the heat of fire or you will perish in 5 minutes - CON falls by 20% each minute if so exposed. You also must carry water with you at all times or die within 1 hour.

On the up side, every week, if you have an hour long bath your CON rises by 1! Take 500 APs. You may leave by the west door (go to J3) or by the east door (go to I3) or by the south door (go to A7). Do you have any water?

C8 "What do you want to know?" he asks gruffly. "It gets dreary and dull working for Strangebrew without decent company. Waiting for him to be ready to act leaves me hankering to be entertained. Tell me a story and I may help you if it's a good one!" If you are ready to tell the dwarf an epic story, go to L1, if not, go back to A7.

C9 The Pharaoh looms menacingly over you. As you flee, he claps his hands again, this time louder. You must make a L7 SR on CON and if you fail take the difference as damage. If you die, he takes unhesitating pleasure in dismembering your ruined corpse. If you survive, take 1,000 APs and go to I3 to choose your escape route.

C10 So much to choose from, so little chance of getting it right...make the best SR on LK you can :-

Fail to L5 - as you add a fluid (the wrong fluid), there is a tremendous explosion. Take 1-100 damage - you are teleported home and take 3,000 APs.

L6-L9 - the last fluid you add causes the combination to smoke and give off deadly fumes; you must make a L10 SR on CON and take the difference in damage - you are teleported home and take 3,000 APs.

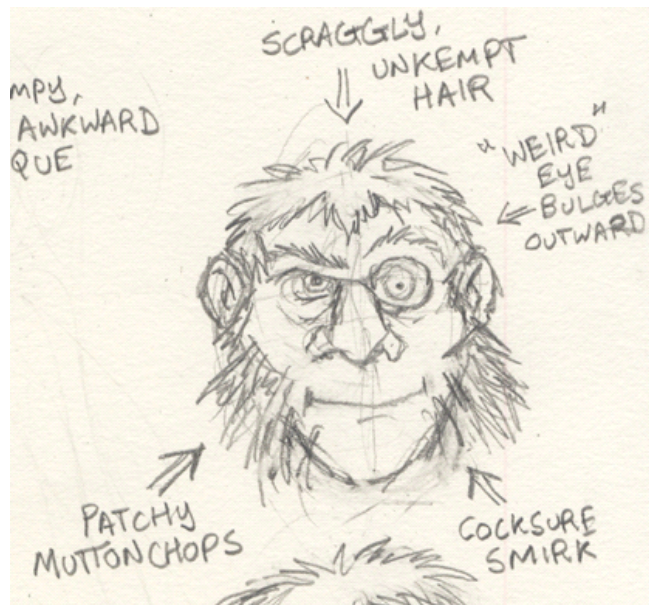
L10-L19 - so near yet so far...too much of this, too little of that - the potion fizzes and spurts out all over you (unless you make a L4 SR on DEX). The potion swaps two of your attributes round at random - roll 1d8 twice.

You are teleported home and take 4,000 APs (as you are if you made the DEX SR but you take only 3,000 APs).

L20 or better - the potion is, by some perverse quirk of fate, quite special. Surprised yet most intrigued Strangebrew takes it from you and then tips half into a glass and compels you to drink it. You feel hot and then cold and then depressed and then elated.

Your attributes are re-modified by your race multipliers. If you are human, you may roll 1d6 for each attribute. A roll of 4 or above means that attribute doubles! You are teleported home and take 4,000 APs. Enjoy the new you!

C11 You have resisted Strangebrew. What a star in the firmament you are! He is livid that you have not succumbed to his eye and awaits you, fuming, in his lair. Take 500 APs. Return to H5 and make another choice. Be very, very careful from now on. You are marked for special attention.



- D1 Make a L1 SR on INT. If you make it, go to H4, if you fail go to I6.
- D2 Make a L2 SR on LK. If you make it, you reach a door - go to C2. If you fail, go to E3.
- D3 If you choose the south door, go to F6, if you prefer the east door go to G1.
- D4 This may not be the smartest move you ever made. This dwarf was not hired by Strangebrew for being a patsy! He lazily picks up a large metal hammer in one meaty fist, while grasping a sizzling, white hot poker in the other. If you wish to reconsider, you may attempt a L1 SR on CHR to apologise for your little, ahem, joke. If you make it, he offers you your worthless life if you will run a trifling errand for him. To accept, go to J10, if you, refuse, fight for your life! If you failed the SR, you must fight to stay alive a little longer.

Name: Orthus Forgianus – Level 8 – Dwarf Warrior

STR: 86

CON: 164

INT: 14

DEX: 32

WIZ: 21

CHR: 28

LK: 73

SPD: 15

Adds: +158

Weapons: Forge Hammer (12d6 +12)

Armour: Leather Apron (6)

He gets a total of 12 dice +12 for his weapons. He will kill you if he can as he has, unsurprisingly, taken an intense disliking to you! If you die, he gleefully roasts your corpse and feeds it to the rats. If you are victorious, you may take his weapons and 400 APs and leave via an option at A7.

D5 Freedom is precious to all creatures and the dryad smiles upon you. Her very smile is a magical gift and you are granted the ability to heal one wound each day. You may, if titles matter to you, call yourself 'Doctor'.

Cyndravine now wishes you to bring about the fall of the Potions Master for his foul deed. She gives you a small white tablet of compacted powder and tells you that you must drop it into his flask containing Coal Tar oil as the resulting fumes will bring on a destructive asthma attack (Strangebrew has long wheezed, spluttered and suffered from this affliction, perhaps caused by inhaling potions fumes over smoking cauldrons). Take 500 APs and go to F1 to select your exit.

D6 The Fire Elemental tests you with its purifying flame - make a L3 SR on the average of your LK and CHR. If you fail, take 1d6 times 1d6 in damage (unless you are blessed and have protection against fire) and go back to G4; if you make the roll, go to L11.

D7 As you stab him, he slumps to the ground. "Free at last" he cries "Free of the evil demon that lives inside me!" As he dies, a red mist leaks out from his nostrils and takes the form of a terrible demon. Its MR is 400. It cannot

be harmed by weapons unless enchanted or silver. It seeks to overpower you and to enter and enslave you!

Your only hope is to fight with magic or to run. If you choose to run, you must make a L2 SR on SPD. If you fail the SPD SR, your last chance is to make a L7 SR on CHR. If you fail this SR, too bad, your future is mapped out and you are stuck here until someone kills you or lifts the curse. If you make the SPD SR, no doubt breathing heavily and wiping perspiration from your brow, you offer a silent prayer and ... you may leave by the north door (go to F6) or by the east door (go to L2) or by the south door (go to C5). If you make the CHR SR, he is your slave!

You may now choose which door to leave by as you may do if you fight and kill him. If you vanquish him, take 200 APs; if you enslave the demon (who is bound to reveal his true name, Nujah, to his master, thus giving over complete control), take 300 APs.

D8 You enter a room and see a beautiful garden, full of flowers and well-kept grass, with a tall red rose the size of a Cyclops, towering above the garden, swaying gently back and forth. If you want to talk to the flower, go to A8, if you pick the flower or cut it down, go to I12, if you want to water the flower, go to J8. You may leave by the north door (go to F6) or by the east door (go to J2).

D9 Syphax grins, not with humour but with pure malice. He does not like to be refused anything and certainly not something important to him as this clearly is. He gives you one last chance to reconsider and make a wiser decision. If you now agree to do his bidding, go to H11; if you are determined to thwart his plans go to J9.

D10 As your hand is engulfed by his, he begins to squeeze with a pulverising pressure and stares penetratingly into your eyes. You must make L3 SRs on both STR and CHR to convince him of your determination and capabilities. If you fail, you are rendered mindless and your hand is pulped

beyond repair – it will remain a useless lump on the end of your wrist (take 2d6 damage).

He teleports you from his chamber to a desolate tower perched high on a mountain. It is remotely possible that you will be rescued but fortune may not smile upon you...at any rate, you make take 1,000 APs for your travails. If you succeed in showing true prowess, go to K5.

D11 The chain requires a L5 SR on STR to break and each time you try to shatter a link you must make a L3 SR on the average of your WIZ and CON or take 1d10 damage from the hostile magic the all too solid chain emits when struck.

If you free the hippogriff go to G7; if you give up on the attempt go back to H5 and select another option; if you perish valiantly in the attempt your dying thoughts arise from a deep awareness of both the gratitude and the regret of this magnificent creature. You will be honoured and remembered and your body will be guarded, no matter the stench of decay.

D12 Too slow, my friend, So close, yet so far. As you fumble with the bottle containing with the Knip Syrup, struggling to remove the stopper and bring it to your lips to drink, the lethal and unfathomable sprays engulf you. They dis-spell magic lower than L20, melt all metals instantly, putrefy flesh and confuse the brain unless a L20 SR on INT is made. Methinks you are pushing up daisies, well and truly buried, a goner.

If you somehow survive - could Strangebrew be over-matched by a higher level opponent - the Potions Master will take no more chances with you. Adeptly, he uses a *Blow You To* spell to banish you to the lofty apex of a great pyramid he once visited in a distant desert. Take 5,000 APs and begin a whole new adventure. Bon voyage et bon chance, mon ami!

THE ROSE OF CIMMARRON



E1 You are in a corridor with a beautifully crafted mosaic floor. Make a L2 SR on INT. If you make it, your wee brain springs into top gear allowing you to spot a message written in the tiles warning you to jump over a patch of black tiles and you reach a door - go to H5 (or to I3 if you were heading north). Take 50 APs. If you fail, go to J6.

E2 The hippogriff understands something of your intentions but does not speak any tongue except equine. If this is a language you have mastered or you have wizard speech you are able to share conversation - go to I9; if not, you may try sign language or grunting but have to give up - go back to H5 and select another option.

E3 You have set off the awful acid spray trap. A ghastly, sulphuric odour alerts you but not in time to avoid the spray that comes from all sides. Go to L6.

E4 The dwarf tells you testily that he only works on metal and that he, Orthus Forgarius, does not work for peanuts but gold. If you want to pay him to work on a weapon or armour, go to I8, if you will not or cannot pay for his services, go to K10.

E5 You enter a room and see an old man in golden robes. He smiles as you enter and shows you the chains binding his hands and feet. He begs you to stab him. If you do so, go to D7, if you attack him, go to L4, if you want to ask him questions, go to A1. You may leave by the north door (go to F6) or by the east door (go to L2) or by the south door (go to C5).

E6 In a deep, slow, thunderous voice, he tells you that you have entered Strangebrew's Chambers of the Unknown. "I shall not remain here long. It shall soon be time for us to take your city and to reduce it to rubble!" He places both hands on his sword, leaning on it, and tells you that many before you have attempted to penetrate the labyrinthine corridors of this complex, determined to overcome the odds stacked against them.

"Many have given their lives in vain, a few have lived to discover its secrets but they are rare that take a place beside the great wizard who shall rule for all time to come. You may leave now if you so choose" he intones "or you may tread the paths of peril. Make your decision now, mortal. Make it well for it may you last!" If you decide this is just too scary, go to L5. If you are ready for adventure, come what may, go to A2.

E7 The dryad is a prisoner of Strangebrew, the Potions Master, and is guarded by an Ent. Its MR is 600. Its WIZ is 60 should you try spells on it – you will need a higher WIZ. The Ent warns you to flee this place. If you take its advice, go to F1 and choose an exit; if you wish to attack the Ent, pray and then do your best!

If you defeat the Ent, go to B6, if your combat skills enable you to survive a round of battle, you may attempt a L2 SR on the average of DEX and CHR to dodge and persuade the Ent to spare your life. The Ent will be happy if you fail the roll. If the Ent ends your miserable life (which seems long overdue to the casual onlooker), you may possibly derive a crumb of comfort from knowing that your body serves to fertilise a greater being.

E8 Even in this shamefully weakened state caused by Strangebrew, Asharphazar is a formidable foe. He is immune to direct magical attacks but

you may inconvenience him with more indirect methods. He is slow and clumsy and a L1 SR on DEX will enable you to dodge his hammer fists and a L1 SR on SPD will get you to a door (go to I3 and chose an exit if you think better of fighting – take 100 APs just for not dying right now). His CON is 1,000 – he is one big daddy of an Egyptian mummy.

Devoid of maternal instincts, he attacks with a not inconsequential 101 d6 plus 500 adds. If you beat him you may take 1,000 APs and his green globe - go to C4. If you are sharp enough to elude his attempt to smear you across the floor and find a means to cheat death , take 300 APs as you retain the primary quality of a good bipedal and continue walking owing to you escaping a two-dimensional fate as a crepe suzette.

E9 What a plethora of ingredients there are - the permutations seem agonisingly infinite. Do you know what it is that you need to overcome Strangebrew? If so, write down the colour of what you want (no cheating now!) and go to H8; if you are unsure but mix up some fanciful concoction from your whim and imagination, go to C10.

E10 Make a L3SR on CHR - if you make it, the Fire Elemental bows deeply and invites you to step inside the pentagram - if you accept, go to L11, if you decline go to M10. If you failed the SR, go to I10.



MITHUSALUS

F1 You enter a room to behold an exquisitely beautiful tree dryad writhing within the trunk of a great tree, whose roots sprawl everywhere. If you want to attack her, go to M6, if you want to ask her questions, go to K4, if you want to attempt to release her from the tree, go to E7. You may leave by the north door (go to A7) or by the east door (go to D1) or the west door (go to B9).

F2 Orthus looks you up and down. "Not much chop, are you. Is there anything you're not scared of, Meatsack?" With that, he advances on you menacingly. If you attack him or defend yourself, go to D4, if you tell him you will accept his challenge after all, go to G11 or if you want to run for a door, go to H9.

F3 The chain requires a L5 SR on STR to break and each time you try to shatter a link you must make a L3 SR on the average of your WIZ and CON or take 1d10 damage from the hostile magic streaming forth from the chain when struck.

If you free the hippogriff go to K11; you are unable to give up because of the charm used on you; if you perish in the attempt your, dying thoughts are ones of pain, torment and self-loathing all because you did not choose of your freewill to help a creature in need. You will not be missed, you cad!

F4 Inferno swallows it down in one great gulp. He glows much more brightly and swells up to double size. He reaches out to you with a fiery arm. If you run, go to F11; if you accept his thermodynamic touch, go to B10.

F5 You hit a trip wire and set off a missile trap. With a whistling sound, a spear flies up from the ground ahead and strikes you. Take 2d6 damage. Leather armour gives 1 protection, metal 2. If you are dead, too bad, if you still live, take 50 APs and go to J3 (or K6 if you were heading west).

F6 Make a L1 SR on LK. If you make it, you reach a door - go to E5 (or K6 if you were heading north). If you fail, go to K3.

F7 The vampire introduces himself haughtily, fixing you contemptuously with his baleful yellow eyes. He informs you witheringly that he is the Marquis de Syphax and that he may just be willing to spare your feeble, worthless mortal life if you will undertake a quest for him.

He requires you to bring him the still-warm heart of a werewolf, since his kind have long been at war with their hairier brethren of the night. Succeed

and he will give you 10,000 GPs and a wristband of power, adding 20 to the wearer's WIZ. If you accept, go to H11 (this will need to be a GM adventure); if you decline, go to D9.

F8 Asharphazar is a formidable foe but he is slow and clumsy and so a L1 SR on DEX will enable you to dodge his hammer fists and a L1 SR on SPD will get you to a door (go to I3 and chose an exit). This gets 100 APs. If you do not flee the Pharaoh, either because you are too slow or cumbersome or you have courage in spades, with a hideous leer, he lunges for you - you disappoint him and you must pay dearly.

He attacks you with nothing more than his fists which get a not inconsequential 101 d6 plus 500 adds. His CON is 1,000. The Pharaoh is immune to direct magical attacks but you may inconvenience him with more indirect methods. If you beat him you may take 1,000 APs and his green globe - go to C4.

If you find another way to frustrate his attempt to smear you across the floor, eluding death, take 300 APs as you escape existence on the two-dimensional plane as a flat-liner and go to I3 and chose an exit.

F9 This flower is a thoroughly evil specimen and a liar to boot. It is hydrophobic and so cannot stand water: it shrivels the moment it is watered. It thrashes violently in its death throes, the convulsions shaking the room with its roots deep within the earth.

If you are slow or clumsy cannot avoid it either with a L2 SR on DEX or some magic means such as *Wink-Wing* or *Protective Pentagram*, you must take 15d6 damage (armour will reduce as normal). If you die with the rose, may your now twinned souls merge into one and prosper together. If you survive, take 300 APs and leave – C5 for the north door or J2 for the east.

F10 Congratulations! You paid attention and as a result have surprised Strangebrew. He sees you have the Knip Syrup and hurries to release his deadly sprays before you can use the syrup against him. Make a L2 SR on

SPD. If you make it, read on; if not, go to D12. The slightest trace of concern passes over his creased brow when he sees what you have taken.

However, he didn't get where he is today without being able to recover swiftly when facing the unexpected. He holds up his palms to you and tells you have passed his test and that he will make you his apprentice, a rare honour for him to bestow, instantly raising the attribute of your choice until you become either L10 or 2 levels higher than you are, as you prefer (with L19 the max), if you stir and drink the potion you have made.

He says that it has taken years of toil in these chambers to find a worthy successor and he will adopt you as a son or daughter. If you accept, stir, and drink, go to K12; if you accept but have no intention of really drinking the potion because you have something else in mind, go to A11.

F11 Inferno is stunned that after all this you doubt his probity. He is free and teleports you home. He would have done more but his feelings are hurt. He now believes none of your race can truly trust one such as he and he resolves to keep to his own kind. Take 500 APs and reflect upon your effect upon others as you walk life's twisting pathways.



THE DRYAD

G1 Make a L1 SR on LK. If you make it, you reach a door - go to J3 (or K6 if you were heading west) and take 50 APs. If you fail, go to F5.

G2 Magic under L4 does not work! Go back to L5. If you attempt to use magic of Level 10 or above, the Dark Knight roars "This is not right! Your power is too great for this part of the Chambers! You must go on to the next level."

There is a flash of green light and a puff of acrid smoke and you are teleported to the Realm of the Demon Lord, Ashgoleth. Take 500 APs for your good fortune in not being slain! You must email mark.findlayrd@gmail.com and await further instructions. If you use L4 - 9 magic, go to H1 if you attack the Dark Knight or to D3 if you *Wink-Winged*

away or used another magical means of escape. Remember you must make an INT SR at the level of the spell to cast magic!

G3 Strangebrew takes great pleasure in experimenting. He has never given this particular potion to one such as you but is willing to use you as a guinea pig. It tastes bitter and is thick and cloying. As you force it down, you begin to swell alarmingly. At first, this is merely discomforting but you realise that the swelling shows no sign of abating. Your armour and clothes burst off your body as you balloon outwards.

Now you see Strangebrew approaching you with a pin. You are not used to your inflated, gaseous form yet and cannot hope to dodge. It is over very quickly. He pricks you and you explode violently into your component atoms. That's all she wrote. Unfair? Well, ok...if you can make a L20 SR on the average of WIZ and CON you are immune to the potion and Strangebrew teleports you home with 4,000 APs and a CON increased by 50%.

G4 You enter a room and see a Fire Elemental dancing proudly in a flaming pentagram. If you attack the scorching creature, go to K9, if you want to ask him questions, go to E10, if you wish to enter the pentagram, go to D6. You may leave by the west door (go to J3) or by the east door (go to I3) or by the south door (go to A7).

G5 The Rose shrieks. It is an ear-splitting sound. You must make a L3 SR on the average of your WIZ and INT. Take whatever you fail by as a permanent reduction to CON. If there is no reduction but you shook 1 and 2, lose 1d6 CON permanently.

Whatever, the water causes the Rose to turn purple, expand and then explode! No harm to you but 'Goodnight, Vienna' for the Rose. Take 500 APs for destroying the cunning and lethal plant. You may leave – C5 for the north door, J2 for the east.

G6 The ancient rite of release is complex. You must read an enchantment that appears in gothic script on the north wall (this takes a L3 SR on INT); if

you focus and succeed in deciphering this spidery script, you must first dance an exact and intricate pattern of steps, using precise movements - this takes a L3 SR on DEX; if you make it, you are next required to hug the Ent as fiercely as you can, heedless of splinters, attempting to drain the creature of its energy.

This takes a L3 SR on both STR and CON; if this, too, you accomplish, Cynvadrine becomes agitated - you have done much, much more than any previous rescuer! Now, the final step lays before you; you must pray with all your heart for her salvation; this requires a L3 SR on the average of your LK and CHR. If you make it go to D5, if you fail go to A5.

G7 The hippogriff shakes its mighty wings and prepares for flight - it is about to teleport itself home after years of captivity. Although unpityingly savage to both prey and enemies, it is intelligent and grateful. It breathes out a swirling pink mist which coalesces into the form of a small winged demon. Its name is Grizinski and it will serve you now until death. It has a MR of 80 and is winged.

Grizinski winks at you and then hands you a scroll which, as you read it, tells you that to defeat Strangebrew the Potions Master you must drink his Knip Syrup to give you immunity to his deadly sprays. Take 500 APs and go to H5 to leave with the demon at your heels – he wants to be your puppy!

G8 Well, you were warned. Are you a Fire Elemental? No? Too bad! Your intestines catch fire - you must take 1d6 times 20 damage. If you die, Inferno cremates you angrily. If you live, you have mutated into a Fire Elemental and must alter your attributes accordingly. Take 1,000 APs. You may go to G4 and choose another option.

Fire Element modifiers: STR x 4, WIZ x 2, LK x2, CON x6, DEX x2, CHR x3, SPD x2.

G9 He points to his pocket. If you reach in to see what is there, go to B4. If you do not trust him, you can either ask more questions (go to J4), stab him (go to D7) or attempt to leave (go to J4).

G10 Elephant Head introduces himself - his name is Tusker Trunkifer and he is a L20 wizard. He is trapped here by the Potions Master against his will and would dearly love to be free of that heartless villain. He is a good man but a curse impels him to deal death to any intruder who offers him violence.

Name: Tusker Trunkifer – Level 20 Human Wizard

STR: 49

CON: 52

INT: 126

DEX: 105

WIZ: 220

CHR: 74

LK: 64

SPD: 24

Adds: +97

Weapons: Deluxe Magic Staff (Pachybashir, WIZ 200)

Armour: Elephant Skin Suit (takes 10 hits)

There is not much time left,” he says. “Strangebrew will be ready to strike against his foes soon.” He will use magic to defend himself and then attacks you if you make the mistake of attacking him! If you do this, go to A4.

He coyly asks a great favour and kindness of you - find the Blackberry Bacchynalian potion possessed by the Potions Master and mix it into a special potion - others will tell you what to add. If you do so, he promises you a great blessing - Id20 added to 3 attributes of your choice. If you are gracious and will attempt this task for him, you may leave with Tusker's profuse thanks and a bag of Ouffle Dust which, if thrown at the Potions Master, will render even this great wizard immobile for 1d6 combat rounds - go to B9 and choose how to leave Tusker.

If you decide that mixing with Potions Master is too terrifying for a puny delver such as you, go to I11.

G11 Strange how things work out, isn't it? Who would have expected to be pressed beak to beak with a dwarf? This calls for a feat of strength (no sneezing, mind!). Orthus has a STR of 86 – you must make a higher SR than he does.

If you lose, he demands that you undertake a quest for him (go to if you accept, if you decline); if you win, take 200 APs and he adds 1d12 to your weapon of choice plus 1d20 to its adds, He asks you politely (since he is impressed with your nasal prowess) if you will undertake a quest for him (go to if you accept L12, if you decline B5).



INFERNO

H1 The Dark Knight is no weakling. He has acted as Door Keeper for Strangebrew for many years and cannot be killed but only stopped for a short

time. If you fight him physically, he uses his great sword and gets 10d6 plus 30 adds. His shield takes 20 damage and his CON is 66. He is clumsy and slow though and a L1 SR on either DEX or SP will enable you to disengage and leave by either door.

His WIZ is 50 (to resist magical attacks). A L2 SR on DEX or SPD gives you a 50% combat advantage. To attempt a SR and to fail gives him a free attack. If you die, no one really cares! If you defeat the Dark Knight, take 100 APs and you may leave. Go to D3 (which you may do if you dodge him and wish to escape – escaping gets you 50 APs).

H2 The Pharaoh does not accept servitude from the unworthy - are you someone he can depend on to bring about an uplift in his fortunes taking him once again to the supreme heights of majesty? Do you have muscle, magic and mana? If you truly have no magic, he scornfully rejects you with a dismissive curl of the lip and a clap of his hands, shaking your teeth in your jaws with the sonic boom.

Make a L5 SR on CON and take the difference as damage if you fail - if you die, you lay here to feed the maggots, if you survive, take 500 APs and go to I3 to choose how to exit this chamber. If you know some magic, you now must impress Asharphazar.

He wishes to test your strength and your resolve. He holds out one yellowing, bandaged hand for you to clasp. If you do so, go to D10; if you are fearful and shrink from this, go to C9.

H3 Make a L1 SR on LK. If you make it, you reach a door - go to I3 (or to G4 if you were heading west). If you fail, go to B2.

H4 You notice that the floor is not really floor ahead of you but quicksand! You may fly over the trap or jump over it with a L1 SR on STR. If you succeed, take 40 APs and go to C2, if you fail go to I6.

H5 You enter a room and see a hippogriff tied by a chain glowing red to an iron ring set in the wall. If you want to attack the creature, go to M3, if you wish to break the chain, seek the weakest link and pray it is not you – go to B1; if you want to ask her questions, go to E2, if you want to pull on the ring, go to L3.

You may leave by the north door (go to E1) or by the west door (go to A7) or by the south door (go to D2).

H6 The manticore does not speak any language except feline. If you speak this or can make a L3 SR on CHR go to C3. If not, it attacks you - go to B8.

H7 Inferno shrugs. If you will not trust his gratitude, so be it. He is thankful and teleports you to your home. Take 100 APs.

H8 So let's check what you should take from the shelves if you have been meticulous. You must have : - the Blackberry Bacchynalian potion (purple), Saffron Surprise for the blade (yellowy orange), Coal Tar oil (black) to put Irasca's tablet into and Verdant Grass Juice (green) to be added to Asharphazar's globe, the bottle labeled Knip Syrup to protect you and possibly the Hellfire Elixir (red) for Inferno.

Did you get at least the first five? If so, go to F10; if not, you don't far at this level with imperfection, I'm afraid - go to L10.

H9 You must make a L2 SR on SPD as Orthus is no slouch. If you make it, go to and choose which door to leave by. If you fail, Orthus grabs you by the ankles (your pants slide down embarrassingly) and drags you to the east wall where he presses a secret button and heavy iron wrist and ankle chains spring out.

He intends to keep you here as a prisoner for his own amusement. It gets dull working in Strangebrew's Chambers without company! His STR is 86 and you must make a higher SR on STR than he does to avoid this fate. If you

beat him, take 400 APs and go to A7 and choose an option; if you lose, you are kept here, alive for the moment (although how many moments may depend on your ability to amuse the tough smith) but absolutely unable to escape.

Orthus will free you after a year and send you safely home (your wit and charm will have paled by then) and you may take 800 APs. Oh yes, the chains are mithril and prevent you using magic!

H10 The Fire Elemental beseeches you to help him. He tells you that his name is Inferno and he has been imprisoned here by the dastardly Strangebrew, the Potions Master, who built these chambers. Using his full power, he attempts to charm you into helping him free himself of this slavery.

His CHR is 49 - if he makes a SR on CHR two levels higher than you do, he persuades you to do as he bids you - go to A10. If he fails in his effort to charm you, take 200 APs and you are free to leave by the west door (go to J3) or by the east door (go to I3) or by the south door (go to A7). Your heart of stone crushes his remaining hope!

H11 The Marquis de Syphax admires your courage - slaying a werewolf is never easy. He presents you with a silver dagger fit for the task. It gets 5+3 and also takes 20 hits, including magic attacks such as *TTYFs*. You Take 500 APs and may leave by the north door (go to J3) or by the east door (go to A7) or by the south door (go to B9) or the west door (go to E5).



IRASCA

I1 You are standing before a hooded figure in dark robes. She tells you that she is a representative of the Mayor of Khaboom, and that a L20 wizard named Strangebrew the Potions Master is planning to overthrow the Mayor and to seize control of the city. The mysterious woman believes that the Mayor is not entirely correct and that at least some of the creatures Strangebrew has with him are not there willingly. Perhaps he keeps them simply to make things tough for anyone seeking to disturb his preparations for overthrowing the city.

In any event, whilst you ponder the danger that lies ahead of you as you tread a perilous pathway, the woman tells you that she is a representative of the Assassins' Guild and they would be glad to see Strangebrew dead since they have no wish to see the equilibrium that reigns between law and order in Khaboom overthrown by the rule of a despot, such as Strangebrew would surely be.

The Guild are concerned that the Potions Master is luring too many delvers to their deaths and weakening the forces at the disposal of the Mayor.

They want you to get rid of Strangebrew for them since they are not willing to forfeit the possibility of an alliance with the wizard should he triumph. They cannot afford to have their course of action known to him.

If you will do this, the Guild will ensorcel you so that you cannot reveal the concord you have reached with them. That will serve their interests admirably. And for you? The Guild promise that you will be safe from death, that you will be resurrected in the event of death, any lost possessions will be restored and any harm or loss of ability suffered will be reversed.

However, with such protection, you will only keep half of any treasure you find since having such high level magic cast properly is by no means inexpensive; moreover, you will keep only half of any APs you gain. You will not keep any magical items you find and any attribute gains or special powers granted will be reversed.

You may prefer to undertake the test for the Guild with no such life-preserving guarantees, in which case they will pay you 5,000 GPS times your level (should you defeat Strangebrew and emerge unscathed).

The Guildswoman tells you that there are twelve chambers to work through and that they are laid out in a 4 by 3 grid. You must be methodical to succeed – there is no chance of success if you are not painstakingly thorough and so you must remember that you should start at the top left, so to speak, and you will find Strangebrew in the bottom right chamber.

She advises you not to approach the Potions Master until you have examined all the other chambers and their contents since the Guild know that there are creatures who possess components that when properly assembled can lead to Strangebrew's much longed for destruction.

Do you choose to accept the Guild's promise of immunity, or will you risk your life here? Make your decision, write it down and then go to K6 unless you are doubtful about working for the Guild. If this is so, read on. Otherwise, go to K6 when you have written down your decision. If the doubt prevails, the

Guildswoman senses this and you are plunged into utter blackness and stand in silence for what seems an eternity.

Eventually, the illusion of the eternal is rent asunder. Go to M11.



THE GUILDSWOMAN

I2 "Mercy?" he scoffs "Do you think this is a kindergarten? Fight or kneel!" If you fight, go to H1. If you kneel go to C6.

I3 You have entered the tomb of Pharaoh Asharphazar the Arrogant. He rises from his throne, serpent axe in one hand, emerald globe in the other and hisses at you. If you are overbold and want to talk to him, go to M2; if you are

overconfident and wish to attack him, go to E8; if you are underwhelming and want to leave, your choices are the south door (go to E1) or the west door (go to H3).

I4 The manticore smiles and returns your kiss. It disappears and leaves you its sword (the glass sword gets 20d6 plus your STR as adds and glows with fire as it strikes). It also bestows upon you the gift of an instant increase in the attribute closest to raising your level to exactly the number required.

You may leave now by either the west door (go to G1) or by the east door (go to G4) or by the south door (go to L2).

I5 Inferno is wary of you. If you succeeded in taking the Elixir from Strangebrew, you are a foe to be reckoned with. He offers you his firestone in exchange for the potion. It will cast a L10 Wall of Fire as a potent defence about the holder and will emit a pulsating blast of lava doing 1d6 times the holder's STR in damage.

If you accept, go to J12; if you ask for more, go to L9.

I6 Whether you jumped and slipped or just didn't see what was coming, you are in the quicksand trap. Not the best place to be but there is hope. Each round you get a chance to climb out with a L2 SR on STR increasing by 1 level each round. Each round you are in here, you must make a SR on CON to stay alive and this too increases by 1 level each round. And, to make worse you lose a possession each round, largest first. No chance to pull them out later.

If you die, sorry it was slow and horrible; if you live, squelch your way to C2, taking 50 APs.

I7 You have set off the dreaded spiked-walls trap so prepare to be punctured - all over! If you can make a L3 SR on DEX and L1 on SPD, you manage to roll under the spikes. Take 50 APs and feel glad you remain

unimpaled and that no one will mistake you for a sieve. Go to D8 (or C5 if you were heading north), if not...go to A3 to learn your fate..

I8 The dwarven smith is supremely skilled. He will add 1 dice plus 1d6 to any metal weapon for each 100 GPs you spend up to a maximum of 1,000 GPs (he takes IOUs coupled with a sure-fire death curse in case you haven't brought a wheelbarrow full of loot). For armour he will add 1 protection for every 20 GPs spent up to a maximum of 1,000 GPs.

However, he will only do this if you agree to track down and kill Strangebrew the Potions Master. It is the accursed wizard, Strangebrew, who keeps the dwarf, Orthus, as an unwilling and bored lackey in this chamber. If you agree, go to M7, if you refuse, go to B5.

I9 The hippogriff tells you that her name is Irasca and it is sick of being kept here by Strangebrew. She offers you a magical gift if you will free her from the chain binding her here and also help in defeating the Potions Master.

If you intend to tackle the Master himself, knowing his propensity for imprisoning other beings and you will seek to sever the chain, go to D11; if you will not help Irasca, go to J11.

I10 The Fire Elemental hisses that you are not worthy of entering his prison. He offers you a word of warning - "Beware Strangebrew! Touch not the Hellfire Juice!". If you insist on entering, go to K9, otherwise You may leave by the west door (go to J3) or by the east door (go to I3) or by the south door (go to A7).

I11 The great wizard frowns. He hoped for at least a willingness to fake an attempt, giving him a brief glimmer of hope, if no more than smoke in the wind. "You are spineless, you pitiful wretch!" he says, scornfully. "You do not deserve a backbone!"

He then casts a L14 spell of his own invention called *Jellybones* on you. You find every bone in your body loses its form and firmness and you can do

no more than crawl wormlike away on your belly with an utter loss of dignity and rather nasty chaffing to your nether regions. Tusker will open a door for you as he wishes you gone from him. Go to B9 and choose your exit. You must make a L5 SR on WIZ (or a L15 SR on WIZ for it to fail and you to go without impediment) or this spell will be permanent unless dis-spelled.

If you make it, the spell ends after 1d12 hours. Take 1,000 APs either way.

I12 The Rose of Cimmarron is impervious to blades, axes, fire and ice attacks. It has a CON of 1,000 so magic attacks may not help much! It spits a deadly acidic venom – L2 SR on DEX to dodge and you must heroically make the SR a second time to get through either the north door (C5) or the east (J2) without harm.

If you do destroy it, take 1,000 APs but you must make the DEX SR each round you cast a spell.





ASHARPHAZAR

J1 "Bah!" the dwarf cries. He is not impressed. "That's just a story for children. Tell me another!" Make a L2 SR on CHR - if you make it, go to M1, if not, it is high time that you to face facts - you just don't cut the mustard as a storyteller. The dwarf tells you to clear off before he loses his temper.

He throws an old boot at you (which bounces off your head) and goes back to his forge. Go to A7 and chose another option.

J2 Make a L1 SR on LK. If you make it you reach a door - go to B9 (or D8 if you are heading west). If you fail, go to K7.

J3 You enter a room and see a ferocious manticore with razor-sharp fangs standing in front of a glass sword. If you attack the creature, go to B8, if you want to ask him questions, go to H6.

You may leave by the west door (go to G1) or by the east door (go to G4) or by the south door (go to L2).

J4 The old man looks at you with sadness in his eyes and mutters a spell. Unless you can make a L7 SR on WIZ, you are compelled to stab him. Go to D7.

If you make the SR, you are free to leave by the north door (go to F6) or by the east door (go to L2) or by the south door (go to C5). Take 100 APs.

J5 The curse of the Pharaoh comes crashing down upon you with whirlwind force. The globe glows evilly and hums with ominous intention. It begins to suck your soul from your body and you will be left an empty, uncomprehending, unfeeling husk unless you can make L4 SRs on all of INT, LK, CON and CHR.

If you do, take 1,000 APs for evading this fate of un-death and go on your way.

J6 You set off the whirlwind trap. With a sickening howl, a maelstrom springs up from the floor and careers towards you unswervingly, locked on to your every breath (your last?). Make a L2 SR on STR to resist its force. If you make it, you shrug it off - go to H5 (or to I3 if you were heading north). Take 50 APs.

If not, you are shaken badly (and quite stirred too) - take 1d6 times the amount you missed the SR by as damage. Take 60 APs. If you die, violins play a sad tune. If you live, limp your way to H5 (or to I3 if you were heading north) and learn a valuable lesson - smarten up, buster!

J7 You must make a L2 SR on STR. Each time you fail, take the difference from your CON (minimum is 1d6 damage). You cannot escape from his grasp by any other means - death is the only release.

If you succeed he laughs and says "You may be no match for me but you are plucky, lucky and I wish you a glorious career as a delver of distinction. I

shall help you by increasing your strength (roll 1d6 and add to your STR). Take 100 APs. Now go to G1 for the east door or F6 for the south door.

J8 The flower begs you not to water it. “Burn me, cut me down, freeze me – anything but water! Strangebrew does not allow me water – not until I can be planted in his home city as the crowning glory of his triumphant return!” it cries.

If you persist and water it, go to F9, if you burn, freeze or cut it, go to I12 or, if you simply do not have green fingers, you may leave – C5 for the north door or J2 for the east.

J9 The Marquis de Syphax will show no mercy to an insect such as you. “Your blood had better be worth the effort of draining you! Still, if it tastes as insipid as your character then I shall give it to Strangebrew to mix into a potion. Then you shall have a very small part to play in our overthrow of your city!”

He spreads his arms, bears his fangs and pursues you with a mortifying degree of hunger, drooling as he advances upon you. Go to C1 and follow the fighting instructions. Good luck! You will need it...

J10 You have glibly agreed to track down and kill Strangebrew the Potions Master. It is Strangebrew who keeps the dwarf, Orthus, as his minion in this chamber. Orthus grins and licks his lips. He has been waiting for this.

"I owe that piece of dirt something sharp between the ribs. You can be my tool, boy! Tie this orange cord round the hilt of your weapon. When you get to that malodorous hell that is his laboratory, dip the blade in his saffron potion. He won't survive more than a minute once the combination of that blade and the saffron solution get in his system! Hah"

With a grim smirk of satisfaction and expectation, he urges you out of a door (go to A7 to choose which exit to take) and take 200 APs for accepting this quest. Orthus has added 1d6 to your weapon plus 1d12 more adds. You are indeed one lucky son of a balrog!

J11 Irasca attempts to persuade you to help her escape from the clutches of captivity. To resist, you must at least equal her SR on CHR. Her CHR is 48 - good luck! If you resist, go to H5; if you do not surpass Irasca's roll and succumb to her subtle and sublime suasions go to F3.

J12 You are teleported home with the reward for you good faith. Wouldn't life hum along nicely if we all treated each other this way? May it protect you and bring you prosperity. Take 500 APs.



MANTICORE

K1 You have won the sword and also gain 300 APs You may leave by the west door (go to G1) or by the east door (go to G4) or by the south door (go to L2).

K2 "Not so fast. If you wish to leave without mixing a potion, you must at least sample one of my brews. What sort of host would I be if I did less than this?" His voice rises to a crescendo as the sentence – a death sentence? – reaches its climax. If you are determined to try to leave, go to M5.

If you think that now is the time to attack, go to B7. If you will drink, as Strangebrew has indicated, go to G3.

K3 You hit a trip wire and set off a giant rolling boulder. With a rumbling sound, the rock powers towards you, picking up speed. There is no room above it or to the sides Make a L2 SR on SPD - if you make it, take 50 APs and go on to E5 (or K6 if you were heading north) as the rock rolls back to the centre of the corridor and sinks back into the floor. If you fail take 4d6 damage. Leather armour gives 2 protection, metal 4.

If you are dead, too bad, if you still live, take 50 APs and go to E5 (or K6 if you were heading north).

K4 The dryad is telepathic. Her name is Cyndravine and she wishes you to bring about the fall of the Potions Master who has entombed her within the living body of the Ent for 7 long, bitter years of lonely lament.

"Now – before he forces us all to join his in his scheme to take vengeance on his city – now is the time to act!" She entreats that you do not harm the Ent, who has no choice but to act as her jailor, but attempt a delicate ritual to allow her to slip through the fibres of his being and taste freedom.

If you are undaunted at this and will assay this delicate operation for the lovely Cyndravine, go to G6, if you think the risk is too great, you deeply sadden the hapless spirit. Go to F1 and choose an exit.

K5 "I will accept your bondage, mortal," Asharphazar buzzes in an inhuman drone.

"What I require of you is simple enough even for a clod like you to comprehend. Take my globe and fill it with the Verdant Grass Juice

Strangebrew will have with him whereupon it will unleash a bolt of lightning of incredible force at this vile conjuror. When he is dead or gone, bring my globe back to me at your peril. If you betray me, the globe will gladly take your soul!"

You may now leave with the globe - take 1,000 APs and go to I3 to choose the exit. If at any time you leave this dungeon with the globe without having destroyed Asharphazar, go to J5.

K6 You are teleported into a cold, damp cavern. Coming towards you is the clanking figure of a knight in dark armour, wielding a great sword and bearing a large shield. In an imperious voice he commands you to kneel.

If you do so, go to C6, if you attack him, go to H1, if you want to ask him questions, go to E6. If you try to leave through either door, go to B3.

K7 You fail to spot a loose stone on the floor. When you step on it you set off the Cupid's Arrows trap. Make the best SR you can on DEX – for each level you make, take 1 off the roll on 1d10 to find the number of arrows striking you. Leather armour gives 1 protection, metal 2 per arrow. The arrows do 2d6 damage each.

If you die, your friends may miss you but not so the darts of Stupid Cupid. I hope you had an exciting life – your death was none too spectacular! If you live, take 100 APs, pluck out the arrows – ouch! - and go on to B9 (or D8 if you are heading west).

K8 As you read, the old man smiles and collapses. As he does so, red mist pours from his nostrils and a hideous horned demon with smoking breath appears, only to howl and then shrink to nothingness. You may take the old man's kukri, gold robes and leather armour, as well as his deluxe staff with 42 WIZ and his Helmet of Languages that enables him to speak all languages listed in the 7.5 T&T rule book.

He also has ruby rings in a pouch worth 8,000 GPs. You gain 200 APs. You may leave by the north door (go to F6) or by the east door (go to L2) or by the south door (go to C5).

K9 You'd better have some pretty potent protection against fire or you could be toast! You take 6d6 damage from burns each round unless you have magical defences. The Fire Elemental is not used to being attacked. Strange that a soft, damp creature like you should make the attempt, it muses to itself.

It has a MR of 500 but takes triple damage from water or ice. It is unharmed by projectile weapons (they char and disintegrate) and all normal magic only works if you make a higher SR on WIZ than it does (its WIZ is 50).

If you get fried, excuse me if I don't attend your funeral; if you win, go to C7.

K10 Orthus grunts "Nothing ventured, nothing gained they say. Care for a small wager perhaps? If you can beat me at nose-wrestling, I will work on one thing for you free of charge. If I beat you with my mighty snout, you must pull my beard as hard as you can. Does that sound like a good deal to you?"

If you accept, go to G11, if you decline go to F2.

K11 The hippogriff shakes her mighty wings and prepares for flight - she is about to teleport herself home after years of captivity. Although savage to prey and enemies, she is intelligent and grateful. She breathes out a swirling pink mist which coalesces into the form of a small winged demon.

Its name is Grizinski and it will serve you now until death. It has a MR of 80 and is winged. Grizinski hands you a crumbling, yellowing scroll which, as you read it, tells you that to defeat Strangebrew the Potions Master you must drink his Knip Syrup to give you immunity to his deadly sprays. Take 500 APs and go to H5 to leave hand in hand with the happy little demon (who has always longed for a daddy or a mummy).

K12 As you drink the potion down, Strangebrew laughs out loud, hands on hips. ‘You had me at a disadvantage then,’ he admits. ‘Interesting that you did not strike...I would have done. Perhaps I shall now but no, do not fret, I want to see if you can keep that mixture down and what it does to you.’

Your stomach begins to gurgle like some tuneless French horn. Make the best saving roll you can on CON and on WIZ. If the two rolls together add to ten or more, the die is not yet cast; less than ten and something very nasty happens very rapidly – your flesh bubbles and dissolves whilst your brain thinks deep, profound thoughts never before dreamed of, all of which transmit themselves telepathically to Strangebrew. Then you die. R.I.P.

If you did manage a good enough roll, you just think those thoughts and pass them on; your flesh suffers no ill effects. Strangebrew does indeed make you his apprentice. He works you hard and is frequently unfair, scathing and obnoxious – a typical boss. You get paid 5,000 GPs per month as long as you hold down this position and you also gain 1,000 APs each month but you must make a L1 SR on LK at the end of each month, just before pay day.

If you fail, probably by suffering the dreaded 1,2 combination you get caught in a terrible potion explosion, a conflagration of volcanic proportions. Parts of you actually achieve orbit if this occurs so it must be hoped that you quit before the cataclysm. You can have 4,000 APs for being (Potions) Second.

Dark night.



L1 The dwarf sits down and waits for you to begin. He is a good listener and hangs on your every word with rapt attention. To impress him, you must make a L2 SR on CHR. If you make it, go to M1; if you fail, go to J1.

L2 You enter a room and see a sinister man in a winged cloak standing by a coffin. He has prominent fangs, his face is white and his lips are scarlet. He is either a vampire or off to a fancy dress party.

If you want to attack him, go to C1, if you want to ask him questions, go to F7. You may leave by the north door (go to J3) or by the east door (go to A7) or by the south door (go to B9) or the west door (go to E5).

L3 The ring changes as you approach. It develops an eye! The hippogriff slumps leadenly to the floor, head down, eyes glazed over and you feel a great intelligence assessing you. You feel drowsy and begin to lose feeling in your limbs. You must make a L4 SR on the average of STR, WIZ, INT and CON.

If you make it, go to C11. If you fail, the great penetrating eye continues to sap your will. As you let go of all purpose and forget your very identity, the eye blinks three times and your body loses its substance. You have become a ghost. You will eventually elude the attention of the Potions Master as he grows bored and you will then be able to escape free to roam the world as a spirit. Modify your attributes per the rule book and take 1,000 APs.

L4 Does he look weak? Really? Well, he's a L7 wizard and knows all the spells from L1-7 and fights nastily!

Name: Mithusalus – Level 7 – Human Wizard

STR: 20

CON: 28

INT: 78

DEX: 44

WIZ: 48

CHR: 25

LK: 32

SPD: 17

Adds: +33

Weapons: Kukri (2d6 +5), Deluxe Magic Staff (Senix, WIZ 42)

Armour: Leather (6), Gold Robes

He also has a Helmet of Languages that enables him to speak all languages. He has ruby rings in a pouch worth 8,000 GPs. If you defeat him, take 500 APs as well as all that he owns and you may leave by the north door (go to F6)

or by the east door (go to L2) or by the south door (go to C5). If he kills you (and he will if he can) it seems to me that you asked for it!

L5 “I think not!” he booms and takes hold of your throat with stunning speed and power. If you wish to fight, go to H1, if you wish to try magic, go to G2, if you beg for mercy, go to I2.

L6 Your only hope is speed of reaction. L1 SR on SPD to do a *Protective Pentagram* if you know the spell or to roll away and take only 2d6 damage with armour ruined, underwear damp and your vanity shredded. Go on to C2 if you make it - as you do if you fail and are still alive after taking 4d6 damage and losing your hair. Go, Baldy! Take 200 APs either way.

L7 If you have rope or hammer and pitons, when you recover a little, you may climb out and go to I3 (or to G4 if you were heading west). If not, you are going to get very hungry and very lonely. Is there any chance of survival? Each day, your CON goes down by 1 but you have a chance to make a L3 SR on LK - if you make it, you are rescued by...??? Consult a friendly Games Master!

L8 The globe requires the Potion Master's Verdant Grass Juice to be poured into it whereupon it will unleash a bolt of lightning of incredible force at the target of the caster. It will re-charge of its own volition once each week and does damage equal to the wielder's level times WIZ times the roll of a % dice.

This thing packs a punch of planetary proportions and we are not talking Pluto let alone turkey! It is very loyal too and will only work for another entity if that being slays the current owner. Now go to I3 and choose your means of egress.

L9 What is it you want? Name it and it shall be yours! Write it down on a piece of paper and go to M8.

L10 Did you remember to put the white tablet into the black oil? Did you forget the Pharaoh's globe with the Verdant Grass Juice? Did you bring to mind Elephant Head's Ouffle Dust and Orthus' orange cord tied to your blade, which you carefully concealed from Strangebrew?

It matters not a whit. All the destructive dooms that could have been brought to bear on the Potions Master fall on you. You can no longer move (the dust), you begin choking and wheezing as asthma racks your body and a jagged bolt of lightning streaks from nowhere to strike your head.

The combined effect is too much for anyone below L30. You do not survive this one unless Strangebrew was outranked by a L30 plus character or you can make a L30 SR on any attribute (in which case you are teleported home with 5,000 APs – as if you needed them).

L11 The Fire Elemental embraces you. You must make a L3 SR on CON and take permanently from CON whatever you miss it by - take 1d6 if it was a min 5 fail. However, the heat from this mystical being warms you to the core and adds 1d10 to your STR. Take 300 APs.

The Fire Elemental then asks you if you will undertake a quest for it, dangerous to be sure but richly rewarding if you succeed. If you are willing to do its bidding with good grace and pure heart, go to A10; if you refuse to play the hero, go to H10.

L12 The smith wants you to kill the master of this dungeon, a task not for the weak-kneed! Go to J10.



THE MARQUIS DE SYPHAX

M1 Orthus loves your story and begs you to tell it again but with him as the hero not a sissy elf! After you retell the tale as he suggests, he claps you on the back heartily and asks you to be a hero too and to track down and kill

Strangebrew the Potions Master. It is Strangebrew who keeps the dwarf, Orthus, confined in this chamber.

If you agree, go to M7, if you refuse, go to B5.

M2 Pharaoh Asharphazar speaks in a snake-like voice, his sibilant tones buzzing in your ears. He offers you a straightforward choice - death or servitude. His haughty demeanour is almost tangible, weighing down on your courage, sapping the resolve you have carefully cultivated and chilling you to the marrow in the process. He has ruled millions with an iron fist and will brook no debate with an infidel whelp such as you.

If you want to hear the terms of your bondage to the powerful potentate, fall on your knees and beg as you go to A9. If you believe you can escape the death he has promised you or perhaps even overcome the great Pharaoh, go to F8.

M3 The hippogriff may seem defenceless but it will react wildly if you get within range of its hooves. If you use projectile weapons you will, sooner or later, slay the proud creature. Not something to admit to...

If you want to do this with magical attacks you need to have a WIZ rating of more than 50 not to get that bad feeling. You may take 500 APs for this dastardly deed but you also trigger a curse. You must make a L5 SR on WIZ or permanently lose 2d10 CHR in keeping with your deed. Now go to H5 and choose where you exit this chamber. Shame hangs over your head with a smell that people will notice, you rotten stinker!

M4 Inferno flickers frantically at the sight of the Elixir! "Give it to me!" he cries. If you pass the Hellfire potion to the Fire Elemental, go to F4; if you wish to negotiate a fine settlement, go to I5; if you wish to betray him and drink it yourself, go to G8.

M5 "You miserable toad!" he crows. "Perhaps your body fluids will hold some special property that will bring interesting results when mixed with my

chemicals." You find yourself hoisted most inelegantly aloft and up to the ceiling where you are suspended upside down.

Unless you can make a L20 SR on WIZ you are drained of all life's precious fluids. Strangebrew than teleports you home as an empty, cracked husk with CON 3 - nothing can ever raise it except L20+ magic. Take 4,000 APs - be very careful of what lurks in the shadows...

M6 The tree is an Ent. Its MR is 600. What sort of lowdown scuzzball would attack a dryad anyway? The Ent reacts to your violence by attempting to crush you like the bug you are. It has acquired great magical resistance to spells over the many years of its growing and its observation of the doings of moving beings (its WIZ is 60 should you try spells on it).

If you defeat the Ent, go to B6, if you survive a round of combat, you may attempt a L2 SR on the average of DEX and CHR to dodge and persuade your woody adversary to spare your life and go on to B6. The Ent will be happy if you fail the roll, sickened by your violence.

If the Ent ends your miserable life, you may possibly derive a crumb of comfort from knowing that your mouldering body serves to fertilise and nourish a greater being, whose roots will drain your life essence.

M7 Orthus grins and licks his lips. "I owe that piece of dirt something sharp between the ribs. You can be my tool, boy!" Tie this orange cord round the hilt of your weapon. When you get that dung heap the arrogant pig likes to call his laboratory, dip the blade in his Saffron Surprise potion. He won't survive more than a minute once the combination of that blade and the saffron potion get in his system! Hah"

He makes a throttling motion and urges you out of a door (go to A7 to choose which one to take) and take 200 APs for accepting this quest.

M8 While you undoubtedly ponder upon what would be the wisest thing to ask for, you are blasted by a teleport beam. The potion is lost to you. You

must take 2d6 d6 damage directly from your CON as you are caught in the conflagration, smoking from your very pores.

You are teleported home. Alive or dead? Take 500 APs if it is the former and think carefully about how you treat dangerous yet true companions of all races.

M9 You have triumphed over the Potions Master. You receive 10,000 APs. You may take potions Strangebrew mixed with you and sell them for 1d20 times 1,000 GPs. You also get your payment from the Assassins' Guild. Enjoy your wealth and spend wisely and tithe gladly. If you have the Hellfire Elixir, you may return to Inferno at for his reward - go to M4.

You may also take the reward of Tusker Trunkifer (see G10). The world, it would seem, is your oyster. As the sun sets on one empire, so it rises at the dawn of your reign of greatness. Go home in triumph. You are a wonder to the world. M14 will tell you how this news is received.

M10 The Fire Elemental breathes out a scorching burst of flame that stops just short of your nose, singeing your eyebrows. "What sort of weakling are you to decline my fire dance?" it demands, shifting from orange and yellow to red as it becomes angry. "Cowardice must be burnt away in the boiling cauldron of rebirth."

You find yourself (unless you can make a L8 SR on WIZ, in which case go to G4 and decide how to leave) in a roiling pot of fire, suspended in mid-air. Make the best SR you can on the average of your STR and LK and consult the table below and then go to G4 to leave:

L1 fail - you melt into the flames and become one with the universe, an end without end but an end nonetheless.

L1 to 3 - you are teleported home after feeling the living heat of creation pouring through your veins; you are now immune to fire damage but lose half STR and CON in temperatures below zero degrees Celsius. Take 500 APs.

L4 to 6 - you are given a second chance to enter the pentagram. Go to L11 and take 300 APs.

L7 or better - your being throbs in time to the pulse of the fires of antiquity; you are immune to fire damage but lose half STR and CON in temperatures below freezing point; you are now able to make a flame pentagram as a shield around you which does 8d6 damage to anything coming through it and which destroys arrows, spears, etc; take 1,250 APs and go to L11.

M11 A scathing voice shatters the silence and the darkness dissolves. The woman is gone, replaced by a voice echoing all about you.

“I suppose you thought you could walk in here, the big hero, and do what no else has done – defeat me, me who has faced the might of the Guild and survived. Once, I would have found it amusing to watch but I grow weary of this game. You may choose not to heed me and I shall allow you to attempt the task set for you by your masters but you have a second, more interesting option. Assist me rather than my foes and your reward shall be greater. You shall sit at my right hand as I preside over that miserable city. Then we shall see it dance to a different tune! Are you interested? Listen and mark me well.

I have calculated carefully and stand on the verge of a potion that will make me invincible. All that remains is the blood taken from the still beating hearts of five so called heroes. Why do I not take these final ingredients myself, you may well wonder? You would be right to think that I could very easily. But to do so would be to taint the blood. The contaminated life fluids would be worthless to me. I need a lieutenant to do this and you may be that dark angel, the one I have baited this trap for.

Will you take me up on this? If you have doubts, you are not the one I seek. This is no time for faint heart – the one I seek will need great reactions to strike before these heroes can make good their attack. Make your decision now!”

If you accept Strangebrew's quest, go to M13; if you prefer to follow your original brief, go back to I1 and accept the Guild's offer.

M12 The sickly sweet fragrance fills your nostrils and your senses begin to slip away in time and space; you feel groggy and know, deep within the recesses of what remains for your consciousness, that you are in desperate straits. Make a L5 SR on CON – if you make it you manage to come back to yourself and, after a moment to recompose your nerves, you may leave (C5 for the north door or J2 for the east), water the flower (J8) or attempt to cut it down or pick it (I12).

If you failed the SR, the Rose attacks you in your near helpless vulnerability. Your fighting total is halved whilst the Rose still lives because of the perfume you inhaled and any magic you attempt requires a L7 SR on INT and will take half normal effect. Go to I12.

M13 “Hear this. I know that worm, the Mayor of Khaboom, has gathered those he believes can be welded together into a force that can stop me. He is wrong because I shall not stand by idly to have my enemy accumulate resources to overpower me.

Not only shall I end the life of some of these pathetic champions of nothingness so that he knows his gambit is futile, moreover I shall take what I need to make my signature potion, the last word in the art – a cocktail so devastating that none shall even dream of daring to oppose my will for all the days to come.

“I shall summon five of these zero heroes to a plane beyond this mortal realm and send you there too. If you vanquish the first of these gallants, I shall send you on to the next one. If you achieve five straight conquests and

take the hearts of each whilst they still pulse with the last trace of life you will have done all that I ask of you. You shall join me in my absolute rule and have whatever you may desire. I shall also grant you enough strength, power and protection that you need not worry about assassination – yes, I know of the Guilds’ infantile delusions about thwarting me. Now be gone!”

The table below determines the hero you fight. Roll one die for the column, then one for the row. Re-roll if the result is an “X.” They can be found in Appendix B.

1,1 – Pfister

2,1 – Kazmaius

3,1 - Sigmarssun

4,1. – Atlax

5,1 – Raskalioa

6,1 – Banjorax

1,2 – Fermig

2,2 – Ilak Neutria

3,2 – Eynest Quark

4,2 – Teslayne

5,2 – Sokrytus

6,2 – Torquistador

1,3 – Boomerang Sam

2,3 – Aracula
3,3 – Clynostalia
4,3 – Nixolasse
5,3 – Caynabel
6,3 – Hughdini
1,4 – Ghandahar
2,4 – Harris Tweed
3,4 – Scargill
4,4 – Tiramase
5,4 – Bonnington
6,4 – Elastostar
1,5 – Carradyle
2,5 – Ruthie Maggi
3,5 – Magnus Sorinus
4,5 – Rommelio

(Ignore any other combination and re-roll – there are 28 different pairings of the eight Prime Attributes, hence the number of Champions.)

You are now transported to meet your first opponent. You will almost always appear within striking distance of an opponent so be ready for instant action.

If you are victorious (that is, you emerge from the contest still walking and talking) you take APs equal to the combined attributes of your opponent

(shown in brackets after level); you may loot your defeated opponent's possessions.

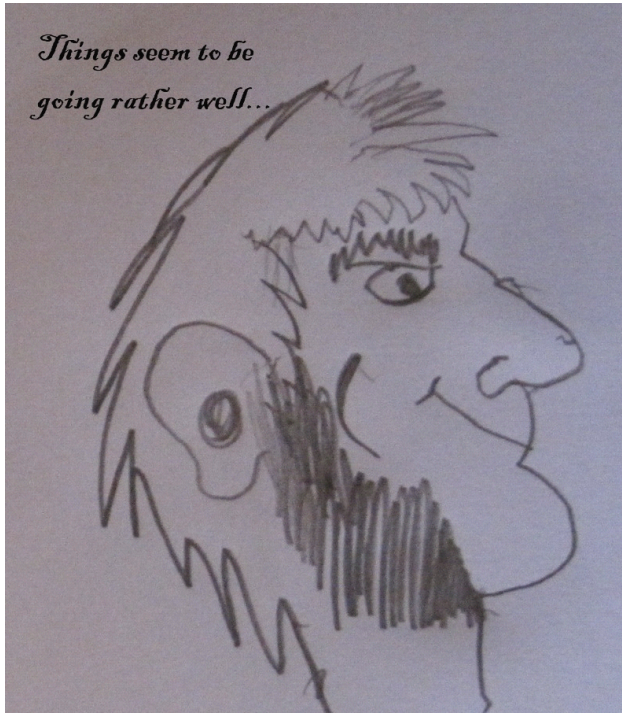
If you vanquish your opponent, repeat the process until you lose or until you have beaten five opponents consecutively. Beware – you will not regain CON or STR between bouts unless you have the *Poor Baby* spell or a healing potion.

The champions' attributes and fighting styles are described in Appendix B.

If you succeed in Strangebrew's mission and won five consecutive contests, go on to M15.

M14 You have succeeded beyond the Assassins' Guild's dearest expectations, surpassing the Mayor's loftiest aspirations. You are a hero of tomorrow's legends and a champion of Khaboom today. If you could travel back into the past, you would doubtless be worshipped for what you have accomplished. Countless lives have been saved by your triumph – not just those in the city who would have fallen before Strangebrew's attack but those who would have walked the path you trod and who would have lost their lives in making the attempt. Go forth into the world and multiply!

M15 DO NOT READ UNLESS YOU HAVE BEATEN THE FIVE CHAMPIONS AS COMMANDED BY STRANGEBREW!



You have done as Strangebrew demanded and set a chain of events in motion. With the five hearts you have supplied, the Potions Master is able to complete the crowning glory of his career, the alchemical cocktail which will allow him to surpass all those who oppose him in Khaboom. Strangebrew mixes his potion and then drinks it, laughing gleefully. You see him glow an unearthly shade of vermillion and find yourself standing beside him in the central plaza of the city of Khaboom. There are many people there and they freeze at the sight of him as he spreads his arms wide and throws his head back, chanting arcane phrases in a high pitched, demonic whine.

Wisps of magical energy rise from artefacts, from weapons, from jewellery and from people – all the khremm in the city is being drawn into Strangebrew's person. Even the Wizards' Guild is completely drained, devoid now of every last particle of khremm. The city and its people are utterly helpless before the super-human wizard who is master of all he surveys.

And you?

Strangebrew is not grateful very often, but today is the exception to the rule. He gives you a potion to drink that adds 1d6 to each attribute. What more could you wish for? If you think there is just too much risk involved in hanging around a city ruled by a power-fuelled, vengeance-crazed despot, you may leave with a bonus 1,000 APs.

If you choose to stick around, your place at Strangebrew's side depends on what you are. Turn to Appendix A and consult the appropriate Jobs Table.

APPENDIX A: JOB TABLES

If you are a warrior, consult Table A; if you are a Wizard, consult Table B; if you are a rogue, citizen or specialist, consult Table C.

Each table calls for you to make a saving roll on a particular attribute. The better the roll, the more responsible the position. You should also make a 1d6 “fate” roll to determine the exact job description and wage.

In addition to the noted salary, you earn a number of APs equal to one tenth of your salary in gold pieces you receive monthly as long as you stay in the job (the same applies to one off payments).

At the end of each month you must make a L1 SR on the average of LK and CHR – if you fail you are quickly replaced by a new favourite of the tyrant. You may quit your post at any time. It is at your discretion as to whether you give notice or slip quietly out of the city during the still of the night...

JOB TABLE A: WARRIORS

Strength Saving Roll	Fate roll ODD	Fate roll EVEN
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Fail L1	Sewer worker – monthly wage 30 gps	Canal digger – monthly wage 40 gps
L1-3	Police – monthly wage 100 gps	Caravan Guard – monthly wage 120 gps
L4-6	Bodyguard – monthly wage 250 gps	City Watch Guard – monthly wage 200 gps
L7-9	City Watch Commander – monthly wage 1,000 gps	Caravan Commander – monthly wage 800 gps
L10 or higher	Army Commander – monthly wage 3,000 gps	Fleet Commander – monthly wage 4.000 gps

JOB TABLE B WIZARDS

Wizardry Saving Roll	Fate roll ODD	Fate roll EVEN
Fail L1	Dish washer –	Window

	monthly wage 40 gps	cleaner – monthly wage 40 gps
L1-3	Secret police – monthly wage 150 gps	Librarian – monthly wage 110 gps
L4-6	Bodyguard – monthly wage 260 gps	Teacher of Magic – monthly wage 230 gold pieces
L7-9	Potions Mixer – monthly wage 900 gps	Poisoner – monthly wage 1,200 gps
L10 or higher	Rival – you are considered too dangerous to stay in the city. You are magically transported to a destination of your choice with a golden handshake of 10,000 gps	Potions Second – monthly wage 5,000 gps

JOB TABLE C – ROGUES, CITIZENS AND SPECIALISTS

Luck Saving Roll	Fate roll ODD	Fate roll EVEN
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Fail L1	Road sweeper – monthly wage 25 gps	Rat catcher – monthly wage 50 gps
L1-3	Scout – monthly wage 100 gps	Town crier – monthly wage 90 gps
L4-6	Assassin – monthly wage 300 gps	Khosht Ambassador – monthly wage 500 gps
L7-9	Vizier – monthly wage 2,000 gps	Khazan Ambassador – monthly wage 1,500 gps
L10 or higher	Rival – much too dangerous, you are teleported far away with a nest egg of 10,000 gps – choose where to go	Demon Plane Ambassador – monthly wage 8,000 gps

APPENDIX B: THE MAYOR'S CHAMPIONS

FIGHTING THE CHAMPIONS

Wizards have no training in fighting – they get half normal combat adds (rounding up).

Warriors are highly trained in weapon proficiency – for one weapon they get extra dice equal to their level (for bare fists this means 1d6 plus level number d6); if a warrior chooses to, he may gain expertise in a second weapon but only gets the level bonus for it once he has used it for long enough to have gained 1,000 APs using it; the level dice bonus never applies to a second weapon being wielded at the same time as the main weapon.

If you take an opponent's weapons, remember to adjust the dice for any warriors' level bonus.

Talents may be applied reasonably – your opponent's talent is tied up with his or her special attack

Remember to add your opponents' level into their saving rolls and to apply khremm resistance! (Oh yes, I like spelling 'khremm' that way.)

PFISTER (DICE RESULT 1,1)



The wizard attempts to lock his opponent's eyes with his *Terror Gaze* spell; once locked, he drains 2d6 STR each round – when STR is less than 10, a L1 SR on STR is needed to stay conscious and when STR is zero unconsciousness occurs automatically.

You can resist with a L5 SR on the average of STR and INT ; with a L6 SR you can break free from the *Terror Lock*; you may get a spell or projectile off first each round if you make a higher SR on SPD than he does – if you attack with melee weapons, your eyes get locked unless you make a L5 SR on the average of STR and INT.

Name: Pfister – Level 3 Human Wizard (195)

STR: 35

CON: 19

INT: 33

DEX: 16

WIZ: 38

CHR: 15

LK: 22

SPD: 17

Adds: +21

Weapons: None

Armour: None

KAZMAIUS (DICE RESULT 2,1)

The dwarf attacks with a *Dissolve* spell; this reduces CON by 6d6 each round; you need to make a L5 SR on the average of STR and WIZ each round to not be *Dissolved*.

You may get a spell off first if you make a higher SR on SPD than he does but you need to make the roll 2 levels higher to get off a projective attack before he can cast the spell. Your SR must be 3 levels higher to use melee weapons before he casts his spell.

NAME: Kazmaius - Level 3 Dwarf Wizard (185)

STR: 40

CON: 21

INT: 28

DEX: 19

WIZ: 33

CHR: 13

LK: 17

SPD: 13

Adds: +21

Weapons: None

Armour: None

Kazmaius comes from the far eastern desert city of Baroo Khazad, in the Dragon Roosts territory. He is being groomed as a possible member of the Septem, the powerful group of dwarven wizards that advises the Great King. He would normally be well armed and heavily protected but as part of his apprenticeship, he must serve the Mayor of Khaboom, under the renowned wizard Souza Fortesque, relying on his magic alone.

SIGMARSSUN (DICE RESULT 3,1)

The dwarf attempts to grab opponents, relying on luck and strength to break bones.

On each round, Sigmarssun will attempt to make a L7 SR (target 50) using the average of STR and LK (49); if he succeeds a bone is broken. Throw 1d6 to find what breaks – 1 = left arm, 2 = right arm, 3 = left leg, 4 = right leg, 5 = back, 6 = neck

If neck or back is broken, the fight is lost; if one limb is broken, half your fighting total, if two bones are broken reduce by 75%, if three are broken the fight is lost; no spell can be cast in a round where a limb breaks

You may attempt to get a spell or projectile weapon attack off first each round before Sigmarssun makes his attack. You succeed if you make a higher SR on SPD than he does. If you attack with melee weapons, you can avoid his attack if you make a L7 SR on the average of STR and LK.

NAME: Sigmarssun – Level 5 Dwarf Rogue (202)

STR: 43

CON: 29

INT: 12

DEX: 22

WIZ: 16

CHR: 9

LK: 55

SPD: 16

Adds: +88

Weapons: Grand Shamsheer (7+2)

Armour: Leather (6)

ATLAX (DICE RESULT 4,1)



This huge man attempts to crush foes with a ferocious bear hug which reduces CON by 6d6 each round. If you are caught, you need to make L10 SR

on the average of STR and CON each round not to be damaged – a L12 SR will break you free.

You may get a spell or projectile off first each round you are free if you make a higher SR on SPD than he does. If you attack with melee weapons, you are grabbed unless you make a higher SR 2 levels higher than Atlax on either DEX or SPD; if you simply try to stay safe without attacking only a L1 SR is needed.

NAME: Atlax – Level 8 Human Warrior (304)

STR: 81

CON: 141

INT: 8

DEX: 18

WIZ: 7

CHR: 6

LK: 15

SPD: 18

Adds: +84

Weapons: Spiked Club (12+6)

Armour: None

RASKALIKOA (DICE RESULT 5,1)

The elf attacks with a *Hypno-throttle* spell, calming foes into a stupor with magical hands closing around the windpipe; this reduces CON by 4d6 each round. You must make a L5 SR on the average of STR and CHR to resist this calming spell each round whilst a L6 SR is needed to break free once the spell takes effect.

You may get a spell off first if you make a higher SR on SPD than he does but you need to make the roll 2 levels higher to get off a projectile attack before he can cast the spell or 3 levels higher to have first strike with melee weapons.

NAME: Raskalikoa – Level 2 Elf Rogue (182)

STR: 28

CON: 17

INT: 16

DEX: 25

WIZ: 26

CHR: 23

LK: 18

SPD: 20

Adds: +43

Weapons: Morning Star (5+1)

Armour: Leather (6)

BANJORAX (DICE RESULT 6,1)

The hobbit uses his speed to strike opponents without giving them time to defend, clubbing them with his great strength and then sprinting away before they can strike him; his attack does 10d6 damage (armour is effective) plus adds.

You need a L5 SR on the average of STR and SPD to react fast enough to prevent his free attack and to be able cast a spell or attack him with melee weapons. You must make a SPD SR two levels higher than he does to loose a projectile weapon before he can strike you.

NAME: Banjorax – Level 3 Hobbit Warrior (200)

STR: 37

CON: 48

INT: 12

DEX: 19

WIZ: 16

CHR: 16

LK: 20

SPD: 32

Adds: +60

Weapons: Fists (4)

Armour: Quilted Cotton (6)

Banjorax has been a member of the Mountain Kingdom Royal Guard but was dismissed when he knocked two yeti emissaries from a precipice, thinking an invasion was beginning.

FERMIG (DICE RESULT 1,2)

He has gained many spells, some in the book, some not, and he has worked up quite a few of his own but, at the end of the day, he has realised that there is nothing quite as effective, nothing quite so devastating, as the good old *TTYF*; his attack with a L5 *TTYF* – a blast of 250; He must have higher WIZ for the spell to strike you.

You may cast your own spell if you have higher WIZ than him. A higher level SR on SPD allows you to get off a missile attack before he can cast the spell but it must be 3 levels higher for you to be able strike first with melee weapons.

NAME: Fermig – Level 5 Human Wizard (194)

STR: 10

CON: 15

INT: 50

DEX: 45

WIZ: 30

CHR: 16

LK: 12

SPD: 10

Adds: +17

Weapons: Kukri (2+5)

Armour: Leather (6)

Best known for his part in the storming of the Harpy Nests between the dwarven and elven realms of eastern Khaghtch'an, he has recently been appointed to the Mayor's personal staff for his incisive, analytical mind and shrewd negotiating skills with the Wizards' Guild.

ILAK NEUTRIA (DICE RESULT 2,2)

Her *Chink in the Armour* spell can be deadly – if she beats you on a SR based on the average of INT and LK, she will find a weakness in your defences, be they magical or mundane, and exploits that flaw; her attack does 6d6 damage directly off CON; after one spell, she will fight with an enchanted kukri (it has a demon entombed in the hilt) which gets 8d6+5.

You may get a spell off first if you make a higher SR on SPD than she does but you need to make the roll 2 levels higher to get off a projective attack before she can cast the spell. The roll needs to be 4 levels higher to get first strike with melee weapons.

NAME: Ilak Neutria – Level 3 Elf Sorceress (182)

STR: 11

CON: 16

INT: 26

DEX: 22

WIZ: 23

CHR: 28

LK: 35

SPD: 12

Adds: +17

Weapons: Enchanted Kukri (8+5)

Armour: Leather (6)

EYNĒST QUARK (DICE RESULT 3,2)



A mere touch from Eynest can kill – and often does; he has studied the anatomy of all the major kindreds and many of the minor ones as well and he knows just where to apply pressure.

His incredible agility means you must make a higher SR than him on DEX or suffer 5d6 damage; if you make a higher SR on DEX you may attack him before he attempts to take you out but you need to beat him a second time on DEX to strike him.

You may get a spell off first if you make a higher SR on SPD than he does but you need to make the roll 2 levels higher to get off a missile attack before he attacks.

NAME: Eynest Quark – Level 4 Human Rogue (186)

STR: 15

CON: 40

INT: 27

DEX: 42

WIZ: 14

CHR: 15

LK: 16

SPD: 17

Adds: +42

Weapons: None – see above

Armour: None

Eynest came a cropper recently when he ventured into the Mountain Prison to rescue a cousin who claimed he had been unfairly sentenced by a judge bribed by two uruks seeking to destroy his squirrel fur monopoly in Nestlehaven.

Eynest was seduced by a trail of glowing gems which led to a fountain. It seemed obvious that greatness was in store for anyone daring enough to imbibe the purple waters but instead – alas! – his LK was halved. He is desperate to regain Dame Fortune's favours.

TESLAYNE (DICE RESULT 4,2)

The elf uses mesmerising eyes and a silver tongue to cajole enemies into surrendering – you must make a higher SR based on the average of INT and CHR each round to resist or suffer a slit throat (his dagger will not penetrate stone skin so if you have this nature or some such protection, you survive otherwise it's a quick and final exit!). If you resist, you may attack Teslayne.

If you beat him on SPD you may get a spell off first but you need to beat him by 2 levels to fire bow or throw a spear or dagger. You must win by 3 levels to use melee weapons before his *Persuasion* magic is brought to bear.

NAME: Teslayne – Level 5 Elf Wizard (219)

STR: 12

CON: 18

INT: 48

DEX: 24

WIZ: 26

CHR: 53

LK: 22

SPD: 16

Adds: +13

Weapons: Staff Ordinaire (2), Kukri (2+5)

Armour: Leather (6)

Teslayne was cast out of the elven hearthlands for using his powers to trick a high-born maiden into marrying him when rank forbade such a union.

SOKRYTUS (DICE RESULT 5,2)

This leprechaun is very fast and has sharp wits; he always *Wink-Wings* to higher ground and then blasts opponents with a shattering glass spell – these shards explode outwards doing 1d10 d6 damage (armour protects). His spell works unless you have higher WIZ, your spells will work if your WIZ is greater.

You may get a spell off first if you make a higher SR on SPD than he does but you need to make the roll 2 levels higher to get off a projective attack before he can cast the spell or 3 levels higher to get first strike with melee weapons.

NAME: Sokrytus – Level 4 Leprechaun Wizard (188)

STR: 8

CON: 10

INT: 44

DEX: 25

WIZ: 25

CHR: 21

LK: 27

SPD: 28

Adds: +22

Weapons: Bread Knife (2)

Armour: None

TORQUISTADOR (DICE RESULT 6,2)

He spends almost all his waking time in prayer and only takes a break to offer living sacrifices - you are his current selection; he summons help from the Goddess of the Unholy Heart – this deity will cause your heart to freeze

(this means you get sacrificed) unless you can make a SR on the average of WIZ and LK at least as high as Torquistador.

If you succeed, you may attack with a 50% bonus for physical attacks as he is semi-comatose while calling for divine aid – magical attacks gain a 100% bonus as the Goddess will turn on any follower who shows weakness – she does not tolerate failure.

You may get a spell off first if you make a higher SR on SPD than he does but you need to make the roll 2 levels higher to get off a projective attack before he can cast the spell or 3 levels higher to get first strike with melee weapons.

NAME: Torquistador – Level 3 Human Wizard (203)

STR: 13

CON: 50

INT: 22

DEX: 18

WIZ: 34

CHR: 23

LK: 28

SPD: 15

Adds: +13

Weapons: Sacrificial Balrog Bone Dagger (4)

Armour: Unholy Skin (10)

BOOMERANG SAM (DICE RESULT 1,3)

The little hobbit mage relies on a spell of his own plus his great CON to defeat opponents; his *Boomerang* spell unleashes a swarm of razor-edged boomerangs at you; he didn't quite get the spell perfected so these deadly missiles return to him if they miss their target hence his face and body are mapped with scars.

His spell launches 6 of these weapons, each doing 4d6 damage regardless of armour (unless ensorcelled at higher than L3) and it takes progressively higher SRs on the average of LK and DEX to dodge them or be

missed, starting at L1 and running up to L6; if he gets the chance and needs to, Boomerang Sam will use this spell repeatedly, only resorting to a 4d6 +10 kukri when his WIZ runs out (the spell costs him 12 each time).

You may get a spell off first if you make a higher SR on SPD than he does but you need to make the roll 2 levels higher to get off a missile attack before he can cast the spell or 3 levels higher to get first strike with melee weapons .

NAME: Boomerang Sam – Level 3 Hobbit Wizard (208)

STR: 14

CON: 67

INT: 18

DEX: 18

WIZ: 38

CHR: 12

LK: 22

SPD: 19

Adds: +4

Weapons: Kukri (4+10) - see above

Armour: Leather (6)

ARACULA (DICE RESULT 2,3)



She is human –just! She has 5 arms and a multitude of eyes which glow red even in daylight; she attempts to ensnare her opponents in a sticky web using her *Tangled Web* spell and then finish them off at her leisure (L6 ST to break free once trapped).

She must have higher WIZ than you for the web to form and you must then make a higher SR on DEX than her to avoid it; no magic can be cast once in the web; you may get a spell off first if you have higher WIZ and make a higher SR on SPD than she does but you need to make the roll 2 levels higher to get off a projectile attack before she can cast the spell or 3 levels higher to get first strike with melee weapons.

She will fight if she must with tiger claws dripping with spider venom – she has arachnid armour that takes 15 hits.

NAME: Aracula – Level 3 Human Rogue (181)

STR: 30

CON: 33

INT: 14

DEX: 30

WIZ: 24

CHR: 20

LK: 15

SPD: 18

Adds: +45

Weapons: Tiger Claws (5) with Spider Venom (after one round, poison halves victim's combat effectiveness, after 2 rounds victim is paralysed – wears off after 5 rounds)

Armour: Skin (4)

Aracula became as she is when she adventured as a newly trained witch with the man who later became the Duck Wizard. Had he opened the chest instead of her, she might now have feathers and the man would be spider rather than duck – one lives in webs while the other has them between his toes.

CLYNOSTALIA (DICE RESULT 3,3)

The elf witch takes a simple approach – stick to what you know and do best; she casts an *Oh Go Away* spell (WIZ cost 2), confident that you will flee from her in jellylike terror; if you have a higher WIZ than Clynostalia, the spell fizzles out; if her INT,LK and CHR are lower than yours but the spell takes effect, you attack her without a thought for anything else – she will cast a L4 *TTYF* next round if you don't get to her first – this would take higher level saving rolls on both DEX and SPD by you.

You may get a spell off first if you make a higher SR on SPD than she does but you need to make the roll 2 levels higher to get off a projectile attack before she can cast the spell or 3 levels higher to get first strike with melee weapons.

NAME: Clynostalia – Level 4 Elf Witch (172)

STR: 10

CON: 19

INT: 26

DEX: 17

WIZ: 30

CHR: 45

LK: 12

SPD: 13

Adds: +4

Weapons: Spiked Glove – left hand (4)

Armour: None

NIXOLASSE (DICE RESULT 4,3)

The wizard attacks with his *Whirlwind* spell – he conjures up a tornado, locked on to you as its target; you need a L2 SR on SPD each round to avoid the cyclonic demon and it does 10d6 damage if it catches you; a L1

SR on SPD will allow you to cast a spell before the whirlwind reaches you; it keeps going until its master is hurt.

You must have higher WIZ to strike Nixolasse directly with a spell – if you elude the tornado for two consecutive rounds, a L2 SR on DEX will give you the opportunity for a physical attack (he cannot cast other spells whilst controlling the whirlwind).

You must make a higher SR on SPD 2 levels higher than he does to get off a projectile attack before he can cast the spell or 3 levels higher to use melee weapons first.

NAME: Nixolasse – Level 4 Human Wizard (227)

STR: 21

CON: 67

INT: 27

DEX: 22

WIZ: 27

CHR: 40

LK: 34

SPD: 28

Adds: +29

Weapons: Staff Ordinaire (2)

Armour: Leather (6)

CAYNABEL (DICE RESULT 5,3)



You see before you a very short dwarf, scruffily dressed in tatty leather armour, holding a cudgel; he mocks you, sticking out his tongue, wagging his fingers in his ears and making flatulent noises.

Just as you move to attack him, a large figure apparates in front of him – a giant dwarf, his big brother! Luckily for Caynabel, his brother, Abelcayn, looks out for him, something he can bank on and which has allowed him to get away with rudeness for most of his life – you must fight him, with magic or muscle, and if you win, you must then fight the little guy (big brother's attributes are ten times junior's for STR and CON but otherwise the same – both fight with a double bladed broad axe).

You may get a spell off first if you make a higher SR on SPD than he does but you need to make the roll 2 levels higher to get off a projectile attack before he react or 3 levels higher to get a free strike with melee weapons. You

may dodge on any round by making a higher SR on DEX. If you win you get APs for both of them.

NAME: Caynabel – Level 4/20 Dwarf Warrior (149/579)

STR: 20/200

CON: 30/300

INT: 7

DEX: 9

WIZ: 8

CHR: 6

LK: 40

SPD: 29/9

Adds: +53/216

Weapons: Double Bladed Broad Axe (10+2/26+2)

Armour: Leather Jerkin(6)

These brothers were joined as Siamese twins at birth – the magical separation surgery saw the larger brother return to the womb for seven more years, hence his much greater size. Oddly, Abelcayn was technically the elder but now is seven years junior. Despite the operation all those years ago, they are, of course, inseparable – until death doth them part...

HUGHDINI (DICE RESULT 6,3)

The leprechaun is a pushover if it comes to a fight and he is cursed and can no longer *Wing-Wing!* However, he is armed with 3 metal stars – his Lucky Strikes; he throws all 3 at you in desperation – to not be struck by all three Lucky Strikes you must match his SR on the average of LK and DEX.

To be hit just by two not three, you must make a SR one level higher than Hughdini; to be hit by just one, you must make a SR two levels higher than the accursed leprechaun while to be missed completely the roll must be three levels higher.

Each Lucky Strike does damage equal an attribute rolled at random (you may omit the highest and the lowest attributes and roll 1d6 to find which one applies); if you live to fight on, he fights with an old boot enchanted to get 6d6.

You may get a spell off first if you make a higher SR on SPD than he does but you need to make the roll 2 levels higher to get off a projectile attack before he can cast the spell or 3 levels higher to get first strike with melee weapons .

NAME: Hughdini – Level 4 Leprechaun Wizard (168)

STR: 12

CON: 16

INT: 18

DEX: 40

WIZ: 20

CHR: 14

LK: 40

SPD: 14

Adds: +29

Weapons: Enchanted Boot (6+6)

Armour: None

Hughdini shuns the company of other leprechauns, bitterly brooding over the loss of his birthright, the Wink-Wing spell. All attempts to learn it, even at the feet of the most magnificent of teachers, the mighty Nethalkan of Lostreld, have brought naught but tears.

His fellow leprechauns feel deep sympathy for his traumatic loss but their pity does nothing but rub salt in the wound. In his parlous plight, the little lad seeks solace in Sambucca, which is not easy to come by on the Kraken continent.

He has come to Khaboom in the hope that the monarch of the mercantile classes, Shoppie, will know how the thick black nectar can be procured but he has been compelled to give service to the Mayor before a n import licence will be granted.

GHANDA HAR (DICE RESULT 1,4)

This elf does not want to fight but prefers a spell unique to him, *White Flag*, which causes opponents to surrender – it works if he makes a higher SR on the average of LK and CHR than you do.

You may cast a spell at him at the same time but must have higher WIZ for it to take effect; if you surrender, he shows no mercy and kills you without compunction; if his spell fails, you may fight it out – he uses a terbutje laced with Dragon's Venom.

You may get a spell off first if you make a higher SR on SP than he does but you need to make the roll 2 levels higher to get off a projectile attack before he can cast the spell or 3 levels higher to get first strike with melee weapons.

NAME: Ghandahar – Level 5 Elf Rogue (181)

STR: 12

CON: 16

INT: 13

DEX: 21

WIZ: 22

CHR: 52

LK: 34

SPD: 11

Adds: +31

Weapons: Terbutje coated with Dragon's Venom (3+5, damage x 4 for poison)

Armour: Robes of Repulsion (20)

HARRIS TWEED (DICE RESULT 2,4)



Before you stands a man in a heavy tweed tunic with a manticore fur sporran and quaint little hat known as a tam o' shantar; he points to the grassy field you are standing in and informs you that it is mined – one false move and you trigger a *Hell Bomb Burst* spell.

He also gestures towards a flag equidistant from you both, telling you that to escape you need to take hold of the flag; you must rely on luck to cross this minefield; speed helps too – if you make a L5 SR on SPD, you make it to the flag only having to make one L3 SR on LK to avoid the mines; if you make L4, you need 2 SRs on LK at L3 and so on down to 6 LK SRs if you fail L1 on SPD.

Triggering the spell is fatal! If you make a higher SR on SPD than Harris Tweed, you get the flag which, temporarily adds 50% to your adds; if he gets the flag, he gets the boost; in any event, if you survive the minefield, fight it out; magic will not work against Harris until the flag is taken.

NAME: Harris Tweed– Level 3 Human Rogue (187)

STR: 31

CON: 28

INT: 15

DEX: 21

WIZ: 12

CHR: 18

LK: 36

SPD: 26

Adds: +66

Weapons: Scimitar (4) doubled for Vorpal Blade

Armour: Leather (6)

Harris is very sociable and will regale anyone who will listen to tall tales of his craggy homeland in the western mountains.

He is an extremely adventurous cook and generous to boot, always willing to share his favourite turf cakes and haggis with those whose stomachs are up to the job.

SCARGILL (DICE RESULT 3,4)

You too are in a doorway facing a dwarf across a seemingly bottomless mineshaft; he stands 20ft from you on the edge of the shaft and taunts you as a coward, pointing to a pale figure holding a glowing scythe floating down a narrow passageway behind you.

Scargill casually informs you that you will die unless you jump and then adds that there are some ropes you might manage to grab hold of as you fall – that is, if the knives that protrude from the walls of the mineshaft don't slice you up like a salami.

If you choose not to jump, the deathly creature behind you will end your mortal existence...soooo, you jump; you must make a L6 SR on DEX to take hold of a rope, as must Scargill; each time you fail, you collide with a blade which does 6d6 damage less armour (if you miss the first time you keep trying for a rope until you make it or die).

If you both secure a hold on a rope, whoever makes the highest DEX SR gets to the top first and has the other at their mercy; if you get to the top at the same time, fight it out – magic does not work here until you get to the top.

NAME: Scargill – Level 3 Dwarf Warrior (189)

STR: 34

CON: 45

INT: 11

DEX: 32

WIZ: 12

CHR: 16

LK: 23

SPD: 16

Adds: +29

Weapons: War Hammer (8+1)

Armour: Dragonhide (40)

Scargill is a remarkable motivator and organisation guru but he has a penchant for militant action. This can be used to great effect when dealing with outlying settlements of uruks or goblins but in Khaboom he tends to have a disruptive impact on trade and social order.

The Mayor is rumoured to have a bet going each way as far as Scargill is concerned – let's just say if he doesn't succeed he is more expendable than most.

TIRAMASUE (DICE RESULT 4,4)

A rather lovely lady with muscles to spare and looks to die for, you face Tiramaseue across a bed of red hot coals – her chosen battleground; she dares you to come to meet her in combat – if she makes a higher SR than you on CHR, you feel compelled to cross the fiery path - if you equal or better her SR you may attack!

If you can't use magic or hit with missiles or she exceeds your CHR SR, you must make 2 L5 SRs on CON – taking the difference as damage if you fail a roll – as you approach her over the coals; a L5 CON SR is also required each round that you fight.

NAME: Tiramaseue – Level 2 Human Warrior (167)

STR: 22

CON: 33

INT: 10

DEX: 19

WIZ: 14

CHR: 26

LK: 26

SPD: 17

Adds: +36

Weapons: Ice Sword (10+3) – double v. fire creatures

Armour: Scale (16)

BONNINGTON (DICE RESULT 5,4)

You find yourself in a small chamber with a man who clearly is a warrior; the chamber has very little air and what there is being used up quickly; Bonnington will attempt to keep away from you using his SPD to outpace you,

relying on his CON to outlast you (when one of you dies, the air is replenished).

You must make a higher SR on SPD than Bonnington to attack him (weapon or spell) and each round you and he must make progressively higher SRs on CON to stay alive, taking the difference on any missed rolls from CON.

NAME: Bonnington – Level 3 Human Warrior (149)

STR: 14

CON: 40

INT: 12

DEX: 14

WIZ: 10

CHR: 13

LK: 16

SPD: 30

Adds: +26

Weapons: Enchanted Broadsword (8+8)

Armour: Leather (12)

ELASTOSTAR (DICE RESULT 6,4)

You find yourself in a dark alley – this does not look good; a tall elf gives you a stunning smile then sweeps his arm through 180 degrees, showing you a rough lot of villains, armed with razor sharp blades, walking cautiously towards you both; Elastostar bids them to attack you and then somersaults through the middle of the pack; you must a higher SR on CHR or the ruffians do indeed attack you and not the Elf.

If you succeed, they attack him and you may assist them (they have an effective MR of 300 as a pack); if you fail to beat him, you are the target – survive and you may attack Elastostar – he will use his dexterity to attempt to strike you unprotected while lulling you senseless with his magically-charged smile; for this, he needs to make a DEX SR 2 levels higher than you and a CHR SR one level higher – if he succeeds, he does 6d6 plus his adds in damage, if he fails, fight to the death – you have time for a spell but not for projectiles.

NAME: Elastostar – Level 4 Elf Rogue (153)

STR: 13

CON: 20

INT: 12

DEX: 28

WIZ: 22

CHR: 28

LK: 15

SPD: 15

Adds: +23

Weapons: Enchanted Rapier (6+6)

Armour: Leather (6)

CARADYLE (DICE RESULT 1,5)

The rogue uses a lethal combination of speed and dexterity to kick or chop enemies; his attack does 8d6 damage (armour is effective); you must make a higher SR on SPD to physically strike Caradyle and a higher SR on DEX to avoid his attack.

If you survive a round, attempt these SRs again but to cast a spell on Caradyle – you need to beat his SPD SR by 2 levels; he has no armour to maximise the speed and accuracy of his attack.

NAME: Caradyle – Level 2 Human Rogue (133)

STR: 16

CON: 18

INT: 13

DEX: 22

WIZ: 11

CHR: 10

LK: 16

SPD: 27

Adds: +33

Weapons: Enchanted Hands and Feet – see above

Armour: None

Caradyle is another doing service to the Mayor for civil misdemeanors – he was egged on into showing up a thoroughly unlikable bully by the name of Billy with his karate prowess and ended up chopping up the Mayor’s new picket fence surrounding his home...

RUTH MAGGI (DICE RESULT 2,5)

Ruth uses speed to strike opponents while giving them a dazzling smile – how can you attack someone you want to take home? The babe uses a baseball bat which gets 3d6 and then she darts away before attempting another hit – three hits and you’re out due to an enchantment on the bat.

You need to make a higher SR on the average of CHR and SPD than Ruth makes – success means you don’t get hit, while beating her by 2 levels means that you hit her; magic and projectiles don’t work against her. A L10 SR on WIZ is needed to survive if you get hit the third time.

NAME: Ruth Maggi– Level 3 Human Rogue (138)

STR: 12

CON: 12

INT: 11

DEX: 16

WIZ: 13

CHR: 32

LK: 14

SPD: 28

Adds: +22

Weapons: Baseball Bat (3)

Armour: None

Ruth’s husband, Jack Robinson, is one of Khaboom’s foremost playwrights, although he seldom delivers the Mayor’s personal favourites, comedies, preferring to make grand comments on the human condition in his tragedies.

MAGNUS SORINUS (DICE RESULT 3,5)

Magnus uses his martial arts skills to throw opponents; this reduces CON by 4d6 each throw; a L5 SR on the average of STR and DEX is needed to avoid being thrown each round.

You may get a spell or missile off first each round if you make a higher SR on SPD than he does – if you attack with melee weapons, you are thrown unless you make a L5 SR on average of STR and DEX.

NAME: Magnus Sorinus – Level 4 Human Warrior (181)

STR: 30

CON: 35

INT: 10

DEX: 40

WIZ: 18

CHR: 11

LK: 20

SPD: 17

Adds: +59

Weapons: Sax (6+5)

Armour: None

Magnus is reputed to have once thrown the Old Troll of the Phoenix Library over his desk when he was asked to pay a late fine. This may well be an exaggeration because the Old Troll has never been known to be thrown by anything, having an answer to everything, but his reputation is such that the Mayor has been happy to hire him for bodyguard duties which means that Magnus has been to a lot of great parties and rubbed shoulders with the rich and famous.

ROMMELIO (DICE RESULT 4,5)

The dwarf is both tough as titanium and very smart; he sees the right tactics to fight each opponent with the blink of an eye – this means he gains a 50% bonus when attacking; he fights with a diamond axe, worth 2,000 GPs. He gets does 16d6+10 (his armour is ordinary leather, taking 12 hits); spells will work if you have higher WIZ.

You may get a spell off first if you make a higher SR on SPD than he does but you need to make the roll 2 levels higher to get off a missile attack before he can cast his spell or 3 levels higher to get first strike with melee weapons.

NAME: Rommelio – Level 3 Dwarf Warrior (221)

STR: 36

CON: 74

INT: 36

DEX: 17

WIZ: 14

CHR: 12

LK: 14

SPD: 18

Adds: +37

Weapons: Diamond Axe (16+10)

Armour: Leather (12)

Rommelio also comes from the desert city of Baroo Khazad and has been sent to Khaboom to hire a hunter to catch an escaped criminal with four arms, known as 'Mr Jenkins', who has been disrupting dwarven trade with ogres, minotaurs and centaurs as he has gathered a growing gang of desperados about him at the old Ogre Quarry. He needs luck!

GAMES MASTER OPTION

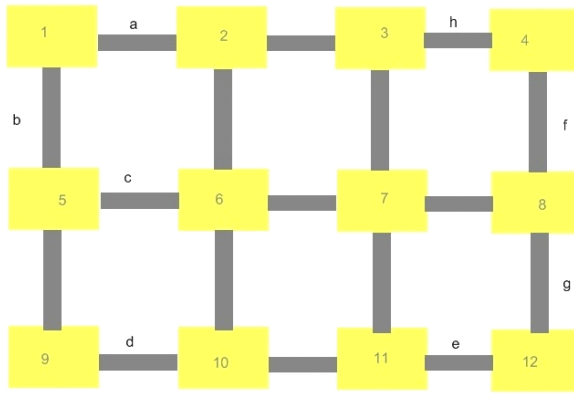
You can easily play Deception as a GM-led adventure. There is a map of the Chambers of the Unknown provided. The GM can change saving rolls for traps and attributes for Strangebrew's chamber-mates to suit the player characters.

Another possibility worth considering is stocking the corridors with the Mayor's Champions and making them bad guys...or...have your pcs take on one Champion after another – who can beat all 28 and be the Supreme Champion?

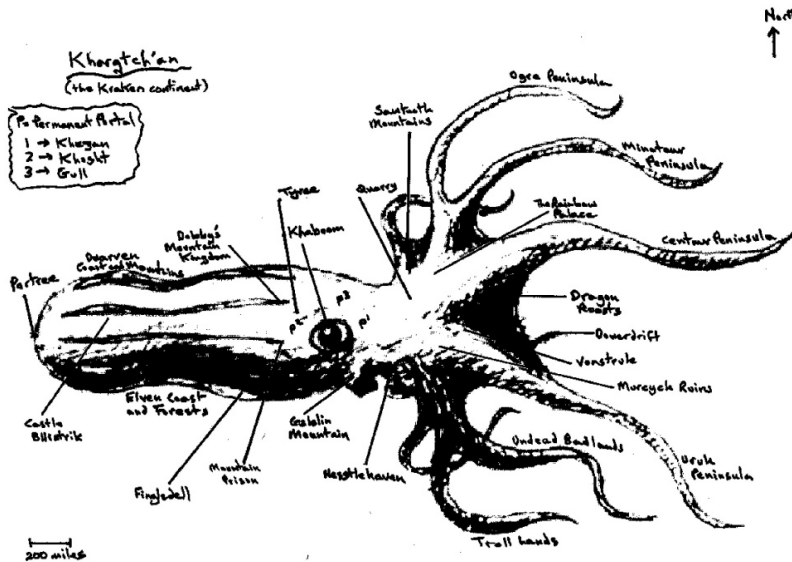
Maybe you want to see which one of these Champions does best in the Chambers? They could join the pcs or play them in the solo – lots of possibilities so I hope you find replay value in Deception.

The traps, the map and descriptions of the room occupants now follow.

THE CHAMBERS OF THE UNKNOWN



The Bigger Picture – where it's all at:



Kharghtch'an, the Kraken continent

The Assassins' Guild Mission

Set the scene referring to I11 in the solo adventure.

Traps – note: some of the traps are described differently to the way they appear in the solo – they are more lethal but the GM is free to amend anything!

a - The missile trap.

With a whistling sound, a spear will fly up from the ground , triggered by someone stepping on a small pressure plate. L3 SR on INT to spot the plate, L3 LK not to tread on it, L4 SR on DEX or SPD to either dodge or spring aside once the spear is released. Take 3d6 damage. Leather armour gives 1 protection, metal 2.

b - The giant rolling boulder trap.

With a rumbling sound, a weighty rock will power towards the delvers, picking up speed. There is no room above it or to the sides but a L2 SR on SPD will allow retreat into the room behind IF the pcs say that is what the action they attempt. The rock will roll back to the centre of the corridor and sink back into the floor through enchantments. Anyone hit by the rock must take 4d6 damage. Leather armour gives 2 protection, metal 4.

c - The spiked-walls trap.

A trip wire will release two beds of spikes magically concealed in the passage walls. A L3 SR on INT means the delver spots the wire, a L3 LK means the wire is not tripped, L4 SR on SPD to roll under the spikes once they are triggered. If a pc is hit roll 1d6. This indicates the number of 1d6s damage the pc must take (armour counts).

d - The Cupid's Arrows trap.

There is a loose stone on the floor – it takes a L3 SR on INT to see this and a L3 SR on LK not to step on it. When someone steps on it is set off and anyone in the vicinity must make the best SR possible on DEX – for each level made, take 1 off the roll on 2d6 to find the number of arrows striking the delver. Leather armour gives 2 protection, metal 4 per arrow. The arrows do 2d6 damage each.

e - The quicksand trap.

This trap is magically concealed – L3 SR on INT to pick up a magical ‘vibe’ that something enchanted is ahead. The trap spans the corridor and is 20’ or 7 metres in length. Not the best place to be but there is hope. Each round delvers get a chance to climb out with a L2 SR on STR increasing by 1 level each round. Each round pcs are in this trap, they must make a SR on CON to stay alive and this too increases by 1 level each round. And, to make worse they lose a possession each round, largest first. No chance to pull them out later.

f - The whirlwind trap.

With a sickening howl, a maelstrom springs up from the floor and careers towards unswervingly towards the delvers. Everyone in the

passage has to make a L2 SR on STR to resist its force. If the SR is made, the pcs shrug it off ; If not, they are shaken badly (and quite stirred too) - take 1d6 times the amount they missed the SR by as damage as the whirlwind picks them up and bangs them against stone walls before abating after 2 long, painful minutes.

g - The awful acid spray trap.

A ghastly, sulphuric odour will alert delvers but not in time to avoid the spray that comes from all sides. Their only hope is speed of reaction. L1 SR on SPD to do a *Protective Pentagram* if anyone knows the spell or to roll away and take only 2d6 damage with just armour ruined, underwear damp and your vanity shredded. If anyone fails they will only be alive if they can take 4d6 damage from the acid, which will totally eat away all but enchanted armour, clothing and possessions including weapons, as well as causing total hair loss.

h - The spiked pit trap.

It takes a L2 SR on INT or LK to notice that the floor is false. Those who fail will find themselves falling rapidly towards iron spikes 50 feet below, taking 5d6 damage. Leather armour gives 1 protection, metal 2. The pit is deep so getting out could be a problem.

Dungeon Rooms – remember to change ANYTHING to suit your players and (just as importantly) yourself!

1 - The Dark Knight.

The Dark Knight has acted as Door Keeper for Strangebrew for many years and cannot be killed but only stopped for a short time. He wears dark armour, wielding a great sword and bearing a large shield.

If pcs fight him physically, he uses his great sword and gets 10d6 plus 30 adds. His shield takes 20 damage and his CON is 66. He is clumsy and slow though and a L1 SR on either DEX or SP will enable them to disengage escape or parley.

2 - The Manticore.

The Manticore has razor-sharp fangs and fights with a MR of 250 as well as a glass sword which gets 20d6 plus the user's STR as adds and glows with fire as it strikes. Treat the Manticore's STR as 25% of its MR (63) – it has one paw that can change to a hand to hold the sword. It speaks feline.

3 - The Fire Elemental - Inferno.

Inferno has a MR of 500 but takes triple damage from water or ice. He is unharmed by projectile weapons (they char and disintegrate) and all normal magic only works if delvers make a higher SR on WIZ than it does (its WIZ is 50).

His touch will kill a weakling but is a great boon to the strong. He will use it if delvers choose to fight him. Players must make a L5 SR on STR. If pcs make it, they may add the amount they rolled on the dice times 2 to their STR; if they failed, this is not a good day in their life! They take the amount rolled times 2 in permanent damage to CON.

If they attempt to parley, the Fire Elemental tests delvers with his purifying flame – they must make a L3 SR on the average of their LK and CHR. If they fail, they take 1d6 times 1d6 in damage (unless they are blessed and have protection against fire).

Inferno will embrace the most charismatic character who speaks with him. That pc must make a L3 SR on CON or take permanently from CON whatever he or she misses the saving roll by - take 1d6 if it was a min 1 and 2 roll unless the difference is greater. However, the heat from this mystical being warms the delver to the core and adds 1d10 to his/her STR.

Inferno has a firestone which will cast a L10 Wall of Fire as a potent defence about the holder and it will emit a pulsating blast of lava doing 1d6 times the holder's STR damage (treat Inferno's STR as 125).

Using his full power, he attempts to charm pcs into helping him free himself of this slavery to Strangebrew. His CHR is 49 - if he makes a SR on CHR two levels higher than a pc does, he persuades that pc to do as he bids.

He desperately wants the delvers to obtain from Strangebrew's laboratory the Hellfire Elixir. If they obtain this and bring it to him and hand it over, he will give them his firestone. If instead of handing it over, someone drinks the elixir, they are transformed as follows:

Fire Element modifiers: STR x 4, WIZ x 2, LK x2, CON x6, DEX x2, CHR x3, SPD x2.

If Omnipotent Eye spells are attempted, the GM must decide how much to give away – possibly several will be needed or the spell must be cast at a high level to succeed (L20 perhaps!).

4 - The Pharaoh - Asharphazar the Arrogant.

The Pharaoh will clap his hands in attack with a sound like thunder. PCs must make a L7 SR on CON and if they fail take the difference as damage.

He has a serpent axe in one hand, an emerald globe in the other.

He is slow and clumsy and a L1 SR on DEX will enable pcs to dodge his hammer fists and a L1 SR on SPD will get them out of his reach. His CON is 1,000 – he is one big daddy of an Egyptian mummy.

Devoid of maternal instincts, he attacks with his fists which get a not inconsequential 101 d6 plus 500 adds. The Pharaoh is immune to direct magical attacks but delvers may inconvenience him with more indirect methods.

The Pharaoh wishes to be freed. If addressed very humbly as if by slaves, he will tell the party that they can destroy Strangebrew by mixing the right potion from ingredients to be found in the evil wizard's laboratory. One potion needed is Verdant Grass Juice, to be added to the brew by being poured from his emerald globe. This he will hand over with the warning that it must be returned to him.

If anyone leaves the dungeon with this powerful relic, the curse of the Pharaoh comes crashing down upon that delver and any with him or her with whirlwind force. The globe will glow evilly and hum with ominous intention. It then begins to suck pcs souls from their bodies and they will be left as empty, uncomprehending, unfeeling husks unless they can make L4 SRs on all of INT, LK, CON and CHR.

5 - The Old Man - Mithusalus.

Level 7 – Human Wizard

STR: 20

INT: 78

WIZ: 48

LK: 32

CON: 28 DEX: 44

CHR: 25

SPD: 17

Adds: +33

Weapons: Kukri (2d6 +5), Deluxe Magic Staff (Senix, WIZ 42)

Armour: Leather (6), Gold Robes

The Old Man has kukri, gold robes and leather armour, as well as his deluxe staff with 42 WIZ and his Helmet of Languages that enables him to speak all languages listed in the 7.5 T&T rule book.

He also has ruby rings in a pouch worth 8,000 GPs.

He knows all the L7 spells including those in the Codex Incantatem. He will ask the players to kill him to free him from Strangebrew's curse. However, if they attack him without him making this request he will give them battle, using the most deadly spells he can deliver.

He will give them his kukri so that his life can be taken if they stop to talk with him. As a pc stabs him and he slumps to the ground, he will look gratefully at the delver.

"Free at last," he will cry, "Free of the evil demon that lives inside me!" As he dies, a red mist will leak out from his nostrils and take the form of a terrible demon. Its MR is 400. It cannot be harmed by weapons unless enchanted or silver. It seeks to overpower the pcs and to enter and enslave them!

Their only hope is to fight with magic or to run. If they choose to run, they must make a L2 SR on SPD. If a pc fails the SPD SR, his or her last chance is to make a L7 SR on CHR. If the delver fail this SR, too bad, their future is mapped out and they are stuck here until someone kills them or lifts the curse.

6 - The Vampire – The Marquis de Syphax.

Level 4 - Vampire

STR: 42 INT: 28 WIZ: 17 LK: 28

CON: 120 DEX: 28 CHR: 37 SPD: 18

Adds: +68

Weapons: Bare hands (2d6, doubles multiply, roll over and add)

Armour: None

The Marquis is unharmed by non-magical weapons. If delvers take damage (even spite damage) they need to make a LK SR at a level equal to the damage they suffered or they are infected and become a vampire during the night (see the rule book for vampire modifiers).

He has a silver dagger fit for slaying werewolves. It gets 5+3 and also takes 20 hits, including magic attacks such as *TTYFs*. He also possesses a fabulous ironwood gem chest, which itself is worth 500 GPs and which contains 10 gems which you may roll up on the treasure generator.

7 - Orthus Forgianus.

Level 8 – Dwarf Warrior

STR: 86 **INT: 14** **WIZ: 21** **LK: 73**

CON: 164 **DEX: 32** **CHR: 28** **SPD: 15**

Adds: +158

Weapons: Forge Hammer (12d6 +12)

Armour: Leather Apron (6)

The dwarven smith is supremely skilled. He will add 1 dice plus 1d6 to any metal weapon for each 100 GPs pcs spend up to a maximum of 1,000 GPs (he takes IOUs coupled with a sure-fire death curse in case they haven't brought a wheelbarrow full of loot). For armour he will add 1 protection for every 20 GPs spent up to a maximum of 1,000 GPs.

Orthus loves stories and will ask for one. It takes a higher level saving roll on CHR to impress him in which case he will give the narrator the Saffron Surprise potion needed to defeat Strangebrew. This should emerge from conversation with the dwarf – don't make it too easy.

He will also challenge delvers to nose wrestling! They must make a higher SR on STR to win and if they do he adds 1d12 to the weapon of their choice plus 1d20 to its adds. GMs can decide a penalty for losing.

He, like the others trapped here, wants to escape from Strangebrew and see the wizard dead. He will hand over an orange cord, telling pcs that someone should tie it round the hilt of a weapon so that when they get to that malodorous hell that is his laboratory, they can dip the blade in his saffron potion. 'He won't survive more

than a minute once the combination of that blade and the saffron solution enter his body,' says Orthus.



The fables Hammer Desert Giants – no dwarf of Baroo Khazad has ever been able to move it but Othus' great-grandfather, Virilanus, is said to have been within a hairsbreadth when his heart gave out 200 hundred years ago.

8 - The Hippogriff – Irasca.

The hippogriff may seem defenceless as it is securely chained but it will react wildly if delvers get within range of its hooves – she gets 11d6 plus 50. If they use projectile weapons they will, sooner or later, slay the proud creature (CON 120).

If they want to do this with magical attacks a wizard or rogue needs to have a WIZ rating of more than 50 not to get that bad feeling. Killing Irasca will trigger a curse. Her killer must make a L5 SR on WIZ or permanently lose 2d10 CHR in keeping with this despicable deed.

A chain glowing red is attached to an iron ring set in the wall. The chain was tempered by Orthus and requires a L5 SR on STR to break - each time a delver tries to shatter a link he or she must make a L3 SR on the average of WIZ and CON or take 1d10 damage from the hostile magic the chain emits when struck.

If Irasca is freed, she breathes out a swirling pink mist which coalesces into the form of a small winged demon. Its name is Grizinski and it will serve the delver who freed the hippogriff now until death. It has a MR of 80 and is winged.

Grizinski winks at the pcs and then hands its master a scroll which tells the pcs that to defeat Strangebrew the Potions Master they must drink his Knip Syrup to give them immunity to his deadly sprays. The demon behaves like a young puppy!



9 - The Rose of Cimmarron.

The Rose is impervious to blades, axes, fire and ice attacks. They really have to bludgeon it. It has a CON of 1,000 so magic attacks may not help much! It spits a deadly acidic venom – L2 SR on DEX to dodge.

It is just plain nasty – I tend to think it is just an opportunity to make the players feel good about destroying something!

10 - Tusker Trunkifer.

Level 20 Human Wizard

STR: 49 INT: 126 WIZ: 220 LK: 64

CON: 52 DEX: 105 CHR: 74 SPD: 24

Adds: +97

Weapons: Deluxe Magic Staff (Pachybashir, WIZ 200)

Armour: Elephant Skin Suit (takes 10 hits)

He has 2 tusks sparkling brilliantly like diamonds and is standing on an elaborate, beautifully crafted pedestal.

This wizard will cast a L14 spell of his own invention called *Jellybones* on attackers. They will find every bone in their body loses its form and firmness and they can do no more than crawl wormlike away on their belly with an utter loss of dignity and rather nasty chaffing to their nether regions. They must make a L5 SR on WIZ (or a L15 SR on WIZ for it to fail and there to be no impediment) or this spell will be permanent unless dis-spelled.

If they make it, the spell ends after 1d12 hours.

If spoken with, he will coyly ask a great favour and kindness of the pcs - find the Blackberry Bacchynalian potion possessed by the Potions Master and mix it into a special potion - others will tell them

what to add. If they do so, he promises you a great blessing - 1d20 added to 2 attributes of their choice – for each surviving delver.

If they agree to do this, the wizard will give them a bag of Ouffle Dust which, if thrown at the Potions Master, will render even this great wizard immobile for 1d6 combat rounds.

Tusker is no villain but is very adept and cannot be made a monkey of easily (remember, elephants are never meant to forget). You could certainly set up the possibility of an ongoing alliance with tusker for a party prepared to negotiate respectfully.

11 - The Dryad.

A prisoner of Strangebrew and guarded by an Ent. Its MR is 600. Its WIZ is 60 should delvers try spells on it – they will need a higher WIZ. The Ent warns them to flee this place.

If they do battle with the Ent and survive a round of combat, everyone fighting may attempt a L2 SR on the average of DEX and CHR to dodge and persuade the Ent to spare their lives.

With the demise of her jailor, the dryad is released from her prison, where she has been embedded by Strangebrew for 7 long, bitter years. The compassionate dryad is saddened by the fall of the Ent, who had no choice in its role as captor. At the same time, freedom is precious to all creatures and the dryad smiles upon you in a manner which should touch the delvers' souls.

Her very smile is a magical gift and they all will be granted the ability to heal one wound each day.

The dryad's name, she whispers (for names are precious and have power) is Cyndravine and she wishes them to bring about the fall of the Potions Master for his foul deed. She gives them a small white tablet of compacted powder and tells them that they must drop it into Strangebrew's flask containing Coal Tar oil.

12 – Strangebrew -The Potionsmaster.

Strangebrew is a L20 wizard. His *Protective Pentagram* spell will block all attacks save those of L21 or greater magic. His offence? With a flick of his wand, he triggers potion sprays from all over his laboratory. They dis-spell magic lower than L20, melt away all metals instantly, putrefy flesh and confuse the brain unless a L20 SR on INT is made. Ouffle Dust protects against the sprays if the delvers have gained the stuff.

There are jars, bottles and flasks filling countless shelves, containing fluids of every colour and every viscosity.

If he is not attacked, he may tell the delvers that they can only leave alive if they mix a Channeling Potion and all drink of it. He will give them four flasks and leave them to mix something at random.

So much to choose from, so little chance of getting it right...someone must make the best SR on LK he/she can :-

Fail to L5 - as he/she adds a fluid (the wrong fluid), there is a tremendous explosion. Take 1-100 damage – everyone is teleported home.

L6-L9 - the last fluid added causes the combination to smoke and give off deadly fumes; everyone must make a L10 SR on CON and take the difference in damage - they are teleported home.

L10-L19 - so near yet so far...too much of this, too little of that - the potion fizzes and spurts out all over the delver (unless he/she make a L4 SR on DEX). The potion swaps two of the pcs attributes round at random - roll 1d8 twice.

Everyone is teleported.

L20 or better - the potion is, by some perverse quirk of fate, quite special. Surprised yet most intrigued Strangebrew takes it from the pc and then tips half into a glass and compels him/her to drink it. The delver feels hot and then cold and then depressed and then elated.

Attributes are re-modified by race multipliers. If human, he/she may roll 1d6 for each attribute. A roll of 4 or above means that attribute doubles! Everyone is teleported home!

To defeat Strangebrew in a fight, pcs must have : - the Blackberry Bacchynalian potion (purple), Saffron Surprise (yellowy orange), Coal Tar oil (black) and Verdant Grass Juice (green), the bottle labeled Knip Syrup and possibly the Hellfire Elixir (red). The Ouffle Dust (from Tusker Trunkifer) will also very useful to immobilize Strangebrew.

The white tablet from Cyndravine the dryad must be dropped into the Coal Tar oil. To this must be added the Blackberry Bacchynalian potion, as instructed by Tusker Trunkifer. The potion they make also needs Verdant Grass Juice, tipped from the Pharaoh's globe. A blade should be dipped in the Saffron Surprise as Orthus instructed.

Delvers will need to drink his Knip Syrup, as told by Irasca the Hippogrif, to keep them safe from his acid sprays. They could also take the Hellfire Elixir that Inferno the Fire Elemental wants and take it to him.

What come with success? All surviving pcs should receive up to 10,000 APs scaled back for lesser contributions. They may take potions Strangebrew mixed with you and sell them for 1d20 times 1,000 GPs. They also get their payment from the Assassins' Guild. If they have the Hellfire Elixir, you may return to Inferno at for his reward - go to M4. There is big trouble if they leave with Asharphazar's emerald globe if he is still alive and there is a reward due from Tusker Trunkifer.

Strangebrew's Mission

Set the scene with reference to M11 and M13 in the solo adventure.

Consider having the pcs meet the Mayor's Champions either in relatively equal groupings given their strength or have one pc at a time have to take on one of the Champions.

Refer to M16 if the delvers are successful – Strangebrew can award any number of positions in the new order.

END