Welcome to the Plunderdome is a first adventure for players of the dungeonteller rpg. You should download the dungeonteller player pack first, with an option of also downloading the dungeonteller rules, both available as free PDFs at blueboxerrebellion.blogspot.com. A few helpful excerpts from the rules have been included in this document: the description of the ten basic actions available to characters and a complete list of character powers.

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This adventure is dedicated to the memory of Clark Ashton Smith (1893-1961).

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Adventure Synopsis

A group of heroes arrive together as chance shipmates having traveled to the city of Stormgate to seek adventure and to prove their merit. At the Tides Inn, they hear of a fabulous maze of ancient treasures called The Plunder Pit beneath an old temple now called the Plunder Dome, where adventurers can venture into the Pit for a share of any treasure they recover.

Two ghosts from the city’s heroic past appear in the Inn to exhort the heroes to find a young wizard named Fiddle who had ventured into the Plunder Pit on a mission for them to recover a dangerous artifact called the Katasterod, whichh can be used to sow misfortune among one’s enemies. The ghosts charge the heroes with finding Fiddle and recovering the artifact before it falls into the hands of the forces of Chaos, which seem to be awakening in the city after a millennium-long sleep.
Unknown to either the ghosts or the heroes, Fiddle is actually the alias of Perfidius, fifth in line to the distant imperial throne, who has come to Stormgate in disguise get the Katasterod and use it to eliminate four relatives who stand in his way of succession to the throne. He has duped the ghosts into telling him where to find the artifact, but has been unsuccessful in obtaining it. He's still lurking in the Plunder Pit, waiting for his chance to snatch it and return home.

The heroes pose as adventurers and brave the dangers of the Plunder Pit, finding that many of the old shrines to Chaos beneath the city have indeed awakened and are attracting new converts. A final confrontation with the guardians of the artifact brings Fiddle out of hiding in a desperate attempt to seize it for himself.

THE SETTING
As game master, read this brief description of the adventure setting before starting the adventure. You can refer to the city map at the back of this packet and the descriptions of the various neighborhoods that follow.

STORMGATE: City of Adventure

Stormgate is the last foothold of a distant human empire on the shore of a wild and dangerous land. Its glory days are a thousand years gone, the imperial troops withdrawn to guard more vital frontiers, its fortifications crumbling. The imperial flag still flies over the city, if only to ensure that its citizens must add their taxes to the empress's coffers. The oldest families still take pride in their imperial heritage, and an empty seat in the city hall is reserved for the imperial governor, should the empress ever remember to appoint one.

Faded though it may be, Stormgate still exports a steady stream of curious artifacts and precious gems and metals. During the conquest, the imperial legions plundered the hordes of dwarfs, elves, vampires, and dragons that occupied the neighboring lands. Not all of the plunder found its way over the sea to the empire. Forgotten hordes are said to remain in and beneath the city, hidden in catacombs, vaults, and secret store rooms. The footsoldiers of the empire joined odd local cults dedicated to the forces of Chaos, and built subterranean shrines to their new gods, a form of worship that continues, albeit secretly. The soldiers' plunder attracted thieves, smugglers, and swindlers, who somehow never left, and became a permanent criminal underworld, literally, with tunnels and passages crisscrossing beneath the city streets connecting gamblers' dens and thieves' safehouses.

So rich was the collection of magical artifacts wrested from the empire's inhuman enemies that a College of Magic was chartered to document and study it all, in the hopes of giving the legions' warcasters new offensive spells for which its foes could offer no defense. Much was learned, and hints grew that somewhere Out There, a tract of primeval Chaos remained, that if found, could be used to tap unheard-of magical power. Some of the empire's greatest heroes were sent on a quest to find the so-called Font of Power, and when it was found (in a place whose exact location is lost to history), they also found Lords of Chaos set on defending it.
The ensuing battle drove the legions back to the walls of Stormgate, where in a
desperate last gambit, the city’s most powerful warriors and wizards gave their lives to
stop the forces of Chaos, leaving a weakened, wounded city to oversee the gradual loss
of its territories as the inhuman races slowly reclaimed their lands. Too much blood had
been shed for too little gain, and the empire cut its losses, returning the legions across
the sea and leaving the city to its fate. The College of Magic dwindled and lost its
charter, and the imperial governorship was recalled, after being used for several
centuries as a posting for imperial functionaries who had fallen into especial disfavor.

Most city folk say it’s only the usefulness of the city’s link to human-made goods and
materials that keeps Stormgate from being swept into the sea. The dwarfs of the
interior, once enemies of the empire, have set up shop in the city to make and sell their
gadgets, and envoys from the elven lands are seen, making overtures of peace to the
Knights Protector, an order of paladins who have taken up the city’s defense in the
absence of imperial troops. The elves are concerned about the potential for Chaos to
rise again in the land, and seem to be seeking allies among the stalwart paladins.

With so much history and legend behind it, Stormgate cannot fail to attract more than
it’s share of hopeful heroes, seeking lost treasures or a bit of ancient glory. Aspiring
adventurers are welcomed by the taverns, armorers, and outfitters, who aim to
separate young heroes from their wealth before sending them off on exciting but
admittedly short careers. Ask around, and they’ll tell you the Tides Inn offers cheap and
secure lodgings for any young adventurer looking to become a hero, rumors no extra
charge…

THE TIDES INN

1. Entry Hall: When the heroes enter the inn, they will be greeted by the
innkeeper, who sits behind a desk salvaged from the top of a marble column
dating to the city’s bygone glory days. The innkeeper’s name is Cowrie
Cobblestrand, but most folks just call her “the ‘Keeper”. She has red hair
streaked with white around the temples, and a rosy, freckled face that usually
bears a warm smile. She wears an innkeeper’s leather apron over a clean white
shirt, gray pants, and turned-down leather boots. Her confident smile and direct
way of talking suggests that she has been in charge of more than just a seaside
inn, and true enough, she was once the captain of a privateer who kept the sea
lanes safe from the pirates of the Emerald Coast to the southeast. A model of
her ship, the Fairbreeze, sits on her desk, along with her old dagger, that she
mostly uses as a letter opener these days.

Cowrie Cobblestrand, Innkeeper:
Luck 15, Armor 1, Move 5
Battle 6, Make 6, Muscle 4, Notice 4, Resist 3, Sneak 2, Stunt 4, Talk 4
Powers: ambush!, master of daggers (when using a dagger, subtract the target’s
Armor after you roll your Battle dice)
Gear: Keys to the inn, 20 gold coins, another 100 gold coins in the safe under
her desk
A room at the inn costs 1 gold coin each night per person, including whatever the cook has on for dinner, and a cold breakfast of cheese, bread, apples, and cider. Each room has a double bed and a trundle bed that pulls out from beneath the main bed, allowing three to sleep comfortably. Having a bedroom to yourself costs an extra 3 gold coins each night.

As described in the dungeonteller rulebook, heroes don’t have to keep track of meals or drinks consumed in the course of the game as long as they have at least one gold coin to their name and don’t order huge amounts of food or buy a round for the bar.

Behind the desk is a passwall window and an archway, both leading to the kitchen. To the left, stairs climb to the second floor. To the right is the dining hall with its great hearth in the center of the room.

2. **Kitchen:** The kitchen occupies about one quarter of the first floor. The staff includes a cook, a cook’s helper, a server, and a scullery boy to wash the dishes. The cook’s name is Holloway – he was also Cowrie’s cook aboard the *Fairbreeze*. As for the rest of the kitchen staff, their names will suffice: Cook’s helper: Jim Starbrow. Server: Sally Thrush. Scullery boy: Martin Gnarlbone.

3. **Trap Door to Cellar:** Under the stairs is a trap door that provides access to the cellar, where beer, wine, and food is stored. It’s ordinarily locked, and only Cowrie and the cook have keys.

4. **Dining Hall with Great Hearth:** This large room has a central stone hearth that’s heated with crownseam coal, which produces a warm blue light, lots of heat, very little smoke, and a pleasant scent. There are two tables and a long bench carved from the wooden ribs of old shipwrecks surrounding the hearth.

5. **Second Floor Bedrooms:** There are two bedrooms on this floor, to the right of the stairs as you ascend. One room is particularly private and secure, with no exterior windows. An opening to the right leads to the Gallery Pub (Area 6). The stairs continue to the third floor (Area 7).

6. **Gallery Pub:** This high-ceilinged room overlooks the dining hall via a balconied opening in the center. This is an informal space for drinking and conversation, often used by local folk rather than overnight guests.

Here’s the population of the pub on a typical night:

- Stogey, the gruff dwarf manager of the Plunderdome often comes here to invite heroes to try their luck at the fabled Plunder Pits beneath the
dome. If the heroes agree, he will come to fetch them the following evening.

- Some dwarfs from Dwarf End making deals with merchants to sell their fine weapons, armor, and gadgets overseas. A dwarf might have a sample gadget to demonstrate, whether it’s an entertaining toy or a truly useful piece of gear.
  - Some Dwarf names: Gerd Bringbludgeon, Hinx Tweakall, Mal Forgestoker
  - Some Merchant Names: Fulham Sternwick, Portia Hankley, Stevadora Tapdinger

- A sea captain and her officers poring over nautical charts and planning a voyage to the Emerald Coast or the distant Empire.
  - Some nautical names: Dregs Mackerel, Gale Binnacle, Half-Hitch Tarpot, Scupper Mizzenwick

- Sellers dealing in odd artifacts and curiosities from the four corners of the world, ready to spread out their wares on the table and consider any offers. Their stock might include coral, pearls, other exotic gemstones; costume jewelry of copper, silver, and glass beads; silk scarves; fighting crickets, mantises, and scorpions in tiny cages; live songbirds, monkeys, snakes, and various cute furry rodents; truly odd items like carved talismans, amulets, and figures, the teeth and claws of rare monsters, potions of unknown provenance and power; perfumes; elaborate dwarf windup toys; novelty gadgets that combine innocent-looking gear with concealed knives or dart-throwers; candied fruits and other sweets; gloves and belts made from unusual materials, like dragon-scale or basilisk hide; rings and brooches with hidden compartments; hard-to-pick padlocks; haunted dice that rattle when danger is near; a mirror that flatters you when you look into it; a *bansai* tree with tiny live birds in its branches; an assortment of thumb-sized *bansai* cats, dogs, and other pets; a pocket handkerchief that can vanish a small item then be shaken to make it reappear; a wand that produces harmless clouds of phantom butterflies, flowers, or stars; a bottle that can catch a person’s words and repeat them when uncorked; a rope that can only be cut by superior or masterwork weapons; an assortment of ghosts and poltergeists in sealed flasks; a stylus that writes out extemporaneous odes to any subject of the owner’s choosing…
  - Some curiosity seller names: Wink Haggler, Auntie Deadpan, Wheedle Armtwist.

- A covey of old salts and rumor-mongers, some of them former crewmates of Captain Cobblestrand. Their names include Ratswinger, Dicey Lucy, Big Timm, Hardtack, and Gamey Jane. They can be pumped for information by the heroes; some of the rumors they’ve heard include:
  - The inn has recently become haunted by ghosts, including a skeletal cat (true)
  - The Plunderdome ain’t what it used to be; most of the treasure has been long pulled out of it, but it’s still dangerous as ever and some folk don’t never come back. Why two weeks ago there was
a runty little man staying at the inn who went off with Stogy and he’s still down in the Plunder Pit, alive or dead (true)

- There be ghouls in the graveyards up in the Boneyard district where the Plunderdome is (true)
- The Plunderdome is owned by one of the city’s powerful crimelords (true)
- The bedrooms on the fourth floor under the eaves are the most likely to be haunted (false, the ghosts of Drs. Chantry and Webstone will appear to the heroes regardless of which room they take)
- Captain Cobblestrand has a chest full of treasure hidden somewhere in the inn (false, her strongbox is right under her desk in plain sight)
- Twas a thousand years ago this very year that the forces of Chaos were stopped at the very gates of the city, and most of the city’s heroes died in the attempt (true)
- There’s been an imperial galley in the harbor for nigh on a month now while the empress’s tax collector tallies up the city’s tribute to the empire (true, and Fiddle/Perfidius was aboard that ship disguised as an accountant)

7. **Washroom**: Three seats, no waiting, no privacy.

8. **Third Floor Bedrooms**: There are two bedrooms on this floor, each with two windows.

9. **Servants’ Garret**: Simple straw pallets provide a place for kitchen staff to sleep. Currently only Martin the scullery boy sleeps here; the rest of the staff have homes in the neighborhood.

10. **Eaves Bedrooms**: There are two small bedrooms on this floor, reached by ladders from the third floor. Each room has a single dormer window to admit light and fresh air.

**SETTING UP THE ADVENTURE**

The Tides Inn could be the jumping-off point for any number of adventures in the surrounding city. Rumors flow freely in the Gallery Pub on the second floor. For our purposes, we’re using it to get the heroes to the Plunderdome in as gentle a rail-roady fashion as possible. When the heroes arrive at the Inn, let them wander and interact with the staff and patrons. They will hear Stogy’s spiel about the Plunderdome and he will invite them to come the following night.

When the heroes bed down for the night, they will be visited by two ghosts: Dr. Chantry and Dr. Webstone, the spirits of two wizards who taught at the College of Magic a thousand years ago, when the city was almost wiped out by the forces of Chaos.
Dr. Chantry is a round-faced little man with a shaved head, a skullcap, paisley robes, and carpet slippers. He greatly misses the comfort of food and drink.

Dr. Webstone is a tall, thin woman with flyaway gray hair and a long leather coat sewn from the hides of many unknown monsters. Her familiar is a skeletal cat named Ribby, who is often seen by inn staff trying to steal food from the kitchen.

No stats are given here for the two ghosts, but assume they can do things that ghosts can usually do in stories of this sort: appear and disappear, walk through walls, levitate small items, and scare the pants off people.

After a long dormancy, Chaos is beginning to rise once more, this time beneath the city itself in the catacombs of the Plunder Pit, and the evil has disturbed the spirits of several of the old heroes of that time, including Drs. Chantry and Webstone. They suspect that an ancient lost artifact is to blame, and may be in evil hands again. The artifact is called the Katasterod – it’s a wand containing Chaos power that can curse its owner’s enemies with disastrous bad luck. It was brought back to the city as tribute by an imperial general named Temeraria but was stolen by some of the general’s troops who had switched sides and become disciples of Chaos.

The two ghosts convinced a wandering student of magic named Fiddle to go seek the artifact several weeks ago. He hasn’t returned. Friendly and pleasant, the two spirits will tell the heroes about Fiddle’s disappearance and implore them to go find him and to complete his mission. Unknown to them, Fiddle is Perfidius, a nephew of the Empress, and fifth in line to the throne. He wants to eliminate everyone who stands ahead of him to inherit the empire, and thinks he can use the Katasterod to make it seem like a series of accidents. He has duped the two ghosts into helping him and plans to get back to the empire across the sea as soon as he gets out of the Pit.

**ABOUT THE PLUNDERDOME and the PLUNDER PIT**

The Plunder Pit is a series of caverns and passages where imperial legions once left offerings to the sinister gods they had begun to worship since being posted in Stormgate. These ancient converts also used the pit to house underground shrines to at least six of these so-called “Lords of Chaos”:

- Lady Pyre, the Immolator, who gives disciples the power to burn
- Lady Egesta, the Corruptor, who rewards disciples with tainted touch
- Lord Reven, the Raiser, who gives his disciples undeath
- Lady Skew, the Abominator, who rewards disciples with a hybrid monster body
  *Lord Null, the Annihilator, who give disciples the power to disintegrate matter
  *Lord Cozen, the Deceiver, who gives disciples the power of illusion
  *not included in the adventure but could appear in a sequel

The Plunderdome is a small temple in the Boneyard district, near the top of the hill, surrounded by the tombs, crypts, and cenotaphs of the city’s fearful necropolis, where
ghouls prowl at night. No longer used as a place of worship, it’s now a drinking and gaming hall owned by Crimelord Vail, one of three criminal bosses in Stormgate. The Plunderdome sits directly above the only widely known entrance to the Plunder Pit. Adventurers can be lowered into the Pit by means of a crude lift to try their luck for the entertainment of the crimelords and their followers. A 50% commission is charged for whatever’s plundered and brought back up to the Dome. An old wizard named Weevil uses his eye spell to monitor where the adventurers are and provide a running commentary. Wagers are made, sometimes two teams are sent down at once to compete.

Let the heroes have a look around the Plunderdome and see Corky and her gang descend into the pit along with hearing Weevil’s (misleading) commentary about the gang’s fate. Then it will be the heroes’ turn to descend!

Six characters at the Plunderdome are described below in detail:
Weevil, the Master of Ceremonies
Marion, his magical interpreter
Crimelord Vail, Owner of the Plunderdome
Stogy, the manager
Kludd and Zogg, ogre bodyguards

**Weevil, master of ceremonies at the Plunderdome:**
Luck 14, Armor 0, Move 4
Magic 9, Notice 1, Resist 4, Talk 6,
Powers: eye, mistform, voice trick, zap
Gear: +1 Magic wand, 20 gold

Talkative old rogue who provides commentary on the action in the Plunder Pit.
Weevil is a scarred old rogue who took to studying magic after losing his sight to an acid-spitting dragonling he was attempting to smuggle into the city. A lifelong friend of Crimelord Vail, he now works as master of ceremonies at the Plunderdome. Although sightless, he can still “see” using his eye spell. He uses it to follow adventuring parties into the Plunder Pit and provide commentary on the action. Patrons are held spellbound by his banter, which he delivers like a sportscaster making comments to a radio audience, in sync with Lady Marion’s spectral puppet show.

If attacked or threatened, Weevil uses his mistform to escape. The ogre bodyguards at the ‘dome will rush to his aid if they sense trouble, and anyone harming him will become marked for death by Crimelord Vail.

If the heroes introduce themselves to Weevil between pit crawls, he will prove to be friendly and garrulous, and will hint that he doesn’t say no to bribes. In return, he can use his voice trick to advise them if they run into trouble anywhere on the first level. Any bribe less than 10 gold he will likely scoff at. For a truly generous bribe (30 gold or more), he will offer to alter his commentary to mislead the audience as to where the heroes are in the pit, to allow them to slip away and explore without being monitored, or to set up an ambush for the next party of heroes.
In fact, Weevil has already done so on the evening the heroes’ arrive. A party of thugs descend into the pit shortly after the heroes arrive and are hiding in Area 2 and 5 to ambush subsequent parties. They’ve bribed Weevil to make it seem that they perished quickly at the hands of monsters.

Weevil’s patter describing their fate goes like this:

“And it’s the first gang entering the pit tonight. They’ve teemed up just for the evening and have agreed to split the plunder evenly among all survivors. Corky’s the brains of the operation – not a good sign, folks – I kid, I kid, she’s a well known backstabber from Threadbare Square, used to work for Crimelord Vail, but freelancing now. And next to Corky it’s Bullhorn, the muscle of the operation, a warrior recently come from Empire City to seek his fortune. Good Luck, Bullhorn! Finally, a wizard, also from the mainland, goes by the name of Clivus. Mysterious chap, and not to be reckoned with, I’ve heard.

“And Lady Vail is in the Owner’s Chair, she’s given the signal, and down they go in the lift!”

As soon as Corky, Bullhorn, and Clivus descend in the lift out of sight, Weevil sends his eye after them and describes the action to Marion, who recreates the scene as a magical puppet show.

You see the man on the platform whispering to the woman at his side. She raises her hands, and a ghostly image of Corky, Bullhorn, and Clivus appears in the air above the pit. It’s like watching a movie of them, as they reach the bottom of the lift and step out into a dim underground room. They proceed down a tunnel and come to a room where the floor is covered with bits of rusted junk and mouldering odds and ends. Bullhorn steps on a piece of glass, which shatters noisily. You see flames and hear shouts coming from the pit. Then the image fades. “Next up!” yells the gruff-looking dwarf with gray skin and hair, standing off to one side.

Corky, Bullhorn, and Clivus are actually fine, and have scattered, to ambush the heroes should they come that way. (Corky and Clivus are in Area 3, Bullhorn is in Area 4. You will find their character stats there).

**Marion, Spectral Puppeteer:**

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Powers: antidote, beguile, call vermin, invisibility, poison cloud

Gear: +2 Battle mace

Renegade witch and illusion-maker.

Marion is a spectral puppeteer, able to create and animate ghostly doubles of anyone she has seen. This gift is fairly common among humans whose ancestors include witches. She interprets Weevil’s commentary on the action in the pit and presents it theatrically using her illusory powers, so that the patrons can see the action.
Marion has green hair strung with glass rubies, and a lacy dress and full-length shawl. Her fingers are long and graceful, and she has the poise of a dancer.

She sells wondrous illusions contained in tiny bottles that release their magic when opened and last for one action scene. They are controlled mentally by the holder of the bottle. Each one costs 2 gold coins. If the heroes strike up a conversation with her, she will open up her carpet bag and spread out her collection, which includes illusion bottles labelled:

*Cloud of Butterflies, Pile of Treasure, I’m on Fire, Prom Date, Another You,* and *Dungeon Door.*

As game master, you can adjudicate how an illusion plays out, accepting any reasonable interpretation from the player whose hero activates it.

**Crimelord Vail, owner of the Plunderdome:**

**Luck 20 Armor 1, Move 5**  
Battle 5, Magic 1, Make 3, Muscle 2, Notice 3, Resist 4, Shoot 3, Sneak 5, Stunt 6, Talk 6  
Powers: ambush, appraise, escape, master of daggers, secret message, strike back, voice trick  
Gear: –1 leather armor, +2 Battle quality dagger, flight potion, dodger’s cloak, 50 gold

Vail is one of three powerful criminal bosses in Stormgate, the other two being Furcilla and Tinian. Currently she is allied with Tinian against Furcilla, although she has at times been allied with Furcilla against Tinian instead. She runs the city’s trade in illegal potions, poisons, and dangerous creatures, a slow but steady stream of smuggling out of Stormgate to the pirates of the Emerald Coast and to the empire across the sea.

Vail visits the Plunderdome nightly, but she seldom stays long, putting in a brief appearance at her private viewing box, throwing a few gold coins ceremoniously into the pit to “sweeten the pit”, and then retiring to talk business with the manager, Stogy. The Plunderdome is far from the most profitable arm of her business, but it makes her popular with the city’s criminals and allows her to size up adventurers who might make useful henchmen for her other operations. She makes money through concessions and adventure gear sold to patrons and adventurers at the ‘dome, through the betting operation there, and from the 50% commission charged on any treasure actually brought up from the Plunder Pit, although over time this has become a rare event, and modest treasure hordes are now planted there deliberately by her staff to make the pitcrawls more exciting.

If the heroes try to talk to Vail directly, she will ignore them unless a successful Talk roll is made against her Resist, and the heroes treat her with respect. If any of the heroes are elves or paladins, she will be suspicious, since they are usually not seen in the company of criminals.

In a battle, Vail will use her *master of daggers’* power to find weak points in foes’ armor (she removes her foe’s armor dice from her hand after she makes her Battle roll). Her *dodger’s cloak* gives her two bonus Stunt dice if she chooses to dodge a foe’s Battle or
Shoot roll. The two ogre bodyguards will defend her, and any other criminals nearby will jump to her aid. If she’s truly in danger, she will drink her flight potion to get away.

**Stogy, Manager of the Plunderdome:**
Luck 16 Armor 2, Move 5
Battle 7, Make 6, Muscle 4, Notice 2, Resist 6, Shoot 2, Sneak 1, Stunt 1, Talk 2
Powers: battle cry, earthshake, hearth rune, stoneform, sentinel rune, trap rune
Gear: +4 Battle quality sledgehammer, 30 gold, set of keys to the Plunderdome, iron drone

*Dwarf, Manager of the Plunderdome, loyal to Vail.*
Stogy is a mangy dwarf with dull gray skin and hair. He works for Crimelord Vail as manager of the Plunderdome. His job includes giving orders to the servers and other laborers who work at the ‘dome, collecting pitcrawl fees, and keeping the machinery of the pit in working order, with the help of his iron drone, a mechanical servant that he animates using his power rune. The drone has Luck 6, Armor 3, Battle 2, Make 4, and Muscle 6, and obeys Stogy’s instructions faithfully.

Stogy is a renegade, cast out of his clan for a series of petty crimes (the details are sketchy). He wandered south until he found his way to Stormgate, where he performed so well as an adventurer in the Plunder Pit that Vail kept him on, first just to keep the machinery in order, but eventually as manager.

Stogy has little time or patience to talk with heroes, especially dwarfs, who remind him painfully of his own exile. He is gruff and humorless, loves his job, and can’t be bribed. He does remember Fiddle and is a bit rueful that he allowed such a “puppy” to go into the pit by himself.

*Gear Counter:* To make a little extra money, Stogy maintains a small store in one corner of the Plunderdome that sells adventure gear and weaponry. Refer to the Battle Weapon, Shoot Weapon, and Adventure Gear catalogs in the dungeonteller player pack.

Stogy also sells some odd items that heroes can purchase and use creatively to solve problems during the adventure. As game master, it’s not your job to tell the players what these items are for – they are offered as raw material for the players to devise distractions and improvised solutions to challenges they face.

- Smoked Leg of Goat: 1 gold coin For the BIG monsters
- Jumbo Pot of Honey: 1 gold coin Sticky and sweet!
- Sack of Oyster Shells: 1 gold coin Spread on the floor to deter stalkers
- Instant Cat in a Jar: 3 gold coins Open the Jar, and (poof) a cat appears
- Glow-in-the-Dark Chalk: 2 gold coins Never lose your way!
- Windup Noisemaker: 3 gold coins The ultimate distraction
- Heel-ee-Yum Bubble Gum: 3 gold coins Just blow and hover! One use only

**Kludd and Zogg, Ogre Bodyguards:**
Luck 16, Armor 2, Move 6
Battle 9/4/8 (club/fist/stomp), Muscle 12, Notice 3, Resist 2, Stunt 1, Talk 1
Powers: knockback, full notice even in dim or dark
Gear: +5 Battle club

Kludd and Zogg provide security at the Plunderdome. Vail smuggled them into the city several years ago, and they serve her in exchange for gold and food. Their presence is usually enough to keep rowdy patrons from stirring up trouble. If a fight starts, they simply pin the two combatants in their massive arms and toss them into the pit, a drop of 60 feet that will inflict a Battle roll of 18 dice against anyone who hits the bottom.

Patrons speculate that Kludd and Zogg are twin brothers, since they are virtually identical except that Kludd has one eye, and Zogg, three (“They say he has his mother’s eyes”). When not working, they live in a den separated by a heavy door from the public part of the Plunderdome.

**DESCRIPTION OF PLUNDER PIT AREAS, KEYED TO MAPS**

1. **Into the Pit:** The lift is a big square plank of wood (if the heroes examine it closely they will see it’s an old door that’s been cut down to fit into the pit). It’s lowered down into the pit by means of a crank and rope mechanism made by Stogy, the manager. Up to four people can fit in the lift at once. One person can raise the lift five feet in a single turn for each success on a Muscle roll. Anyone who makes one or more successes on a Make roll can lower the lift at a speed of ten feet each turn, no Muscle roll needed.
   The lift takes 6 turns to descend to the bottom, during which time the heroes will become aware of Weevil’s eye hovering above them, surveying their progress. If the heroes have paid him to guide them past dangers, he will tell them using his secret message to head toward the sound of rushing wind to the east but to beware of the ghouls that lurk beyond the windy chamber. He will also tell them the ghouls fear fire, but that the wind will blow out any torches the heroes carry.
   The room at the bottom of the lift is L-shaped, with broad passageways sloping down to the east and south.
   *Adjacent Areas: E:20, S:2, Up:Plunderdome*

2. **Junkyard:** This square room is 8 paces across (40 feet). Passageways lead north, west, and south, and a flight of stairs descends to the east.
   The floor of this room is scattered with rusty old junk and discarded supplies. Much of it was placed there by Stogy, to make noise that would alert the dragonets in Area 6 of approaching heroes, and also to delay a group of heroes into examining the area while the dragonets slowly approach them. He’s placed a few gold coins among the trash items to keep greedy heroes searching.
   A hero making a Notice roll will find one of the items on this list for each success rolled, starting with the first item on the list. Other heroes can take
their turn making Notice rolls and discovering treasure or other items until the end of the list is reached:

- Gold coin
- Gold coin
- Human skeleton: can be raised by Clivus if a battle happens here
- Gold coin
- −1 Shield
- Firestarter Kit
- Human skeleton: will be raised by Clivus if Luck and time permit
- Gold coin
- Nasty Spider: Luck 2, Armor 0, Move 4, Battle 2, can’t regain lost Luck from spider bite unless given a paladin’s antidote or action scene ends
- Gold coin
- +1 Battle dagger
- Gold coin

Moving about quietly in this room is very difficult. You need to make a successful Sneak roll each turn you’re moving around or sorting through the junk. Successful Notice rolls won’t reveal sounds of movement beyond the room unless everyone stands still or makes a successful Sneak roll in a given turn.

If the heroes start moving toward Corky and Clivus’s secret hiding place in Area 3, Bullhorn will clomp about and rattle his shield a bit in Area 4, then move noisily down to Area 5 to distract them away. When the heroes reach Area 4, Corky and Clivus will block their exit and ambush them.

Adjacent Areas: N:1, E:4, S:6, W:3.

3. The Room of Armor: This room is a rectangle that’s 30 feet (6 paces) wide and 20 feet (4 paces) across. In ancient times, soldiers of the imperial legions returning from the wars would leave their armor here in tribute to the Lords of Chaos and to signify they were renouncing allegiance to the Empire and becoming disciples of one of the Chaos Lords. Their armor is displayed on wooden dummies that stand in straight ranks across the room, three ranks deep. There are 16 standing dummies and two that have toppled over. All the dummies bear rusted, tarnished bits of chain armor and plate in the old fashioned style of imperial soldiers. Two still have copper plaques around their necks. The inscriptions read:

CAPTAIN DURA DEDICATES THIS OFFERING TO LORD REVEN IN THANKS FOR SAFE RETURN FROM THE WARS AND THE HOPE OF LIFE EVERLASTING.

TROOPER INHORRUIT GIVES THIS ARMOR IN THANKS TO LADY SKEW, LONG MAY SHE PROTECT THE WELL OF LIFE.
Corky the thief and Clivus the wizard are hiding in this room. They hope the heroes will head from Area 2 downstairs to where Bullhorn is waiting for them in Area 5. If the heroes come into the room, Corky and Clivus stay silent among the old suits of armor and hope they won't be noticed. Bullhorn’s clumping about in Area 4 may distract the heroes from exploring this room first.

Corky, thief working for Perfidius: Luck 16, Armor 1, Move 5
Battle 5, Make 3, Muscle 2, Notice 3, Resist 2, Shoot 4, Sneak 5, Stunt 7, Talk 4
Powers: Ambush!, strike back, voice trick
Gear: +1 Battle short sword, +1 Shoot hand crossbow, rope, –1 leather armor, torchstone, 30 gold, 2 food packs

Clivus, Corky’s Wizard: Luck 14, Armor 0, Move 5
Battle 1, Magic 8, Make 2, Muscle 1, Notice 2, Resist 3, Shoot 0, Sneak 1, Stunt 1, Talk 3
Powers: Ice Sheet, mistform, zap, fear, raise skeleton

Adjacent Areas: E:2.

4. Bullhorn’s Bluff: This room is a square 30 feet (6 paces) across. It’s reached via a stairway from Area 2, with another stairway continuing down to Area 5 to the east.

Bullhorn, the warrior companion of Corky and Clivus, waits here for the heroes to enter Area 2. He will rattle his shield and try to draw the heroes to him, hoping that he will hold their attention while Corky and Clivus sneak up behind them from Area 3. As soon as he has their attention, he will withdraw to Area 5.

Bullhorn, Corky’s Enforcer: Luck 14 Armor 4, Move 5
Battle 10, Make 1, Muscle 5, Notice 2, Resist 2, Shoot 6, Sneak 1, Stunt 3, Talk 1
Powers: Assault!, Knockback, Parry, Sweep
Gear: +4 Battle falchion, –1 shield, –3 scale armor, +2 Shoot shortbow, 10 gold, 2 food packs

Adjacent Areas: E:5, W:2.

5. Bugged: This room seems unoccupied at first glance. It looks just like Area 4, the room next door, except the paving stones on the floor are uneven, with some missing entirely. There is a sturdy-looking wooden chest bolted to the floor on the east side of the room opposite the entrance. Stogey has stocked the chest with a bit of plunder to encourage the heroes. It contains 12 gold coins and two quartz gems.

   About Gems: You can release a gem’s power during an action scene. Each gem can be used once, and is destroyed when its magical power is
released. Your character must be holding the gem. Roll ten dice. If you roll at least one success, the gem’s power is released, and the gem becomes a gray, cracked lump of worthless crystal. Note that you can only have the benefit of one gem upon you at any time. Releasing another gem will replace any gem’s power that is already working on you.

A quartz gem allows you to recover one Luck for each success you roll. Other gems have unique powers.

There’s also a note from Stogy saying, in crudely written runes:

HOLD ONTO THE PRETTIES FOR LUCK. -- STOGY

A swarm of giant centipedes make their home here, in a small burrow beneath the paving stones. They’re sensitive to vibrations in the room, and will emerge two turns after anyone enters the room. On the first turn, heroes will sense scuffling movements beneath their feet. On the second turn, the centipedes will burst out from the floor and attack.

Bullhorn does not know about the centipedes and may unwittingly unleash them if he withdraws into this room.

Centipede: Luck 1, Armor 1, Move 5 climb
Battle 4, Resist 1
There are 10 centipedes in all, and they attack anyone who enters the room. Up to five centipedes can make Battle rolls against a single foe.

If more than 4 centipedes are killed, their bloated, brood mother will burst up from beneath the floor to attack with streams of acid, pincers, and additional eggs that hatch into centipedes and join the fight.

Centipede Mother: Luck 10, Armor 2, Move 3
Battle 8, Resist 2, Shoot 6/6/6 (acid/acid/egg grenade)
Instead of making a Battle roll with its pincers, it can Shoot a stream of acid at up to two foes it can reach. A clutch of 8 eggs is attached to the end of her tail, which she can fling at a foe in addition to spitting acid. On a successful Shoot roll, the egg will burst open, unleashing another live centipede immediately makes a Battle roll at its target.

Centipede Grenades: Any unused centipede eggs can be carried by the heroes to be tossed at foes. A successful Shoot roll means the egg has hit a foe and burst open to unleash the centipede inside.

6. **Lady Pyre's Retreat:** This room was once a place for meditation and prayer for disciples of Lady Pyre, the Immolator. The walls are decorated with red tiles, and the floor is of black slate. The floor is covered with old candle stubs and gobs of dripping wax. This Chaos Lord’s power is such that two fire-loving creatures – dragonets – still guard the room. They usually sleep in the alcove in the southeast corner of the room. Any noise from Area 2 or the hallway outside their lair will rouse them to investigate:

**Dragonets (2):**
Luck 10, Armor 4, Move 4  
Battle 3/3/3/8 (claw/claw/tail/bite), Muscle 7, Notice 2, Resist 3, Shoot 8 (fiery breath), Sneak 3

Dragonets are small, wingless dragons with fiery breath. Unlike true dragons, they have only animal intelligence, can't talk, and don't hoard treasure, although their lair may incidentally contain the gear and treasure of their victims. In this case, their treasure amounts to 20 gold coins, a moonstone worth 2g, and a +3 Battle quality short sword of imperial make (worth 4 gold). The moonstone can be used to grant the ability to see in total darkness for the rest of an action scene (see the note about gems in Area 5 to learn how to activate a gem’s power).

Tossing a leg of goat or other FRESH meat at the dragonets will set them to squabbling over it for two turns – possibly enough time for heroes to escape or adjust their plans.

7. **The Pit:** Here, the hallway leading from Areas 2 and 6 plunges 50 feet down a vertical shaft into a square chamber twenty feet across. The walls are rough stone, and require 5 consecutive Stunt rolls to climb or descend, with a rope giving you two Bonus dice if held securely by a friend or by an iron spike. The air grows increasingly damp as you descend (or dry and warm if you're climbing).

The dragonets in Area 6 would certainly be attracted to the noise of anyone climbing the pit, let alone hammering in an iron spike or two. One nasty possibility is that they would belch flame down into the pit, burning any rope (and hero) dangling within twenty feet of the top.

8. **Slimewall Junction:** Corridors lead out of this room to the west and north, and a wide, sloping passageway snakes down to the east. The air here is damp and clammy. A glistening green fungus coats the walls of the room, a mat of stringy tendrils with drooping fingerlike blobs hanging from them that seem to wave in the cool, slightly misty air.

This is a clingwall slime, a kind of fungus infused with Chaos energy:

Luck 5 (per ten-foot wall section), Armor 0, Move 0, Muscle 6, Shoot 6
The blobs are sticky pseudopods (armlike growths) that lash out, grab victims, and pin them to the wall, where they are slowly digested, and their skeletons become part of the structural support of the fungus.

The pseudopods are sensitive to warmth, and so a clingwall slime tends to trap warm-blooded animals like bats and rats and ignore insects and other cold-blooded vermin. Often, the first target is a torch or lantern carried by potential victim — chances are that a torch cast into the room or held aloft in front of you will set off at least one pseudopod and be snatched from your hand.

A clingwall slime can make one pseudopod attack on any hero within ten feet of the wall, with TWO attacks possible against someone in an entranceway or in a corner. The center of the room (an area two paces across) is actually safe ground, too far from the walls to for the slime to reach.

During the slime’s turn, make a Shoot roll with 6 dice for each pseudopod attack. One or more successes means a pseudopod has found its mark and dragged a victim to the wall. On the victim’s turn, he or she adds his or her Stunt and Muscle dice and makes a roll to escape, against the slime’s Muscle, which is 6 dice. The slime will excrete acid on a trapped victim, causing a loss of one Luck each turn until the victim escapes.

The slime can be attacked with a Battle or Shoot roll like any other monster, treating each 10-foot wall section as a separate entity. Only fire destroys a clingwall slime permanently; otherwise, it will grow back in a few weeks.

There are odds and ends scattered around the room, belonging to unfortunate heroes who were grabbed and eaten by the slime. A hero making a Notice roll will find one of the items on this list for each success rolled, starting with the first item on the list. Other heroes can take their turn making Notice rolls and discovering treasure or other items until the end of the list is reached:

- Gold coin
- Gold coin
- *Dragonfire potion* worth 10 gold
- Gold coin
- Pouch containing one emerald worth 3 gold (proof against poison for one action scene) and one quartz worth 1 gold (gain 1 Luck for each success rolled)

9. **The Oozewell:**

The long, sloping passageway between Area 8 and 9 is carved with images of the Chaos Lord named Lady Egesta: a many-eyed, many-mouthed woman wearing a crown and carrying an urn flowing with green slime. The air here is extremely cold and damp, and the burbling sound of a thick, simmering brew echoes along
the passageway. Rippling green light plays along the walls, growing brighter as you near the lower end.

The cavern at the end of the passageway is partially filled by a pool of glowing, bubbling slime, a gift from Egesta to her ancient disciples. Long ago this was a place where treasures and, sadly, living victims would be tossed from the overpass above into the pool and dissolved in moments. Disciples of Egesta would walk from Area 8 down the sloping tunnel to Area 9 to willingly enter the pool and receive the gift of tainted touch, as well as miraculous healing abilities. The disciples would enter the pool here and emerge at a similar ramp at the western end of the pool between Area 8 and Area 20. The gusty updraft blowing into Area 20 would ceremoniously cleanse the disciples, who would then return to Area 8 as fully-vested followers of Lady Egesta.

Evidence of the ceremony still exists here in the form of a pile of mouldering sandals and robes at the shore of the pool, where disciples left them before entering. If the heroes linger here, they will witness a procession of ghostly disciples entering the pool, their spirits still reenacting their ancient pledge to Chaos.

Only those sworn to serve Chaos can survive sustained contact with the pool. If anyone else comes in contact with the pool, roll 8 dice against the victim’s Resist roll. Subtract one Luck from the victim for each remaining success. Repeat each turn that the victim is in contact with the pool. Anyone reduced to zero Luck in this way is dissolved by the slime and cannot be brought back to life.

10. **The Ghouls’ Keep**: This square room is 30 feet (6 paces) across, and 50 feet high, with a winding stair ascending clockwise to the top. There are tunnels at the bottom extending west to Area 20 and south to Area 12. Thirty feet up on the east side is a tunnel opening to the east, connecting to Area 21 and an optional adventure extension. Forty feet up on the west side is a cave opening leading to Area 18. At the top, the stairway connects to Area 11.

There are ghouls lingering in the tunnel leading to Area 21. They often wait here in ambush for Plunder Pit contestants who stray this way.

**Ghouls (5):**
- Luck 10, Armor 0, Move 8 (climb)
- Battle 7, Muscle 7, Notice 3, Resist 2, Sneak 5, Stunt 8
- Powers: successful Battle roll paralyzes victim until removed with a Resist roll or paladin’s *antidote* power is applied

Sir Vander (see Area 11) will appear if it seems the ghouls are about to overwhelm the heroes, or if the heroes defeat the ghouls and ascend to the top of the stairs. He will use a *fire patch* spell to drive them back to Area 21, and then implore the heroes to listen to his tale.
11. **The Ghoulmaster:** This is the study/lab/refuge of Sir Vander Aldenhorn, a brilliant alchemist and wizard who delved too deep into the mysteries of undeath and has become infected with ghoul sickness.

Sir Vander Aldenhorn, ghoul-infected alchemist and wizard

- Luck 14, Armor 0 Move 10 climb
- Battle 7/7 (claw/claw), Magic 10, Muscle 9, Notice 4, Resist 4, Sneak 6, Stunt 8, Talk 4
- Powers: fear, fire patch, fizzle, zap; successful Battle roll paralyzes victim unless Resisted with a Resist roll or paladin’s *antidote* power is applied

Sir Vander was once an eccentric nobleman living on Mount Dandy, the home of Stormgate’s wealthiest families. His parents had died and left him contentedly rich and on his own. With no family and no heirs, he had time to indulge his true passion – the study of immortality. He became an expert on the undead and sometimes advised the Knights Protector or the Elector of the city when they had trouble with ghouls, vampires, and other forms of the walking dead.

As he grew older, however, he began to fear death, and became increasingly reckless and desperate. He wondered if he could gain the powers of an undead creature without becoming monstrous or evil. This became his obsession, and he gradually withdrew from human company, especially after the Knights warned him that he was interfering with Things Best Left Alone.

Sir Vander set up a lab beneath the Boneyard, using the basement of an old imperial watch tower that once stood on the hillside. He wanted to capture one of the ghouls who haunt the graveyard and learn how to gain its strength, speed, and eternal life without harm to himself. Using a potion he devised to protect his sanity and his human memories, he allowed the ghoul to scratch him and infect him. At first it seemed a success: he had the strength and speed of a ghoul, his mind was intact and his appearance still human. He returned to his mansion in Mount Dandy, hoping to keep his lordly title forever and cheat death. But gradually he began to feel a horrible fear of the daylight and the open air, and he took on the pallor of a ghoul, and began to reek with the foul stench of the undead. Shunned by his former colleagues, he had nowhere to go but back to his sanctum beneath the graveyard.

Now he is the *de facto* master of the ghouls, who fear his magical might, but he is also a prisoner of his own monstrous nature. He longs to cure himself of the ghoul’s curse so he can return to the surface. He feels that the secret to his cure lies in tapping the power of Chaos, and that Lady Skew, the Abominator, could remake his body whole and pure if he could make contact with her.

If the heroes share the reason for their being in the Plunder Pit, he will tell them that the Katasterod is most likely somewhere in the dungeon, and that a young wizard named Fiddle did actually wander into the ghouls’ lair a few weeks ago during his search for the same artifact before being rescued by Sir Vander and
sent on his way. As far as this goes, it’s the truth. What he won’t share with the
heroes is that he sent ghouls to spy on Fiddle to see if he could find Lady Skew’s
shrine, and will also send two ghouls to shadow the heroes in their quest, so that
he will be shown the way to the lost shrine and his chance for a cure. The ghouls
sent to spy on Fiddle never returned, having been slain by the senior disciples of
Egesta at Area 46 (although Fiddle himself escaped).

Once the heroes leave this area, you should make occasional hidden Notice
checks for the heroes see if they notice the ghouls following them. The ghouls
will try to stay out of sight and return to Vander after following the heroes as far
as they can without being spotted. If the ghouls report to Vander that the heroes
have found the shrine of Lady Skew, he will lead a pack of ghouls there to see if
he can contact Lady Skew (see Areas 55–59), adding to the drama of the heroes’
final confrontation with Skew’s disciples. Vander is not out to harm the heroes,
but he will lie to them and put them in danger if he feels he has a chance of
reaching Lady Skew’s shrine.

12. **To the Overpass:** This chamber was originally part of Lady Egesta’s temple,
where treasure and captives were kept before being thrown off the Overpass as
offerings to the Oozewell. Two empty, smashed treasure chests still stand here,
bolted to the floor.

13. **Egesta’s Shrine:** This round chamber once served as a holy sanctum, with a
central basin used by her disciples to ritually wash in and to offer prayers to the
goddess. The basin is empty, but remains as a round depression in the center of
the floor, about 4 feet deep. It is also the lair of several undead priests of Egesta,
who still guard the shrine. The priests are full disciples of the goddess, and have
been through the ritual of the Oozewell. Their flesh has long since rotted away,
leaving skeletons that ooze with phosphorescent green slime.

Disciples of Egesta (8):
Luck 12, Armor 1 (Armor 4 against Shoot rolls), Move 5
Battle 8, Muscle 5, Notice 2, Resist 6, Sneak 3
Powers: *acid splatter*: when reduced to zero Luck, a disciple of Egesta explodes
into a spray of corroding acid that affects everyone within one pace of it. Treat it
as a Shoot roll with 6 dice.

A wizard’s *ice patch* power is particularly effective against all disciples of Egesta.
Any disciple loses 4 Luck each turn its in contact with an ice patch. A *fire patch*
or lighted flask of lantern oil destroys a disciple instantly, and prevents its *acid
splatter* power from activating.

14. **The Twist:** This corkscrew passage leads down to the second level below
ground, emerging in a short flight of stairs at the west end of Area 22. The floor
is polished by centuries of use and is very slippery as a result. Two successive
Stunt rolls are needed to descend without sliding to the bottom and losing two
Luck while bumping down the stairs. (A secured rope will give heroes an extra 4 Stunt dice for this purpose, even if they have Stunt 0). Climbing up the passage also requires two Stunt rolls to avoid sliding back down to the bottom.

15. **The Gasping Maw:** This natural cavern has four exits: west to Area 16, north to Area 17, east to Area 18, and southeast to Area 19. There is also a funnel-like hole in the floor leading down to Area 20. A blast of warm, moist air constantly pours up from the funnel and out towards Area 17. A Muscle roll must be made to enter the cavern against the force of the updraft. Once in the room, heroes find that the air current is strong enough that anyone can “fly” around the cavern or hover, supported by the updraft.

A very large and ancient orb spider has spun a web across the entrance to Area 17 to catch anything that the updraft carries from below. Any items the heroes may have lost in Area 20 will be found in the web, as well as the following treasures:

+2 Battle superior quarterstaff (a two-handed weapon worth 1 gold), +1 Magic arcane robe, backpack containing 18 gold coins and a ruby (worth 10 gold, can be used up to gain 1 lost Luck each turn for rest of an action scene)

The web has Luck 20 and can be hacked away by any Battle weapon with a sharp edge.

The spider is heavy enough that she can remain firmly on the floor (or wall or ceiling) of the cavern without going airborne. She will emerge from her nest in Area 16 and confront the heroes as they battle her in midair.

**Ancient Orb Spider:**
- Luck 24, Armor 1, Move 5 (climb), Battle 7 (fangs + poison bite), Muscle 8, Notice 3, Resist 1, Sneak 1 (+4 if not moving), Stunt 0
- Powers: poison bite: Make a Muscle roll to remove the spider’s Battle successes, or lose 1 Luck each turn until you reach 1 Luck and fall unconscious – paladin’s antidote removes poison; spider can wrap up a victim trapped in its web in a single turn; victims need 3 Muscle or Stunt successes in one turn to break free

16. **The Orb:** This cave is only about 10 feet (2 paces) across, and when the ancient orb spider is in it, she fills the cave. The walls and ceiling are covered with translucent, sticky, milky-colored spider eggs about the size of ping-pong balls – about 300 of them. The floor is covered with the desiccated remains of the spider’s former mates – smaller males who were killed and eaten after mating with her. At any one time, one or two hatchlings will be struggling their way out of their egg. They have Luck 1, Battle 2, and can deliver a poison bite like their mother, but unless grabbed or roughly handled, they will immediately set about making a long thread that they will use as a kite to waft them through Area 15 to the web strung across the entrance to Area 17. After a brief rest,
hatchlings crawl to the far side of the web and kite themselves out into the open air through the cracked ceiling of Area 17.

17. **The Up and Out:** This natural chamber is a sphere with a flattened top. Once connected to the city’s drainage system, it still has a ceiling made of large tiles, in which is set a sewer drain made of rusted iron bars. As in Area 15, heroes can float and hover anywhere in the chamber, and even let themselves be carried up to the iron drain. Two successes on a Muscle roll are needed to wrest the drain from the surrounding tiles, allowing heroes to emerge on the slope of the hill just 50 feet from the east side of the Plunderdome.

18. **The Squeezechamber:** This bulb-like chamber is connected to Areas 10 and 15 by a narrow tunnel that requires heroes to crawl in single file on their knees. A strong breeze blows eastward down the tunnel towards Area 10.

19. **The Frying Pan:** This flat-floored side chamber has an entrance too small to fit the ancient orb spider in Area 15 – heroes can use it as a refuge. Because it has only one exit, it is free from the strong updraft that fills the main chamber.

   It’s apparent that they are not the first visitors to this chamber. The skeletons of two goblins lie here – unfortunate explorers from the third level below ground who strayed into Area 20 and were blown into the spider’s lair. The poor fellows seem to have starved to death long ago. Among their ragged clothing, heroes will find 12 gold coins and a rattle-like instrument known as a rat-caller, used to summon a goblin’s giant pet rat (see Area 33). The rat-caller appears as grinning silver rat’s head on a stick made of carved bone.

20. **The Funnel Tunnel:** This tall, roughly egg-shaped cavern is about 30 feet across and about 100 feet high. A narrow, funnel-like pit connects the bottom of the cavern to the corridor leading to Area 8. A ledge crosses from east to west about halfway up the cavern, connecting Areas 1 and 10.

   A strong, roaring updraft scours this cavern and carries loose objects up into Area 15. Heroes venturing onto the ledge should make a Muscle check upon entering the cavern. Failure means any items carried in one hand (like a wand, lantern, or longsword) are seized by the updraft and carried up to the spider web in Area 15.

21. **To the Graveyard:** This tunnel is included as a link to more adventures in the ghoul-haunted graveyards nearby. You can ignore it; improvise an encounter with more ghouls; or create your own adventure.

22. **Under the Waterfoul:** This is a large natural cave with a 90-foot ceiling. A torrent of glowing green slime exits from a hideous carved mouth near the ceiling and falls 60 feet into a pool of the same stuff. The area was once part of
Lady Egesta’s shrine. The effects of contact with the Waterfoul or the slime pool are the same as touching the pool at Area 9.

23. Tricky Leap: The pathway passes along a broken causeway over the pool, requiring two separate Muscle or Stunt rolls to negotiate. Failure means falling into the pool and losing 1 Luck each turn until you’re fished out by your friends or make a Muscle roll to extricate yourself from the pool. Note that the undead disciples of Egesta will emerge from their tombs at Area 46 when the heroes reach the east side of the causeway.

24. The Wolfbats’ Roost: This cavern sits high above the Waterfoul cavern, connected to Area 23 by a rough-hewn stairway. It’s the roost for the wolfbat mounts used by the goblins in control of Areas 24 to 33. A sentry is always posted at the opening overlooking the Waterfoul, and will send word to the wolfbat riders at Area 25 if any heroes begin climbing the stairway from Area 23. It takes but three turns for the riders to reach the roost and mount their bats.

Ordinarily, four wolfbats here are sleeping comfortably upside-down, clinging to iron rods hammered high into the walls. Two goblins or one human-sized hero can ride on a single bat – an elf hero can use the **tame animal** power to control one. Any other hero wishing to ride a bat needs to make roll 1 Stunt or Talk success each turn to keep their mount under control.

Wolfbats are fed giant cave crickets from a big metal cage in a corner of the cave. If the crickets are freed, the bats will ignore their riders and gobble up crickets for three turns.

Wolfbats (4):
Luck 10, Armor 0, Move 2 climb, fly 0 to 16
Battle 5 (bite), Muscle 7, Notice 6 (even in darkness), Resist 1, Sneak 4 (Sneak 8 when flying)

Wolfbats are large, flying hunters, bred by goblins as scouts and mounts. They have relatively stubby but powerful wings.

25. Goblin Wolfbat Riders: There are 8 riders here. When not out riding, they are usually found mending or making weapons, or playing on their cacophonous collection of drums and tin horns.

Their orders are to delay and drive off intruders until the bulk of the goblin force can arrive. A total of 20 goblins and 2 bosses from Area 31 and 32 can be on the scene within three turns.

If the heroes act peacefully, the goblins will snarl and threaten, but not attack. The queen and her bodyguards will arrive from Area 26 within another three turns. See Area 26 for more about the queen and her retinue.
Goblins (8):
Luck 2, Armor 0, Move 5
Battle 4, Make 3, Muscle 3, Notice 5 (−4 in bright light), Resist 2, Shoot 2, Sneak 8, Stunt 4, Talk 1

Goblins are malicious, unruly underground folk. They live in large bands in their well-hidden cave and surrounding mining tunnels. They carry picks and hammers, and a bag of stones for shooting enemies with their slingshots.

26. The Goblin Hall: This is the cavern where the goblin queen, Oggla, her two bodyguards, and contingent of 10 goblin elders hold court. The king’s hobgoblin, Mixwig, is also present. Oggla sits on an iron throne, and wears a silver crown worth 20 gold coins. She is nearly human-sized, muscular, and bulgy-eyed.

Goblin Elders (10):
Luck 3, Armor 1, Move 5
Battle 4, Make 3, Muscle 3, Notice 5 (−4 in bright light), Resist 2, Shoot 2, Sneak 8, Stunt 4, Talk 1

Goblin Bodyguards:
Luck 6, Armor 2, Move 5
Battle 9, Make 3, Muscle 4, Notice 5 (−4 in bright light), Resist 3, Sneak 8, Shoot 3, Stunt 4, Talk 1

Oggla, Goblin Queen:
Luck 18, Armor 4, Move 5
Battle 10, Make 3, Muscle 5, Notice 5 (−4 in bright light), Resist 5, Sneak 6, Stunt 4, Talk 2

Mixwig, Hobgoblin:
Luck 14, Armor 0, Move 5
Battle 4, Magic 8, Make 5, Muscle 2, Notice 5 (−4 in bright light), Resist 4, Sneak 5, Stunt 4, Talk 4
Powers: zap, spider web (as briar patch), shield, tongues, fear
Gear: +1 Magic wand, flight potion

Queen Oggla is a shrewd leader, if irascible. The heroes’ behavior up to this point strongly influences how Oggla treats them. If they have avoided fighting the wolfbat riders, and haven’t raided the mining and smelting operations, or have just wandered in from the southern entrance near Areas 43 and 44, they may find that Oggla is perfectly willing to negotiate with them. She will ask for a “toll payment” of 10 gold from each hero and let them go, with a warning not to come prowling around again. A hero who makes more than one success on a Talk roll may put Oggla in a jovial mood, and she will invite them to join her in feasting and gambling games, gaining her as an ally against the forces of Chaos.
Even if the heroes have fought their way in and shed some goblin blood, she would prefer to capture them without further loss of life by overwhelming them numerically, encouraging their surrender, then seeing if they have any valuable gear or information before enslaving them to work in the mines. If the heroes continue to fight and start to gain the upper hand, she will call for a truce to buy time. Stubborn defense to the last goblin is not an attractive option for her, because it deprives her of soldiers and workers.

Her hobgoblin wizard, Mixwig, is more suspicious and would argue for dumping the heroes in the Forgeddaboutit. It’s Mixwig who will douse the heroes with cricket lure if they’re captured to entice the cave crickets in Area 27 into eating them after being tossed into the pit (Area 28). He has about 8 goblins on his side, plus one of the queen’s bodyguards.

Sad to say, Mixwig has been sneaking off while the queen is distracted or asleep and meeting with the disciples of Lord Reven in Areas 34–43. In exchange for magical power (and eventual immortality as an undead disciple of this horrible Chaos lord), Mixwig has agreed to make sure any heroes who wander into the goblin caverns are put in the Forgeddaboutit pit. He will then sneak off to warn the disciples that heroes have been nosing about but that he has disposed of them, expecting a reward.

27. The Forgeddaboutit: This cavern has a 20-foot high domed ceiling and a flat floor pierced by a 10-foot mouth of a 70-foot deep sinkhole (Area 28). The ceiling is alive with hundreds of giant cave crickets, who are harvested by the goblins using slingshots, as their principal food source.

Captured heroes will be doused with cricket lure by Mixwig and tossed into the sinkhole, suffering a Battle roll of 21 dice. Any hero who would be reduced to zero Luck will remain at 1 Luck instead.

28. The Pit and the Boulder: The bottom of the sinkhole is where the goblin king keeps his store of silver ingots – they are casually tossed down here and lie about in a layer on the floor, about 300 ingots each worth one gold coin. Other odd treasures have been dumped here for safekeeping too, including 20 gold coins and three quartz gems.

The sinkhole is used to keep prisoners as well as treasure. Three very tidy-looking skeletons lie among the silver, picked clean by the cave crickets who usually cluster on the ceiling of Area 27. They wear rags only. If the heroes are placed here, they will have been doused with cricket lure first by Mixwig, the queen’s hobgoblin, and the crickets will swarm on them within 10 turns. The cricket swarm is considered one monster with the following stats:

Luck 40, Armor 0, Battle 4 (roll once, but results apply to all heroes in the swarm).
A huge boulder occupies the middle of the base of the pit. Not even the goblins realize that it covers the entrance to the tomb of an imperial general below, in Area 29. The boulder requires 4 Muscle successes in a single turn to lift; heroes can pool their Muscle rolls together and lift at once. Using a femur (upper leg bone) from one of the skeletons as a prybar adds one Muscle die for each hero trying to shift the boulder, up to a maximum of six heroes.

**29. General Temeraria’s Tomb:** This cavern is 40 feet across and 30 feet high. The floor is slightly concave, sloping down towards the middle. Placed in the center is a tomb – really, just an oblong hole carved in the floor that’s large enough to hold a body, with a massive circular bronze lid like a shield covering the hole. The shield is embossed (decorated) with images of a breastplate, sword, helmet, and cloak. An inscription runs around the edge of the shield:

HERE LIES TEMERARIA, GENERAL OF THE EMPIRE, HERO OF THE CHAOS WARS.

TAKE MY TREASURES, TO CARRY ON THE FIGHT, BUT DO NOT MOVE MY SHIELD, YOU’VE ALREADY PROVEN YOUR MIGHT.

WHEN ARMED AND READY, GRASP HANDS AND SPEAK MY NAME, AND I WILL QUICKLY BEAR YOU TO THE PLACE WHERE CHAOS MUST BE TAMED.

The sculpted objects on the shield are actually hidden treasures. When pulled from the shield, they transform from bronze sculptures into actual items. They include:

- A fine breastplate decorated with a snarling gorgon’s face. It’s +4 *gorgonscale armor*, remarkable because although it gives you Armor 4, it’s so light it can be worn by someone with Muscle 2. (Usually you can’t wear armor that gives more Armor than your Muscle dice). It’s a great choice for rogues. This particular armor also gives you +3 Resist dice when a basilisk, cockatrice or other foe with similar powers is attempting to turn you to stone.
- *Tonare*, the general’s +4 Battle masterwork short sword, made for her by the now-vanished Cloudsteel dwarves, who sided against Chaos and paid a terrible price for it at the hands of the other dwarf nations. The blade state’s the weapon’s name, flanked by stylized lightning bolts. It carries an additional enchantment that gives its owner the following power:
  - Thunderstrike (costs 2 Luck): Speak the word “Tonare!” and point the sword at any foe you can see. Add your Talk dice to a Shoot roll. A bolt of lightning shoots from the tip of the blade and strikes the foe, who loses 1 Luck and is knocked back one pace.
for each success. A foe who is knocked into a solid obstruction loses 1 additional Luck.

- A silvered helmet with a lion crest that gives anyone who wears it +1 Armor.
- A black cloak embroidered with gold thread in the shape of a lion holding a shield with a numeral “7”, insignia of the 7th imperial legion. Around the shoulders of the cloak is embroidered the legion’s motto, *Timent rugitui leonis*, which means “Fear the lion’s roar.” When the wearer of the cloak shouts the legion’s motto (from memory), a single foe of the wearer’s choice must make a successful Resist roll or else lose a turn quaking in fear. This power costs 1 Luck to activate.

If the heroes ignore the warning on the shield and attempt to move it, they must make 6 Muscle successes between them in a single turn. Any magical treasures removed from the shield will return there, and can’t be removed subsequently. In the carved niche beneath the shield, heroes will find the skeleton of a woman in mouldering leather armor. She crumbles to dust at the merest touch.

If the heroes link hands as instructed on the shield and speak the name “Temeraria”, a phantom winged lion will appear and motion for them to climb onto its back. It will instantly teleport them to Area 35, growl “Timent rugitui leonis!” and vanish.

30. **Goblin Den:** This noisy, smoky chamber is where the bulk of the goblins live when they’re not on guard duty or mining duty. A few coal-burning iron fire-pots provide feeble light and heat. Nest-like accretions of iron-framed bunk beds and roosts are hammered into the walls. The kingdom’s unruly baby goblins hang in cages, snarling and rough-housing with one another. A juvenile pet rat or two (at least you think they might be pets) crawls over the gnawed bones and heaps of junk on the floor. At any given time you’ll find 10 ordinary goblins sleeping off their shift, and a couple of older goblin gramps and grannies too weary and hobbled-over to offer any resistance. Sometimes you might see a gambling game in progress, with goblins rolling dice and betting ingots of silver on the results. The game, called Kobbok, has never been mastered by a human, and may not even have rules, but any hero on good terms with the goblins who tries it may win a round simply by rolling his or her Talk dice and scoring one (but not more than one) success.

31. **The Mother Lode:** This chamber is the only active area of the goblin mines – a rich vein of silver has drawn the goblins here. At any given time, 10 goblins and a goblin boss area at work here, hammering away at the seam or loading fist-sized chunks of silver ore into baskets made of iron wire and carrying them to the smelter in Area 32.

Goblins (10):
Luck 2, Armor 0, Move 5
Battle 4, Make 3, Muscle 3, Notice 5 (–4 in bright light), Resist 2, Shoot 2, Sneak 8, Stunt 4, Talk 1

Goblin Boss:
Luck 6, Armor 1, Move 5
Battle 9, Make 3, Muscle 4, Notice 5 (–4 in bright light), Resist 3, Sneak 8, Shoot 3, Stunt 4, Talk 1

32. **The Smelter**: This cavern is 30 feet across, with a 10-foot wide ring-shaped ledge surrounding a 10-foot wide pit. The pit is heated to searing temperatures by a fire dragon's heart – a goblin band's most treasured possession, because it provides the necessary heat to melt metal ore. The heart is kept at the bottom of the pit, secured to a bolt on the ledge by a chain made of carved soapstone links. The heart only releases heat in the presence of gold or silver – awakening the dragon's greedy spirit. If removed, it quickly cools. The heart is worth 300 gold coins to the right seller (most likely a wealthy dwarf), but note that removing it would destroy the goblins' livelihood and they would not take kindly to it.

Ten goblins and a boss are here, engaged in sweeping the slag off the top of the molten silver using stone-tipped paddles, and scooping out crucibles of the pure ore to pour into ingots using carved stone moulds. (See Area 31 for the goblins' stats). A pyramid of silver ingots cools nearby. There are 30 ingots, each worth 1 gold coin.

Anyone so unfortunate as to fall or be pushed into the pit of molten silver will drop to zero Luck and sink beneath the surface, never to be seen again. A wizard's *ice patch* power will create a crust over the surface of the molten silver for a single turn capable of supporting a human if they chance to fall in.

33. **Goblin Mine Tunnels**: These tunnels are used for travel between the active mining operation in Areas 31–32 and the goblins' living quarters in Area 30. At least two goblins are in the main tunnel at any given time, one hauling 5 silver ingots each to Area 27 for safekeeping and the other bringing its empty basket back to the smelter at Area 32.

The dead-end tunnel with a tiny chamber at the end is the preferred nest of the goblins' pampered giant rats – some goblins keep a rat as a pet, that they can call using a special rattle called a rat-caller that is keyed to attract their particular rat only. The rat-caller that heroes may have found in Area 19 is keyed to one of the rats here. If used, the rat-caller will summon this rat, which will obey the holder of the rat-caller but also beg incessantly for food. The other rats, if disturbed, will defend their nest and will chase the heroes, squeaking excitedly, until given some food or driven off.
34. **Revenars’ Gate:** This 10-foot wide tunnel leads to a sturdy door that marks the entrance to the shrine of Lord Reven, Chaos god of undeath. The door is locked, but can be picked with 8 Make successes over one or more turns, as long as at least one success is scored per turn.

35. **Guardhall:** This room is a 40-foot square, with doors on the west, south, and east walls. It’s the guard room of three hardened criminals, the survivors of a group of six who wandered down here during an adventure in the Plunder Pit and have been drawn willingly into Lord Reven’s service. They have each survived a trial in the Bloodforge (Area 38), and having each slain one of their former comrades in single combat, giving them the power of a Revenar of Reven. Each one now commands the haunted skeleton of the opponent he vanquished in the pit, giving him an undead servant and fighting companion. Each skeleton appears as a set of bloody bones within a ghostly phantom of its living self.

If the heroes enter this room (or are transported here by Temeraria from Area 29), the Revenars and their haunted skeletons will attack immediately. All three Revenars have the *rise again* power granted to them by Lord Reven: If reduced to zero Luck, they spend one turn dead, then instantly receive 4 Luck and must be slain a second time. This can only happen once in a given action scene. If two Revenars are slain, the third will lead the heroes down the hallway toward the pit trap in Area 36, leaping over the trap so it’s still set to catch the heroes.

**Gogrim:**
- Luck 12, Armor 4, Move 5
- Battle 9, Muscle 6, Notice 2, Resist 2, Shoot 3, Sneak 1, Stunt 1, Talk 1
- Powers: *sweep, parry, rise again*
- Gear: +3 Battle longsword, −3 chain mail, −1 shield.

**Malissa:**
- Luck 13, Armor 1, Move 5
- Battle 1, Magic 5, Muscle 1, Notice 4, Resist 3, Shoot 8, Sneak 3, Stunt 3, Talk 4
- Powers: *fizzle, ice sheet, zap, rise again*
- Gear: +2 Shoot light crossbow, +1 Battle dagger, −1 leather armor

**Quell:**
- Luck 16, Armor 0, Move 5
- Battle 6, Muscle 6, Notice 1, Resist 1, Talk 1
- Powers: *ambush!, feat of strength, rise again*
- Gear: +2 Battle hand axe

**Haunted Skeletons (3): Marzi, Fleck, and Murbles**
- Luck 4, Armor 1 (Armor 3 against Shoot), Move 5
Battle 6, Muscle 2, Notice 3
Powers: Frisson: You automatically lose 1 Luck each time you make a Battle roll against a haunted skeleton.
Gear: +2 Battle short sword (Marzi), +2 Battle hand axe (Fleck), +2 Battle spear (Murbles)

36. Pit Trap: The disciples of Lord Reven maintain a pit trap along this hallway to catch intruders. The top of the pit is covered by a two-part trap door that falls open when anyone steps on it. Allow a Stunt roll to see if any hero can leap out of the way in time to avoid falling 30 feet into the pit at Area 37.

37. Cell: Anyone falling through the pit trap in Area 36 will suffer a Battle roll of 9 dice from the fall onto the hard stone floor. The cell itself is 20 feet across, and accessed only by a small door on the east wall that’s locked and barred from the other side. A steep flight of steps leads up from the cell door to Area 43. A single Muscle roll of five or more successes will break the door down; the lock can be picked with 6 Make successes over one or more turns, as long as at least one success is scored per turn.

Heroes trapped here will be given the option of battling each other to the death in the Bloodforge (Area 38) as an alternative to simply being placed on the Font of Unlife (Area 42) and turned into a zombie, or as the Revenars will put it, being given to Lord Reven.

38. The Bloodforge: This chamber is 50 feet across, with doors on the north, east, and south walls. A 10-foot wide walkway overlooks a pit that’s 20 feet deep and 30 feet across. The pit, called the Bloodforge, is used for single combat: the winner becomes a Revenar, in control of the haunted skeleton of the loser (see Area 35 for more details). The heroes may find themselves here as contestants if they agree to combat in the Bloodforge as a condition of escaping their prison cell – it’s possible that they may use the bout as a ruse to overpower their guards. A simple dagger is all that’s allowed, provided by the Revenar guards.

39. High Revenar Quarters: These are the living quarters of the High Revenars: not recent converts, but faithful undead disciples who have guarded the shrine for a thousand years. They are hardened imperial soldiers, who would have been formidable opponents even before joining the ranks of the undead. Only two survive: Saevissimus and Dura. Nearby in Area 41 are a contingent of zombies they’ve created by placing unfortunate adventurers on the Font of Undeath (Area 42).

If the heroes have made it this far, they will not be welcomed into these quarters. On a successful Talk roll, a hero might be able to converse with the High Revenars, perhaps playing on their curiosity about the heroes’ quest here. It takes two turns for the zombies in Area 41 to arrive, at which time discussion is essentially over and a battle begins. The High Revenars’ strategy will be to lure
the heroes into Area 41, where Lord Reven’s healing powers/draining powers can take effect.

Perfidius did pass through here on his way to find the Katasterod – he was able to get by unharmed by showing his imperial signet ring to the two High Revenars, who long ago swore never to thwart a member of the imperial family.

**Saevissimus, High Revenar:**
Luck 20, Armor 5, Move 5
Battle 14, Muscle 5, Notice 4, Resist 6, Stunt 3, Talk 5
Powers: *rise again, sweep, master of falchions (chop: roll double dice against foes with Armor 0)*
Gear: −5 heavy plate armor, +5 Battle superior falchion

**Dura, High Revenar:**
Luck 20, Armor 4, Move 5
Battle 12/12, Muscle 5, Notice 4, Resist 6, Stunt 3, Talk 5
Powers: *rise again, two weapons (spend one Luck to make Battle rolls with two weapons)*
Gear: −4 light plate armor, two +3 Battle superior short swords

**Zombies (4):**
Luck 7, Armor 1 (Armor 3 against Shoot), Move 3, can’t run
Battle 5, Muscle 7, Notice 2
Powers: *zombie disease:* a successful Battle attack turns victims into zombies at zero Luck unless you receive a paladin’s *restore* power

**Treasury:** Saevissimus and Dura keep a few ancient treasures in this small locked room. On the floor of the room is a silver-bound cedar chest containing the following items:

- A diamond (worth 30 gold coins; can be used up to restore yourself or a single ally to full Luck instantly)
- 2 sapphires (worth 20 gold coins each; can be used up to give yourself a bonus die on every action roll for the rest of the action scene)
- A Cloudsteel whetstone (worth 20 gold coins; can be used up to sharpen a single Battle weapon so that on a successful roll, it always inflicts one more success than the dice indicate)
- An *akkut’s arrow,* which can be used once per action scene with an elven bow, shortbow, or longbow to add one die to your Shoot roll.
- A scroll of *mistform,* as the wizard power of the same name; a one-use item that requires the user to have at least Magic 1 and make a Talk roll with at least one success – the spell is cast with no loss of Luck to the user unless the Talk roll fails, in which case 3 Luck are lost, and the user can try again
41. **The Temple of Lord Reven:** This grand chamber is 50 feet square, with an archway on the west side and two side-by-side exits on the east side. Four pillars uphold the ceiling. It's usually guarded by the 4 zombies commanded by the High Revenars in Area 39.

The pillars, upon close inspection, are made of hundreds of skulls and bones bound together with razor wire. They are made from the remains of conquered enemies of Lord Reven. The pillars have the power to restore 1 Luck each turn to all revenars, skeletons, and zombies in the room, and to remove 1 Luck each turn from any heroes present. The phenomenon will be seen as a shimmering beam of energy drawing life from the heroes into the pillars, then back into the disciples of Reven.

Each pillar has Luck 30 and is quite flammable, burning at a rate of 6 Luck each turn if ignited by a torch or fire patch power. As each pillar reaches zero Luck and crumbles, several chunks of stone will rain down from the ceiling, inflicting a Battle roll of 12 dice on anyone failing to make a Stunt roll. If all four pillars are destroyed, the roof will collapse in one turn, sealing all passage between Areas 39 and 42.

42. **The Font of Undeath:** This chamber, 30 feet across, is dominated by a huge, pitted, black boulder called the Font of Undeath. The top of the boulder is carved out to resemble an open hand waiting to receive an offering. Any unwilling victim placed in the Font must make a successful Resist roll or die instantly and then rise as a zombie in 3 turns.

43. **Two-Gate Junction:** This room has doors to the west, south, and east, as well as the head of the stairway leading down to the cell at Area 37. The eastern door is locked. A single Muscle roll of five or more successes will break the door down; the lock can be picked with 6 Make successes over one or more turns, as long as at least one success is scored per turn.

44. **Crypt Worms and Death's-Head Moths:** This passageway is within a no-man's land between the shrines of Reven on this level and the shrine of Lady Skew on the level below. Tombs of Chaos followers once occupied the four niches in the walls. Now they are empty except for a few ragged pieces of funerary shroud and some splintered bones. Their current inhabitants are a pair of crypt worms, who will ambush heroes from the two chambers on the east wall of the passageway.

**Crypt Worms (2):**
Luck 10, Armor 0, Move 4 climb, dig
Battle 6 (bite), Muscle 5, Notice 5, Resist 3, Sneak 5
Powers: Ambush! (identical to the rogue's power of the same name)

The crypt worms will ambush the last hero in line, hoping not to be noticed.
45. **The Petitioner’s Hall:** This room was designed for pilgrims and petitioners waiting to descend to Lady Skew’s shrine. Evidence of makeshift camps – scorched fire-rings, charred wood, lots of broken pots and bottles in the corners – speaks to how long some of them were kept waiting.

If Sir Vander Alderhorn (see Area 11) has sent two ghouls to trail the heroes, this is as far as the ghouls will venture before turning back to report to their master. It’s the last chance that heroes have to Notice they’re being followed. The ghouls return to Vander within an hour and lead him here. He’ll be waiting with a pack of 8 ghouls.

46. **The Disciple Pits:** These six holes in the ledge surrounding the slime pool are the resting places of six senior disciples of Lady Egesta. From a distance, heroes will see six pits emitting a green light. The disciples rise out of their pits upon the approach of any intruders and attack. Each disciple appears as a mound of green slime surmounted by a human skull with glowing green eyes.

Senior Disciples of Egesta (6):
- Luck 16, Armor 2 (Armor 5 against Shoot rolls), Move 5
- Battle 10, Muscle 6, Notice 2, Resist 6, Sneak 3
- Powers: *acid splatter*: when reduced to zero Luck, a disciple of Egesta explodes into a spray of corroding acid that affects everyone next to it. Treat it as a Shoot roll with 8 dice.

Senior disciples of Egesta attack by attempting to engulf their foe and dissolve them. Make a Battle roll. If one or two successes are rolled, the target merely loses Luck as normal, from contact with the ooze. If three or more successes are scored, the target loses Luck and is engulfed within the disciple’s oozy body, and loses 3 Luck each turn until the disciple is reduced to zero Luck or the target claws their way out with 2 or more successes on a single Muscle roll.

A wizard’s *ice patch* power is particularly effective against all disciples of Egesta. Any disciple loses 4 Luck each turn its in contact with an ice patch. A *fire patch* or lighted flask of lantern oil destroys a senior disciple instantly, and prevents its *acid splatter* power from activating.

In the sticky pool of acidic slime left behind when a senior disciple explodes, heroes will find the creature’s skull, its eyes no longer glowing. The skull will mutter, “Lady Egesta, I return to thee!” and a ghost will rise from the skull and flutter into the foul pool.
47. **The Pillars of Entropy:** The stairway in Area 45 leads to the upper level of this grand room, 40 feet wide, 100 feet long, and 40 feet deep. The floor of the upper level is supported by rows of sturdy pillars, about 30 feet high.

Carved into the tread of the bottom-most step on the stairway is an inscription: **SKILL, WILL, or KILL**

Many of the pillars are missing, with a 10-foot gap or more between them. You can use drink coasters, poker chips, or index cards to represent the tops of the pillars. The initial layout looks like this:

```
Exit to Area 51
Stair  Pillar  Pillar  Gap  Pillar  Gap  Gap  Pillar
Pillar  Pillar  Pillar  Gap  Gap  Gap  Gap  Pillar
Pillar  Pillar  Gap  Pillar  Gap  Gap  Gap  Pillar
Pillar  Pillar  Gap  Gap  Gap  Gap  Gap  Gap
```

Any pillar that a hero is standing on might vanish during the game master’s turn. The more heroes there are on a pillar, the better chance the pillar will vanish. The game master picks 2 lucky numbers and rolls as many dice as there are heroes on a particular pillar. A success means the pillar vanishes. Heroes will fall 30 feet to Area 48, taking a Battle roll of 9 dice from the fall. (A successful Stunt roll allows a hero to jump to a neighboring pillar.) Details about the monsters present on the lower floor of the hall are found in Area 48.

To jump a gap requires three successes on a Muscle or Stunt roll. Two successive gaps require five successes. (This is the meaning of the word “SKILL” in the inscription).

To keep a pillar from vanishing beneath her, a hero can make a successful Resist roll (the solution to the “WILL” clue in the inscription). The pillar is subject to vanishing like any other pillar if one or more heroes remains on it during the game master’s turn.

You can will a new pillar into being by stepping into a gap and making a successful Resist roll.

If a monster or hero dies on the lower level (Area 48), a new pillar will appear on the spot, (the solution to the “KILL” clue). It has the same chance of vanishing as any other pillar, if a hero remains standing on it during the game master’s turn.

48. **Hall of Entropy – Lower Level:** Any heroes who fall or otherwise enter the lower floor of this grand hall will be attacked by two lesser abominars that
emerge from Area 49 — creatures of chaos that resemble shifting masses of flesh that sprout eyes, jaws, wings, and other features randomly.

Lesser Abominars (2):
Luck 12
Armor: roll 10 dice each turn – your successes equal the monster’s Armor for that turn only
Move: roll 10 dice each turn and add 3 to the number of successes. If three of the dice show the same number (lucky or not), the monster can climb walls this turn. If four or more of the dice show the same number, the monster can hover or fly this turn.

Battle: Roll 10 dice each turn and count the successes to determine the number of Battle rolls it can make this turn at Battle 10.

Notice, Resist, Sneak, Stunt: Roll 10 dice as needed and count the successes to determine its dice in these actions. You don’t have to roll each turn unless you need to know to resolve a die roll.

Powers: During the game master’s turn, roll 10 dice and count the successes to determine the monster’s powers each turn:
No successes: No additional powers.
One success: poison bite. When the monster makes a successful Battle roll, the target must make a Muscle roll to avoid losing 2 dice from all actions for the rest of the action scene.
Two successes: poison bite + firebreathing. The monster gains Shoot 8 this turn in addition to its Battle rolls, and can spit fire on any nearby target.
Three successes: poison bite + firebreathing + petrifying gaze: Anyone making a Battle or Shoot roll against the monster must make a Resist roll or be turned to stone for the rest of the action scene.
Four or more successes: poison bite + firebreathing + petrifying gaze + chaos contagion: On a successful Battle roll, the monster also infects the target with chaos, unless a Muscle roll is made. An infected target will transform into a lesser abominar and remain so until a paladin’s antidote power is applied, or the abominar that infected the target is reduced to zero Luck.

When an abominar is slain, a pillar will appear in its place.

NOTE: If characters have the leisure to search this room, they will see the shattered remains of a blue potion bottle on the floor. An elf, rogue, or wizard who makes a successful Magic roll will identify it as a flight potion. The bottle was emptied and discarded by Fiddle several weeks ago when he passed through. (see Area 50 for details).

49. **Abominar Lair**: This small chamber has a locked door on the south wall and a passageway to the north, leading to Area 48, where the two lesser abominars are described in detail.
50. **Fiddle’s Hideout:** This is a forlorn room, used only to store candles and jars of fresh water. Fiddle, aka Perfidius, nephew of the Empress and fifth in line to the Imperial Throne, has been hiding here for weeks, after having navigated Area 47, 48, and 49 by means of a *flight* potion and an *invisibility* spell. When the heroes arrive, he is hiding behind the water jars, shivering and hungry.

Fiddle, aka Perfidius:
Luck 16 (currently only 8), Armor 0, Move 5
Battle 2, Magic 12, Muscle 1, Notice 3, Resist 6, Sneak 2, Talk 5
Powers: *corrosion, fizzle, float, invisibility, raise skeleton, undo magic, zap*
Gear: imperial ring, +1 Magic wand, diamond, 100 gold

He has been spying out Lady Skew’s shrine, using his *invisibility* spell for brief forays into Area 55. He knows where the Katasterod is. Its location depends on whether the game master wants to end the adventure at Area 59, or expand it to include The Deeps of Chaos, which you will have to make up yourself or else wait for the official expansion to appear.

**SHORT OPTION:** If you want the adventure to end at Area 59, then Fiddle knows that the Katasterod is kept in the Font of Chaos at Area 55.

**EXTENDED OPTION:** If you want to expand the adventure to Area 60 and beyond, then Fiddle will have seen the Katasterod removed from the Font of Chaos by Lady Skew’s disciples, taken past the Chaos Menhir (area 59) and down into the unknown Deeps of Chaos for safekeeping.

Fiddle is starving, and is just about to give up and try to escape the dungeon when the heroes show up. His *invisibility* spell would not allow him enough time to creep all the way to the Font and back, and at this point, he’s been without food so long that his maximum Luck is only 8 – he doesn’t have enough Luck to cast two successive *invisibility* spells. He quickly decides to show himself to the heroes. He is genuinely grateful for their presence, and begs to be given food, which he gnaws eagerly before telling them any more.

Fiddle’s priority is to get out alive with the Katasterod. His first tactic will be to play up his role as a penniless wizard who’s trying to do the bidding of the Ghost Council, just like the heroes.

If the heroes are skeptical, he will tell them that he’s actually an imperial agent and has been sent to recover the cursed artifact before some other enemy of the empire gets it. He tells the heroes that he is prepared to pay them each 200 gold coins for their help in recovering the Katasterod and bringing it out of the Plunder Pit. If the heroes voice doubt, he will show them his imperial ring. The ring is made of gold, with a carved opal as a gem. The carved gem carries the imperial dragon, and the inscription *LET NO ONE HINDER ME*. Most members of the imperial family and their servants carry such rings, to allow them to pass
guard posts and checkpoints without question. The penalty for misusing such a ring within the empire is death, but if the right buyer were found, such as a crimelord like Lady Vail, the ring could be sold for as much as 100 gold coins.

No matter which tack Fiddle takes, he will let the heroes know that the Katasterod is either “just down the hallway” in the font in Area 55 (short adventure option) or “has been taken past the big gate at the far end of the shrine” (extended adventure option). In the former case, his plan is to snatch the artifact from its hiding place in the font while the rest of the heroes provide cover. If the disciples don’t notice the theft, all the better. In the latter case, he and the heroes will likely have to blast and fight their way through Areas 55–59 and then proceed to plumb the Deeps of Chaos to recover the Katasterod via Area 60 in an extended adventure.

51. **The First Ward:** This chamber was once used to welcome petitioners seeking to be disciples of Lady Skew. The walls are covered with images of petitioners waiting in line to touch a great, worn-looking standing stone at the top of a long stair (see Area 59). A gong and beater hang from the wall in the southeast corner between the two doorways. If the heroes have entered this room from Area 47, one of the priestesses of Lady Skew will show up in two turns to welcome them as petitioners. A Talk roll with at least 2 successes will be needed to convince her that they are sincere — or 3 successes if there’s an elf or paladin among the heroes.

If the heroes threaten her, or if they are unable to convince her that they wish to join the forces of Chaos, she will try to sound the gong as a warning and delay them in battle until her sister priestesses arrive three turns later. Otherwise, she will lead them to Area 52 and instruct them to donate their possessions to Lady Skew by leaving them in Area 53.

Stats for the priestesses of Lady Skew are found at Area 58.

52. **The Second Ward:** This chamber is secured by a locked door on the south side. An identical door on the north side leads to Area 53. The head of a stairway in the northeast corner leads down into Area 55. Like the other rooms on this level, it’s now vacant, but was once a place where recruits prepared themselves to enter the shrine proper, via the stairs.

53. **The Treasury:** A room where offerings to Lady Skew were placed in ancient times. The room is a jumble of broken chests and jars, rusted weapons, tattered clothing, and armor. Patient heroes who search through the debris will find a couple of quartz gems (worth 1 gold coin each) and three moonstones (worth 2 gold each, can be used up to allow you to see in the dark for the rest of an action scene).
54. **The Dormitory:** This chamber has a bowed wall on the north side. The north end of the room contains 5 unpainted terra-cotta jars, each about 3 feet in diameter and 4 feet high, with matching lids lying on the floor nearby. Each jar is sculpted to include many eyes, mouths, hands, claws, and tentacles that emerge at random from the surface of the jar. These are in fact the funerary urns of the high priestesses of Lady Skew, and still serve as their resting places when they are not engaged in worship or patrolling the hallways and chambers nearby.

55. **The Font of Chaos:** This high ceilinged room is shaped like a letter T, with its main axis composed of Areas 55–59, and the crosspiece of the T in the form of long, sloping stairways coming down from south and north. A huge niche is carved in the west wall between the feet of the two stairways. In the niche is a pool of water.

If you’re using the SHORT OPTION (see Area 50), the Katasterod is visible at the bottom of the pool, about three feet down. It’s actually the rod itself that keeps the water in the pool churning and imbued with Chaos power – without the rod, the water immediately loses its chaotic properties.

Anyone other than a disciple of one of the lords of Chaos who touches the water when the rod is in it will transform into a lesser abominar (see Area 48), and will attack anyone who is not a Chaos disciple. Only a paladin’s *antidote* power can heal them. Fiddle does not know this peril and will likely grab for the rod himself at first opportunity, only to be turned into a greater abominar, due to his possession of the rod. He’ll do this whether the heroes have met him in Area 50, or when he hears any commotion in Area 55 from the heroes arriving from either stairway and seizes his chance to grab the rod and escape with it.

Greater abominars are similar to the lesser ones described in Area 48, except that they have Luck 16, and the game master rolls 12 dice instead of 10 when determining Armor, Move, and so on. Regardless of what form Fiddle takes, one of his appendages will still be grasping the Katasterod. In death, he returns to human form, still clutching the artifact.

If you’re using the EXTENDED OPTION (see Area 50), then the pool is full of ordinary water, and the Katasterod has been taken by two of Lady Skew’s priestesses down to the Deeps of Chaos via Area 60.

56. **The Bridge:** This 10-foot wide, 30-foot long bridge arches over a 20-foot deep pit, which is filled to a depth of 10 feet with the haunted bones of hundreds of victims who attempted to touch the Menhir of Corruption but did not prove sufficiently devout. The bones churn and writhe like a living sea, rattling and crackling noisily when outsiders draw near. Anyone falling into the pit will feel bony fingers take hold of them and hold them there. A Stunt or Muscle roll is needed to move within the pit, and two Stunt or Muscle successes are needed in
a single roll to climb out. A hero loses one Luck each turn he or she is among the bones.

57. Hall of Trials: In ancient times, this would be the final stop for the faithful seeking to be given a corrupted form by Lady Skew or fail the test of devotion and have their bones swept into the pit beneath the bridge. If the heroes reach this area, any remaining priestesses will emerge from Area 58 to meet them. If they’ve managed to keep up the gambit that they are sincere petitioners to this point, the priestesses will ask the heroes to approach and touch the menhir at Area 59. If the heroes are recognized as intruders, the priestesses will emerge and attack.

58. Priestesses of Lady Skew: The priestesses appear as women with writhing worms for hair, whose skin crawls with centipedes, spiders, and other vermin. They usually become invisible before attacking, gaining +8 Sneak, +3 Armor against Battle rolls, and +6 Armor against Shoot rolls.

Priestesses of Lady Skew (5)*:
Luck 16 Armor 0, Move 5
Battle 7, Magic 8, Muscle 2, Notice 3, Resist 3, Sneak 2, Stunt 1, Talk 5
Powers: call vermin, invisibility, poison cloud
Gear: +2 Battle mace
*only 3 priestesses will be present as a rearguard if the Katasterod has already been taken into the Deeps of Chaos in the extended adventure option.

59. The Menhir of Corruption: This pitted, 15-foot high gray stone is imbued with the power of Lady Skew. A truly devoted petitioner who touches the stone will gain a corrupted body similar to those of the priestesses, but without their magic powers. Those who are not sincerely devoted to the goddess will be reduced to writhing bones that are then tossed into the pit at Area 56.

60. To the Deeps of Chaos: This twisting stair is an optional feature that leads to the feared Deeps of Chaos if you’ve chosen the extended adventure option. If you want the adventure to end here, simply do not include this area in your game.

KEY to LOCATIONS on STORMGATE MAP
Boneyard, The
A hill of rubble and sand, dotted with tombs, sarcophagi, and burial markers. Rutted paths lead from the summit to the east, north, and southwest.
The Boneyard is Stormgate’s cemetery. The crest of the hill is occupied by a small necropolis of tombs belonging to the city’s wealthy families. The upper slopes contain freestanding stone sarcophagi for craftsmen and traders, while the base of the hill is pockmarked with paupers’ graves and crude burial markers.
Bookworm Alley
A mist-shrouded, damp street along the waterfront, filled with cramped shops selling books, scrolls, and various antiquities.
Bookworm Alley contains numerous vendors of books and other items from the empire’s distant past. Many of the volumes have been collected by adventures exploring the ruins of the Marches to the north of the city.

Castle of the Knights Protector
A weather-stained keep of white stone dominates the northern end of the city. A banner depicting a black portcullis on a white field flies from the battlements.
The Knights Protector is an order of paladins sworn to defending the remaining human inhabitants of the island from evil. Once, their goal was more lofty - to defeat the sinister monsters and evil mages who originally ruled the island. But now, weakened and few in number, the knights are hard-pressed merely to keep The Marches to the north of the city free from attack.

Cauldron, The
A burnt-over neighborhood of charred houses, makeshift hovels, and standing pools of foul-looking water.
The Cauldron is a largely abandoned neighborhood, where the potion makers of Elixir Alley dump their “mistakes”, and students of the College of Magic come to settle personal scores with magical duels, which often leave undesirable aftereffects. Rival gangs of “spellgleaners” comb the refuse piles of the Cauldron looking for magic potions and rare ingredients that might be recycled or resold.

College of Magic, The
A jumble of turreted and walled buildings, connected by narrow lanes, tunnels, and covered passages.
Originally chartered by the distant Empire to improve the quality of wizardry and magical craft on the island, the College of Magic has since fallen on hard times, but still ekes out an existence by teaching the magic arts to a few local pupils and a handful of students from the mainland. The College is known for its library of old spells, and its Hall of Curiosities collected from centuries of College alumnae exploring and plundering the island.
Most of the professors at the college are ghosts – former wizards who have passed on to the other world. They can’t cast spells, but they still take on pupils to carry on the tradition of the magical arts.

Dockside
A rough and ragged neighborhood of shanties, odd houses made from driftwood, and beached ships converted into houses.
Dockside is where Stormgate’s sailors and dockworkers make their home. It’s a rough and unwelcoming place, seldom visited by strangers, who fear for their lives to enter the district after dark.
Drownley Marsh
A gooey-looking mudflat dotted with small islands of tall grass. A rickety boardwalk connects some of the islands.
Drownley Marsh is a forlorn corner of the island between Sharky’s Tavern and The Pilings. It has been the scene of many gruesome crimes and mysteries over the years, and is haunted by the legendary Downley Lady, a robber who used the marsh as her hideout and now haunts it as a ghost. It’s a favored refuge for escaped criminals, beggars, and hermits.

Dwarf End
A craggy hill of blue-gray stone overlooks the windswept sea. Wisps of smoke and glowing sparks issue from chimneys and vents sprouting from the top of the hill. Narrow windows peer out from the sheer sides, echoing with the noise of hammer and tongs. At the base of the hill, an iron gate opens onto a tunnel lit by lanterns.
This has long been the neighborhood of Stormgate’s dwarfs, who do much of the city’s ironwork, and also maintain a much smaller goldsmithing and jewelry making business. The dwarves sell their goods in neighboring Makers Nook, and seldom allow anyone but dwarves to enter their underground refuge. The dwarfs have tunneled throughout the hill, and out under the sea to the east, following rich veins of silver and gold discovered by the dwarfs while excavating their store rooms.

Elector’s Hall
On a low island in a channel between the north and south sides of the city, stands a pleasant, grassy space, surrounding an ornate wood-framed building, flying the flag of the city.
This is the seat of government in Stormgate, where the Elector presides. The Elector is chosen by a small, invitation-only council of the city’s rich and powerful, from among its own ranks.
The hall itself is a tall building with elaborate carvings and gilt decoration. It contains offices for the Elector and staff, meeting rooms, and a beer garden on the first floor where much of the city’s business gets done.

Elixir Lane
A low-lying neighborhood of small factories and workshops, most of them secured behind iron gates. Clouds of brightly colored smoke pour from some of the chimneys, and odd scents fill the air.
Elixir Lane is home to the city’s potion-makers. Each potion factory is owned by a different wizard, and competes fiercely with the other factories to produce the most desired potions, salves, and elixirs. Their waste products and mistakes are usually dumped nearby in the Cauldron district. Potions are sold wholesale in shops adjacent to the factories.
Some raw ingredients for the potions come from overseas, while some are collected from the island’s interior.
Field, The
A grassy lawn, surrounded by stone pillars.
The Field hosts seasonal celebrations, tournaments, and the occasional execution. At other times, it is a favorite place for the city’s elite to ride their horses and be seen.

Ghostwalk
A long finger of sand dunes extends into the sea, lapped by surf. Here and there, stone foundations and crumbling walls poke out of the sand.
This neighborhood was slowly abandoned after nearby Old Stormgate fell under the mysterious evil influence that caused it too to become deserted. Now, the dunes have reclaimed much of the area, with just a few signs that it was once inhabited.

Harbor, The
A small, cramped collection of boat sheds, cranes, and warehouses, next to a tiny natural harbor that offers the only safe anchorage on the south side of the city.
This is where ships from the mainland arrive and depart, and where the city’s exports await shipment. Cliff walls rise steeply from the water’s edge, carved into terrace-like streets, docks, and warehouses.

Hospice
A whitewashed stone wall surrounds a clean, orderly set of dormitory buildings.
Sponsored by the Knights Protector, the hospice is a place where the injured may find healing, the sick may find comfort, and the poor may find food and shelter. It includes a dormitory for the city’s poor, a hospital, baths, a laundry, and two chapels: one dedicated to Lady Vesta, and one to the healer Aesclepius.

Makers Nook
A lively district of shops and factories.
This is where most of the city’s craftspeople and artisans work. Many of the goods sold at The Market are made here.

Market, The
A bustling hive of activity filling a large open square. Arcades and pavilions along the four sides of the square shelter merchandise of all sorts.
Like all markets, this is a gathering place for buying and selling. Most categories of goods have their own “palace”, where individual merchants rent a stall or room. There are palaces dedicated to armor and weapons, clothing, furniture, produce, meat, fish, and so on.

Mount Dandy
A hillside district of stately homes, mostly made from the native blue-gray rock of Stormgate.
Mount Dandy is the neighborhood of choice for the city elite, mostly “old empire” families who can trace their origins back to some of the first settlers. Their glory has faded somewhat along with the decline in the city’s fortunes, but they remain comfortably off and generally respected and feared by the rest of the city.
North Gate
To the north of the city is a cliff of weathered rock. A tunnel with a fortified gate pierces the cliff and vanishes into darkness.
This tunnel connects Stormgate to the Marches, a now largely-lawless area of isolated farmsteads. The tunnel rises slowly inside the cliff until it emerges on the plateau that occupies this part of the Lands Beyond.

Old Stormgate
A massive island of slate-black stone stands apart from the main city, connected by a causeway that is passable only at low tide. The island is covered with crumbling battlements and walls. A dark gate lies at the far end of the causeway, giving access to the interior.
This was once the seat of the Knights Protector and of the Governor of the great island of Mizzen of which Stormgate is still nominally the capital. It was abandoned after Obdura the Great, leader of the Northern Witches, was captured and brought here to be imprisoned, only to unleash a terrible curse on Old Stormgate that transformed it into a haunted ruin.
Many adventurers have crossed the causeway to explore the island. Some have returned with items of some value; others report only empty ruins, and some have never returned.

Pawn Shop
A rambling collection of shops, connected by covered arcades and alleyways.
This is a collection of merchants’ stalls and shops, selling odd items, some ordinary, some magical.

Pilings, The
A village of huts resting on stilts in a sheltered bay, connected by aerial walkways. Small boats are moored beneath the huts.
The Pilings is where many of the inhabitants of The Ghostwalk relocated when Old Stormgate became uninhabitable. They are a clannish lot who make their living fishing the waters on the west side of the city.

Riverside Flats
A tidy neighborhood of private homes.
This is the most welcoming and homely district of the city, where modestly successful artisans and professionals dwell, comfortably distant from their shops and factories in Makers Nook. It is a safe, clean place, blessed with many gardens and stately trees, sheltered from the ocean winds that ravage much of the city.

Rumor Mill
An old mill powered by a tidal pool, now seemingly in disuse.
This is where secrets and rumors are traded on the model of a stock exchange. Spies, thieves, and rakes gather here on moonless nights to sell their secrets for cash, or to trade them for other secrets.
Sharky's Tavern
At the edge of a forsaken-looking marsh stands a large tavern with garishly painted walls. Sharky's Tavern is a rough place, patronized by inhabitants of The Pplings and Threadbare Square. It sits alone, at the edge of Drownley Marsh, because no one could abide having it as a neighbor. The proprietor, Sharky, is known as The Mayor of Threadbare Square - she is an old rogue who knows many tales about the city and its unsavory side.

Sump, The
A scummy pond occupies a dell surrounded by more populous parts of the city. The Sump is an uninviting brackish pond that serves as a drain for much of the city’s sewage. At very high tides, the sea breaches the isthmus between The Sump and the ocean, carrying the garbage out to sea.

Terraces
This rocky hillside has been carved into a series of terraces connected by stone stairs and ramps. Fertile soil has been laboriously carted here, to nurture lush gardens, orchards, and ornamental trees. This district is only accessible through Mount Dandy. It’s a pleasure garden of the city elite. The gate, at the top of the terraces, requires a key that is only shared among the families of Mount Dandy.

Threadbare Square
A shabby neighborhood of once-grand houses stretches along the shore in the shadow of a dark, looming island. Threadbare Square is a district of crumbling mansions and villas once occupied by the city elite, but abandoned when evil came to Old Stormgate across the bay. The area is now occupied by squatters, runaways, and other marginal folk. The mansions have been looted and stripped of anything of value, but rumors persist of hidden vaults and cellars that might still hold treasure.

Tides Inn
At the head of a small cove stands a prosperous-looking inn, accessible by foot or by boat, via a dock along the inn’s front face. The Tides Inn caters to newcomers to the city - in fact, most porters working in the Harbor are paid for every traveler they recommend to the Inn.

Traitors’ Neck
A damp, narrow spit of land connecting the city to the mainland, and festooned with gibbets and gallows. Traditionally, criminals have been hung along Traitors’ Neck as a warning to strangers entering Stormgate that justice is no laughing matter here. In practice, it is now seldom used for that purpose, and the gruesome apparatus is more of a curiosity than a threat. Nevertheless, a number of skeletons, neatly labeled with name, date of death, and crime, hang in iron cages.
Actions & Powers

Each turn, you can choose to do a single action OR use one of your character’s powers listed on the character sheet.

ACTIONS

Each time it’s your turn, you can choose an action for your character to do. There are ten actions, from Battle to Talk. Any action, like Talk, can be used to do anything that matches or nearly matches the action name. Talk, for example, can be used to strike a bargain with a merchant, convince the city guards that you’re not the bad guys they’ve been looking for, or to entertain a rowdy crowd of tavern guests.

<table>
<thead>
<tr>
<th>Action</th>
<th>Use it to…</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle</td>
<td>fight, punch, hit, swing, clobber, strike, kick</td>
</tr>
<tr>
<td>Magic</td>
<td>cast, enchant</td>
</tr>
<tr>
<td>Make</td>
<td>fix, repair, unlock, lock, jam, unjam, turn on, turn off</td>
</tr>
<tr>
<td>Muscle</td>
<td>lift, pull, drag, push, break, carry, drag, bend, pin</td>
</tr>
<tr>
<td>Notice</td>
<td>see, hear, find, search, discover</td>
</tr>
<tr>
<td>Resist</td>
<td>Withstand, ignore, overcome</td>
</tr>
<tr>
<td>Shoot</td>
<td>throw, toss, fling, catch</td>
</tr>
<tr>
<td>Sneak</td>
<td>hide, creep, surprise</td>
</tr>
<tr>
<td>Stunt</td>
<td>jump, escape, grab, duck, dodge, dance</td>
</tr>
<tr>
<td>Talk</td>
<td>argue, bargain, bluff, convince, befriend, distract, entertain</td>
</tr>
</tbody>
</table>

Rolling Action Dice

Every action allows you to roll one or more dice. You tell the game master and the other players what you want your character to do, then roll the number of dice shown next to that action on your character card. If you roll any 5s or 6s, you succeed.

Harley’s character is a dwarf. In the story, the characters have fallen through a trap door into a pit, and there’s a locked door at the bottom. It’s Harley’s turn.

“I want to try to unlock the door. How many dice do I roll?”

The game master tells her that anyone can use her Make dice to try to unlock something. Harley checks her character sheet, which says she has 4 Make dice (dwarves are good at
tinkering with locks and other gadgets). She rolls 4 dice, and gets 1, 2, 4, and 6. One success!
“I unlocked it!” says Harley.
“Not so fast,” says the game master. “This is a tough lock. You’ve made a good start, but you haven’t sprung the lock yet!”

That’s right – often you need to get more than one success to finish a job or reach a goal. In the above example, Harley can do another Make roll on her next turn and add any successes to her first success until she reaches the number of successes the game master knows will allow her to open the lock. Most challenges, like climbing a cliff, reducing a monster to zero Luck in a battle, or casting a magic spell, need more than one success, which may take more than one action roll.

Bonus Dice
For most characters, there are times when you get to add bonus dice to your actions. For example: an elf has Shoot 5, but gets +1 bonus die when using a longbow. A dwarf has Notice 2 but gets +2 bonus dice when there are hidden doors to be found.

Actions from Battle to Talk
As I said before, each turn you can pick one action from the list, roll the number of dice listed for that action on your character sheet, and count every five or six that you roll as a success. (In my own game, we use dice with a different color on each side, rather than numbers, and each player picks two “lucky colors” that count as successes for their action rolls).

If you need to know more about how each action roll is used, read on:

Battle
Roll Battle dice when you are fighting someone toe-to-toe, with bare fists, a sword, or anything else where the goal is to hit your foe directly, rather than to throw something or shoot from a distance.

When you are using something other than your bare fists, your weapon lets you add one or more of your Muscle dice to your Battle roll. A dagger, for example, lets you add up to one Muscle die, while a greatsword lets you add up to 5 Muscle dice!

Before you make a Battle roll, your opponent subtracts his Armor from the number of dice you roll, but you always get to roll at least one die.

Each Battle success you roll removes one Luck from your foe.

Magic
Characters with one or more Magic dice can try to cast magic spells from their list of powers. Each magic-using role like wizard and elf has its own list of magic spells. Rogues
can’t cast their own spells but can use their Magic dice to cast magic scrolls. Some magic spells cost one or more Luck points to cast.

Usually, one success on a Magic roll means that your spell has been cast successfully, while more successes make the spell bigger, stronger, or last longer.

Make
You can use a Make action to fix or repair a machine, pick a lock, or create helpful items like torches, rafts, traps, and alarms. Depending on how big or complicated the job is, more than one success may be needed. Tying a sturdy knot might take one success, while disarming a cunning trap might take four successes.

Muscle
Use a Muscle roll to move or lift a heavy object, pull yourself up the face of a sheer cliff, smash a door to pieces, bend an iron bar, or drag an unconscious friend out of danger. The heavier or tougher the job, the more successes are needed. One or more of your Muscle dice can be added to Battle rolls if you’re using a weapon. More Muscle is needed to swing heavier weapons. You can also use your Muscle dice to throw or hurl an object for distance, without caring about having it land at a particular spot.

Notice
Roll Notice dice to see or something or someone hidden nearby. You can also use Notice to see through a disguise. The game master rolls your Notice dice for you secretly, so that you won’t know if there’s nothing to notice or if you just rolled poorly. Some well-hidden things require two or more successes to notice. Often the game master will use your Notice dice to find out if you outdid a foe’s Sneak roll.

When your character is in a dark place, you must remove 4 dice from your hand before making a Notice roll. If that would leave you with no dice, you can still roll one die. In a dimly lit place, only 2 dice are removed from Notice rolls.

Resist
Resist is unlike other actions in that you don’t choose to make a Resist roll during your own turn. It happens when you might be affected by an unwelcome magic spell or an attempt to confuse, distract, or deceive you. Each Resist success you roll can subtract an opponent’s success on a magic spell or other unwelcome effect.

Shoot
Roll your Shoot dice when you’re trying to hit a foe with an arrow, a rock, or anything thrown, shot, aimed, or tossed, or if you’re tossing a rope or anything else for someone
to catch or grab. One success indicates you’ve hit what you’re aiming at. If trying to hit a foe, you remove one Luck from your foe for each success. Opponents subtract their Armor dice from your Shoot dice before you roll, making it harder to hit them, but you always get to roll at least one Shoot die. When throwing an object a long way, you often have to roll one or more Muscle successes first before making your Shoot roll. (It’s one case where you can make more than one action roll in the same turn).

Sneak
Use your Sneak dice to hide, creep silently, or to surprise a foe. Often your Sneak roll is opposed by the Notice roll of enemies who might see or hear you – they get to make a Notice roll and subtract any successes from your Sneak roll.

Stunt
Roll your Stunt dice to slip past an opponent without being hit, walk a tightrope, jump out of the saddle and land on your feet, grab a handhold while teetering on a ledge, avoid a trap, make a snappy dance move, or wriggle out of a pair of handcuffs. Your game master will decide how many successes are needed to complete the stunt. Usually a stunt has to be done in a single Stunt roll, and can’t be “worked up” over multiple turns.

Talk
Roll your Talk dice to bluff, distract, make friends, or bargain with another character. If you’re not telling the truth, your audience will usually get to use their Resist dice to avoid being swayed by you.
POWERS

Each character has its own list of powers. Wizards cast spells. Paladins keep evil creatures away. Warriors display feats of swordsmanship — and so on.

A power can be used like any other action. Some powers are free, while others cost one or more of your Luck points to use. This section contains an alphabetical list of character powers — their cost in Luck, which characters have the power, and what the power does.

Ambush! (zero Luck, rogue)

*Gain +8 Battle dice after sneaking up on someone.*

Roll your Sneak dice against a foe you choose, who hasn’t yet seen you. If you beat your foe’s Notice roll, you can immediately make a Battle roll with +8 dice.

Antidote (3 Luck, paladin)

*Stop the effects of poison on another creature.*

Choose one creature suffering the effects of poison. You must be able to touch the person. Roll your Resist dice. One or more successes will counter the poison’s effects.

Appraise (zero Luck, rogue)

*Find out how much a treasure is worth.*

Roll your Notice dice. On most objects, one success will tell you the object’s value in gold. Rare or unique items may require more successes. You can only make one try to appraise a particular item.

Assault! (zero Luck, warrior)

*Double your dice on your first Battle roll.*

On your first Battle roll in an action scene, you roll twice the usual number of Battle dice.

Battle Cry (2 Luck, dwarf)

*Give you and your friends 3 bonus Battle dice.*

You and your friends get 3 bonus Battle dice on their next turn. You can make a normal Battle roll immediately after using this power.

Bear Shape (3 Luck, elf)

*Turn into a brown bear for one action scene.*

Roll your Magic dice. On one or more successes, you transform into a brown bear for the rest of the action scene. Brown bears are listed in the Allies and Enemies chapter. In bear shape, you have the action dice, armor, move, and powers of a bear, but your Luck does not change.

Beguile (2 Luck, rogue)

*Your words can hold an audience spellbound.*
Roll your Talk dice. One or more successes means that your enemies lose their next turn, listening raptly to your song. If your friends make a Battle or Shoot roll against a beguiled enemy, it will not lose its next turn. Each enemy may roll its Resist dice to take away any successes you made. This power is best used before a fight begins. If you use this power after you or your friends have made Battle or Shoot rolls against your enemies, each enemy will get a bonus Resist die against your beguile for the rest of the action scene.

Briar Patch (5 Luck, elf)

*Make a patch of thorns that is very difficult to cross and can trap creatures.*

Roll your Magic dice. One success creates a patch of briar thorns one pace wide. More successes make more patches. You can make the patches appear on the ground anywhere you can see, even directly underneath an opponent’s feet. Anyone smaller than a giant standing on a briar patch or trying to cross it must lose one turn escaping it carefully, or else lose 2 Luck moving out of it. Briar patches last until the end of the action scene.

Bullseye (1 or more Luck, elf)

*Spend Luck to add bonus dice to a Shoot roll.*

Take careful aim! For each Luck you spend, add one die to your Shoot roll.

Call Vermin (5 Luck, wizard)

*You bring forth a swarm of scorpions, locusts, or scarabs that for one or more turns.*

Choose scorpions, locusts, or scarabs. Roll your Magic dice. On one of more successes, a swarm of the type of vermin you called will appear anywhere within sight. The swarm will remain for one turn for each success you rolled. Each type of swarm has its own effect. Note that the vermin are not under your command, and will attack all creatures within the swarm, whether they are your friends or enemies.

A vermin swarm is two paces across – wide enough to fill the width of a typical hallway or tunnel. Anyone within the swarm will be subject to its effects. The swarm doesn’t move during its existence. It has Luck equal to the number of successes you rolled, and can’t lose more than one Luck to a single Battle roll. It cannot be harmed by a Shoot roll.

*Locust Swarm: Locusts swarm all over you. Your Notice, Shoot, and Talk dice are reduced to one die.*

*Scarab Swarm: Scarabs are crawling all over you. Roll your Resist dice. If you don’t get at least one success, you lose a turn trying to pull the scarabs off your body.*

*Scorpion Swarm: You are stung by scorpions. Roll your Muscle. If you don’t get at least one success, you’ve been poisoned. You lose two dice from all action rolls until the end of the scene. A paladin’s antidote power can remove the poison.*

Chilling Mist (3 Luck, wizard)
A cloud of cold vapor that acts as extra armor against Shoot rolls and removes 2 Luck from those who encounter it.
Roll your Magic dice. One success creates a cloud of mist one pace wide. More successes make more clouds. You decide where the clouds appear, on the ground anywhere you can see, even directly underneath an opponent’s feet, as long as the clouds form one shape with no holes or gaps. Anyone smaller than a giant standing in a chilling mist or trying to cross it will lose 2 Luck, but can make a Muscle action to avoid losing one or more Luck from the mist. A chilling mist lasts for one action scene.

Climb (zero Luck, anyone)
Get safely to the top or bottom of a cliff or wall.
When you need to climb up or down a wall or cliff, make a Muscle roll. Each success lets you climb up or down one “success”. If you don’t roll any successes, you stay put. Climbing surfaces that require tricky handwork or footwork may require Stunt rolls, too. The game master will design a wall or cliff as a series of Muscle and/or Stunt successes, such as: Muscle/Muscle/Stunt/Muscle. If you don’t score any successes on a Stunt roll, you will fall, losing one Luck for each step you fall.

Cloak (2 Luck, elf)
A magic spell that adds to your Sneak dice.
As an elf, you can cloud the senses of other beings, making yourself nearly invisible. Roll your Magic dice. For each success, you remain cloaked for one turn. Each success also adds one Sneak die, as long as you do not move, speak, or take an action. If you move or take any action, you are no longer cloaked, and you lose your extra sneak dice.

Corrosion (6 Luck, wizard)
Destroys a non-magical wooden, leather or metal object.
Choose a single object, such as an opponent’s weapon, armor, a wooden door, or an iron gate. Roll your Magic dice. If you roll successes equal to or greater than the object’s Luck, the object is destroyed. This list gives you a rough idea of an object’s Luck, as a guide for the game master.

<table>
<thead>
<tr>
<th>Object</th>
<th>Luck</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dagger</td>
<td>1</td>
</tr>
<tr>
<td>Longsword</td>
<td>3</td>
</tr>
<tr>
<td>Greatsword</td>
<td>5</td>
</tr>
<tr>
<td>Leather Armor</td>
<td>1</td>
</tr>
<tr>
<td>Chainmail</td>
<td>4</td>
</tr>
</tbody>
</table>
Enchanted objects, such as magical swords, wands, and rings, are not affected by this power.

**Create Hippogriff (10 Luck, wizard)**

*Creates a magical flying steed to carry you and a companion for a short time.*

Declare where you want to be carried, and roll your Magic dice. If you have never seen the destination, subtract two successes. If you have viewed it only on a map, subtract one success.

If one or more successes remain, you create a hippogriff to transport you and three companions to your destination before the creature vanishes. You must begin the journey immediately. Each success allows the hippogriff to carry you one day’s journey by foot (about 25 miles) in the space of one hour. The hippogriff will bear you there, or as close as it can. If attacked, it will fight to defend you, but won’t stray from its course except to avoid enemies.

**Disguise (2 Luck, wizard)**

You can make yourself look like someone else. Roll your Magic dice. One success creates a magical disguise for the rest of the action scene; each extra success improves the disguise. The disguise allows you to appear as any human or human-like creature you choose — a dwarf, elf, or goblin, for example. Enemies who speak with you or have some other reason to suspect you can roll their Notice dice to see through the disguise. They need at least as many successes as the number of successes you rolled on the disguise in order to see through it.

**Dodge (1 Luck, anyone)**

*Use your Stunt to lessen your opponent’s chance of hitting you.*

You can make it harder for foes to hit you by dodging. You can dodge as many foes as you like. Each time you dodge, you spend one Luck. Subtract your Stunt dice from your opponent’s Battle or Shoot dice, but your opponent can always roll at least one die.

**Drive Away Undead (2 Luck, paladin)**

*Force skeletons, zombies, and other undead creatures to keep their distance from you.*

Roll your Resist dice. For each success, you can keep a single undead creature of your choice from attacking you or approaching you for one turn. You might need more than one success to keep away more powerful undead creatures.

**Earthshake (2 Luck, dwarf)**
Make the earth tremble under your enemies’ feet.
Choose any foe you can see who is in contact with the ground and roll your Battle dice. Subtract your foe’s Stunt dice from your Battle dice before rolling (but you always roll at least one die). Instead of hitting the foe directly, you strike or stamp the ground beneath your feet and send a tremor through the earth towards the foe. Your foe loses one Luck for each success you rolled.

Escape (3 Luck, rogue)
Wriggle out of a tight spot.
If you are held by ropes, handcuffs, spider webs, or have been grabbed, you can escape instantly and still do another action.

Eye (4 Luck, wizard)
Allows you to send a magical eye to spy beyond your line of sight.
Roll your Magic dice. Each success makes the eye last one turn. The eye is a small, ghostly eye-like shape that moves at your own walking speed, hovering about 5 feet above the ground. It can cross water, but can’t cross a gap or drop of more than 5 feet, and can’t climb sheer surfaces. You see what the eye sees, but you can’t hear sounds from the eye’s location. The eye has Sneak 3 and your own Notice dice, and is destroyed by a single Battle or Shoot success.

Fear (2 Luck, wizard)
Prevents one person from approaching you.
Choose one opponent and roll your Magic dice. Your opponent may roll their Resist dice to take away your successes. One success prevents your opponent from coming closer than 2 paces to you for one turn, and loses one die from any Battle or Shoot roll against you. Each additional success makes the spell last for one extra turn.

Feat of Strength (1 Luck, warrior)
Double your Muscle dice by spending Luck.
Spend one Luck to double the dice you roll on a single Muscle roll.

Fire Patch (4 Luck, wizard)
Make a fire appear on the ground.
Roll your Magic dice. One success creates a patch of fire one pace wide. More successes make more patches. You decide where the patches appear, on the ground anywhere you can see, even directly underneath an opponent’s feet. Anyone smaller than a giant standing on a fire patch or trying to cross it will lose 3 Luck, but can make a Stunt action to avoid losing one or more Luck from the fire. A fire patch lasts only one turn, unless it is created on something flammable, like wood, lamp oil, or grass, which will feed it until the end of the action scene (but won’t cause it to spread).
A fire patch can also melt away an ice patch of the same size. It can also transform a briar patch into a fire patch.
Firewalk (4 Luck, paladin)
*Make yourself nearly fireproof for a short time.*
Roll your Resist dice. For each success, you gain 2 Armor against fire damage for the duration of the action scene. (Most fires remove 3 Luck from anyone in contact with them).

Fist of Justice (1 Luck, paladin)
*Hit someone at a distance with a ghostly double of your fist.*
Choose an opponent you can see. Roll your Resist dice. Each success removes Luck from your opponent.

Fizzle (1 Luck, wizard)
*You can make it harder for someone to make a Magic roll.*
Subtract your Magic dice from an enemy’s Magic roll (but your enemy still gets to roll at least one die).

Float (2 Luck, wizard)
*Make yourself float above the ground.*
Roll your Magic dice. For each success, you can float above the ground for one turn. You float as if “treading air” about five feet off the ground. You can’t move unless you can pull yourself along a wall or low ceiling.

Fog Cloud (2 Luck, wizard)
*Makes Notice rolls more difficult.*
Roll your Magic dice. One success creates a fog cloud for ten paces around you for the duration of the action scene. The cloud does not move with you. Each success you roll removes one die from the Notice and Shoot rolls of all creatures in the area.

Guard Circle (4 Luck, paladin)
*Create a circle that gives you and your friends extra armor against malicious enemies.*
Roll your Resist dice. One or more successes creates a circle two paces across (enough for you and three friends) that gives you and your friends 1 extra Armor against malicious creatures for the rest of the action scene. The circle can’t move with you, and you can only create circle of any kind at a time.

Hand of Healing (zero Luck, paladin)
*You can transfer Luck to a friend.*
Transfer up to fice of your Luck points to a friend you are able to touch.

Healing Circle (5 Luck, paladin)
*Create a circle that lets your friends get 1 Luck each turn, even if they take an action.*
Roll your Resist dice. One or more successes creates a circle two paces across (enough for you and three friends) that gives them get back 1 Luck each turn for the rest of the action scene, even if they take an action. The circle can’t move with you, and you can only create one circle of any kind at a time.
Healing Song (1 Luck)
Use the power of song to heal your friends.
Choose one friend and roll your Talk dice. For each success, your friend gains one lost Luck.

Hearth Rune (zero Luck, dwarf)
Make a magic rune that warms you and your friends and provides light.
Pick a solid stone surface you can touch. Roll your Make dice. One success allows you to make a glowing rune that warms the air for six paces around it, removing any ill effects of cold temperature. It also provides bright light for a distance of ten paces. The rune lasts until you decide to remove it.

Ice Sheet (3 Luck, wizard)
Make a slippery sheet of ice that makes people fall down, and puts out fires.
Roll your Magic dice. One success creates a patch of ice one pace wide. More successes make more patches. You decide where the patches appear, on the ground anywhere you can see, even directly underneath an opponent's feet. Anyone smaller than a giant standing on an ice patch or trying to cross it must make at least one success on a Stunt roll to avoid falling down and losing a turn.
An ice patch can also put out a fire of the same size.

Inspire (zero Luck, paladin)
Lend action dice to a friend.
During your turn, give your Talk dice to a friend to add to their next action roll. You can also split the dice between two or more friends.
Example: Sir Stalwart, a paladin, has Talk 4. He gives two Talk dice to Harley the dwarf, who adds them to her next Battle roll, and two Talk dice to Brawnley, who adds them to his Stunt roll to jump over a pit.

Invisibility (5 Luck, wizard)
Make yourself invisible.
Roll your Magic dice. For each success, you become invisible for one turn. While invisible, you gain +8 Sneak, and you gain +3 Armor against Battle rolls and +6 Armor against Shoot rolls for opponents who have Noticed you.

Jump (zero Luck, anyone)
Jump one or more paces and land safely.
Roll your Muscle dice. For each success, you jump one pace. If the landing area is small or unstable, the storyteller may ask you to roll your Stunt dice and score at least one success to land on your feet.

Knockback (zero Luck, warrior)
Push an opponent away from you.
Roll your Muscle dice. For each success, you drive your opponent back one pace, and
you may step into the spot where your opponent had been standing. Your opponent can take away one or more of your successes by rolling her Muscle dice.

Knockout (4 Luck, warrior)

*Knock someone out without harming them.*
Roll your Battle dice. If you score one or more successes, your opponent can make a Muscle roll to take away one or more of them. If any successes remain, your opponent falls down and loses one turn for each success.

Lava Rune (zero Luck, dwarf)

*Make a magic rune that turns solid stone into a pool of lava.*
Pick a horizontal solid stone surface you can touch, like the floor of a passageway or cave. Roll your Make dice. One success allows you to make a glowing rune that instantly melts the surrounding stone into a bubbling pool of lava. The lava pool is a square shape, one pace across for every success you rolled. Anyone attempting to jump the lava pool loses one Luck from the intense heat if the jump is successful. If someone falls into the lava, the game master makes a Battle roll with 8 dice against the unfortunate person each round until he or she moves out of the pool.
The lava pool lasts until you cast another Lava Rune.

Living Lore (zero Luck, no retry)

*Know the habits of an animal, or the properties of a wild plant.*
Observe an unfamiliar animal or plant. With one or more successes, you happen to know a little something about it. The more successes you roll, the more you know. Exactly what you find out is up to the game master. You may need more than one success if the animal or plant is very rare or if you are far from your homeland. If you roll no successes, you can’t try again on the same type of animal or plant.

Lock Rune (zero Luck, dwarf)

*Make a magic rune that makes a door nearly impossible to open.*
Pick a gate or door. Roll your Make dice. One success allows you to make a glowing rune that effectively seals the door, even if the door isn’t locked. A door or gate sealed by a lock rune can only be opened with six or more successes on a single Muscle roll, which also destroys the door. A dwarf can only create one lock rune at a time.

Master of... (zero Luck, warrior)

*Unlock a weapon’s special power without spending Luck.*
Choose any Battle weapon. You can now unlock its special power without spending 1 Luck. You can choose the Master of... power more than once, adding a different weapon each time.

*Example:* Thungrim is awarded a new power as a power-up for completing an adventure. He chooses Master of Falchions and is able to use the falchion’s Chop power without spending 1 Luck.
Mistform (3 Luck, wizard)

Turn yourself into a mist that can seep through tiny spaces.
Roll your Magic dice. One success changes you into a cloud of mist for one turn. Each extra success makes the mistform last one extra turn. As a mist, you can’t be attacked, and you can seep under doors and through the smallest of cracks. You can’t speak or make any action rolls until you regain your natural form.

Parry (zero Luck, warrior)

Set aside one or more Battle dice to take away your opponents’ Battle successes.
Set some or all of your Battle dice aside. For each die, you can take away one Battle success that an opponent scores on you before your next turn. Any dice you didn’t set aside can be used immediately for a Battle roll.

Example: Thungrim, a warrior, has five Battle dice. He sets two dice aside at the start of his turn, then makes a Battle roll with his remaining three dice, plus any bonus dice from whatever weapon he’s using.

When Thungrim’s opponent scores three Battle successes against him, two of the successes are taken away by the two Parry dice Thungrim set aside during his turn.
When Thungrim’s next turn begins, the parry dice return to his hand.

Phantom (3 Luck, wizard)

Create the illusion of a living, moving creature.
Roll your Magic dice. One success allows you to create a double of yourself or any other person or monster smaller than giant size. The phantom can’t speak or make noise, and can’t touch or pick up anything. You can move it anywhere within your sight. Opponents will believe the phantom is real until they make a Battle or Shoot roll against it, or if they make a Notice roll and score more successes than your Magic dice.

Pin (zero Luck, anyone)

Keep an opponent from moving or doing most actions by rolling your Stunt and Muscle dice against his.
Anyone can try to pin someone to keep him from moving or making most action rolls. To try a pin, you can’t be holding anything in your hands. Your opponent can make a free Battle roll against you first if they’re holding a weapon. Then, roll your Stunt dice and your Muscle dice, while your opponent does the same. If you roll more successes than your opponent, you have your opponent pinned. Otherwise, your opponent escapes your grasp.

Once pinned, your opponent can’t move, and subtracts your Muscle dice from all action rolls except Resist and Talk. Or, as his action during his turn, he can try to escape your pin by rolling his Muscle and Stunt dice against yours and scoring more successes than you.

On your next turn, if you still have him pinned, you can roll your Muscle dice against his
Muscle dice to squeeze him. He will lose one Luck for each success you roll.

Example: Brawnley, a warrior (Muscle 5, Stunt 3), tries to pin an orc (Muscle 7, Stunt 3) to keep the orc from running away and alerting its friends. The orc (Battle 7) can make a bonus Battle roll against Brawnley. It rolls two successes – Brawnley loses two Luck as he lunges at the orc.

Now both of them roll their Stunt and Muscle dice. Brawnley rolls two successes, and the orc rolls one. The warrior manages to pin the orc! The orc can roll Stunt and Muscle dice against Brawnley on its turn until it scores more successes than Brawnley and manages to escape. On Brawnley’s next turn, he can roll his Muscle dice against the orc’s Muscle dice to squeeze more Luck out of him.

Poison bite (zero Luck, monster power)
On a successful Battle roll, you remove Luck and poison its target. The target must make a Muscle roll. If the target rolls as many or more successes, it is not affected by the poison. Otherwise, the target loses one Luck each turn until 1 Luck is reached and falls unconscious for the rest of the action scene or receives an antidote from a paladin.

Poison Cloud (6 Luck, wizard)
Create a cloud that sickens creatures who breathe it.
Roll your Magic dice. One success creates a cloud of poison vapors one pace wide. More successes make more clouds. You decide where the clouds appear, on the ground anywhere you can see, even directly underneath an opponent’s feet, as long as the clouds form one shape with no gaps. Anyone smaller than a giant standing in a poison cloud or trying to cross it will lose 2 Luck, but can make a Resist action to avoid losing one or more Luck from the cloud. A poison cloud lasts for one action scene.

Power Rune (zero Luck, dwarf)
Make a magic rune that brings a gadget to life. Pick a single gadget. (Gadgets are magical machines you might find or build in the game). The gadget will switch on and obey your instructions. The rune lasts until the gadget it’s on is destroyed or until you decide to remove it. You can only have one power rune in play at a time.

Provenance (zero Luck, no retry)
Know the history of an unusual item or place.
Examine an unusual item or place and roll your Talk dice. With one or more successes, you happen to know a little something about it. The more successes you roll, the more you know. Exactly what you find out is up to the game master. You may need more than one success if the item or place is ancient or known only to a few people. If you roll no successes, you can’t try again on the same item or place.

Raise Skeleton (4 Luck, wizard)
Create an animated skeleton at your command.
This spell only works for malicious wizards. Casting it will instantly create an animated
skeleton from a complete set of human bones to serve as your minion. Each skeleton you summon costs 4 Luck, and also lowers your maximum Luck by one. So a wizard with Luck 10 who casts this spell would be reduced to 6 Luck, and could not raise their Luck above 9 as long as the skeleton is in existence. The more skeletons you have as minions, the lower your Luck score will be.

Raise Zombie (4 Luck, wizard)

Create an animated corpse at your command.

This spell only works for malicious wizards. Casting it will instantly create a zombie from a more or less intact corpse to serve as your minion. Each zombie you summon costs 4 Luck, and also lowers your maximum Luck by one. So a wizard with Luck 10 who casts this spell would be reduced to 6 Luck, and could not raise their Luck above 9 as long as the zombie is in existence. The more zombies you have as minions, the lower your Luck score will be.

Rapid Fire (zero Luck, elf)

You can fire two arrows in one turn.

Divide your Shoot dice into two groups of any size. Roll each group of dice as a Shoot roll against a different opponent.

Restore (6 Luck, paladin)

Restore a petrified creature to life.

Roll your Resist dice. One or more successes restores a single petrified creature to life, such as the victim of a basilisk or cockatrice.

Secret Message (1 Luck, rogue)

Send a private message to a friend.

Choose one friend in the current action scene. Roll your Magic dice. One or more successes allows you to whisper a short message to your chosen friend that cannot be overheard by anyone else.

Sense Malice (1 Luck, paladin)

You know when enemies are near.

Roll your Resist dice. One success tells you if there are enemies within 100 feet of you. Two successes tell you the direction they’re in. Three successes tell you how far away. Four successes tell you how many creatures are present.

Sentinel Rune (zero Luck, dwarf)

Make a magic rune that warns you when someone passes it.

Pick a solid stone surface you can touch. Roll your Make dice. One success allows you to make an invisible rune that will alert you magically when a living creature passes within a pace of it. The rune lasts until someone passes it or until you decide to remove it. You can only have one sentinel rune in play at a time.

Shield (1 Luck, wizard)
Make an invisible shield around yourself.
Roll your Magic dice. For each success, you can take away one Battle or Shoot success from an opponent’s roll against you, until you run out of successes, or the action scene ends.

Example: Feeney the wizard is in a battle against some orcs. She rolls her Magic dice to cast a shield around her, and rolls a 2, 2, 4, 4, 5, and 6. Two successes! A little later, an orc shoots an arrow at her and scores one success. Feeney’s shield blocks the arrow and has one success left. An orc swings its sword at Feeney and scores two successes. One success is blocked by the shield spell, but the other success gets through – the shield is gone, and Feeney loses one Luck from the sword attack.

Shriek (2 Luck)
*Hit an enemy with a piercing scream that ignores Armor and makes them lose Luck.*
Roll your Talk dice. For each success, your enemy loses one Luck. Note that Armor does not work against shriek!

Smite (2 Luck, paladin)
*Add your Resist dice to your Battle dice.*
Add your Resist dice to your Battle dice and make a Battle roll.

Snipe (zero Luck, rogue)
*Gain +8 Shoot dice after hiding.*
Roll your Sneak dice against a foe you choose, who hasn’t yet seen you. If you beat your foe’s Notice roll, you can immediately make a Shoot roll with +8 dice.

Soft Landing (zero Luck, rogue)
*You can use your Stunt dice to lessen the damage from a fall.*
If your character falls and will lose Luck as a result, roll your Stunt dice and reduce the Luck lost by one for each success you roll.

Spring Attack (1 Luck, warrior)
*Gain Battle dice by making a leaping attack in midair.*
Add your Stunt dice to a single Battle roll.

Stardust (3 Luck, elf)
*A magic spell that reveals hiding or invisible opponents.*
Roll your Magic dice. With one or more successes, any hidden or invisible foes within ten paces of you will glow with twinkling motes of silvery light, reducing their Sneak to 1 for the rest of the action scene.

Starlight (zero Luck, elf)
*You glow softly in the darkness, providing dim light for you and your friends.*
Whenever you like, you can make a soft, starry glow appear around your body that spreads light for 6 paces around you (equal to torchlight).

Stoneform (2 Luck, dwarf)
Turn to stone for a short time.
Roll your Resist dice. For each success, you spend one turn as a stone statue, including your clothing, weapons, and gear. While in stoneform, you can’t move, speak, or try any actions, but you have 7 Armor against your foes’ Battle rolls and against most other dangers that would hurt a living person, like fire or extreme cold. At the end of the last turn, you return to your usual living self.

Strike Back (1 Luck, rogue)
Make a Battle roll after you dodge someone.
After dodging a foe, whether or not you succeed, you can make an extra Battle roll against them immediately.

Swim (0 Luck, anyone)
Swim one or more paces.
Anyone can try to swim. Start with your Muscle dice plus your Stunt dice, and remove one die from your hand for each Armor you have. If the water is turbulent or very cold, subtract one more die each from your hand. Roll your remaining dice. For each success, you swim one pace.

Summon Orc (8 Luck, wizard)
Summon an orc to serve as your minion.
This spell only works for malicious wizards. Casting it will instantly create an orc to serve as your minion. Each orc you summon costs 8 Luck, and also lowers your maximum Luck by one. So a wizard with Luck 10 who casts this spell would be reduced to 2 Luck, and could not raise their Luck above 9 as long as the orc is in existence. The more orcs you have as minions, the lower your Luck score will be.

Summon Familiar (8 Luck, wizard)
Summon an animal familiar to give you bonus dice to Magic and one other action.
Roll your Magic dice. If you score one or more successes, a magic animal called a familiar appears. The familiar is your companion. You can only have one at a time. A familiar lowers your maximum Luck by one – so if you usually have 10 Luck, you will have 9 Luck as long as your familiar is around. There are four kinds of familiar: cat, bat, owl, and snake. Each familiar adds one die to your Magic rolls, and one die to another action roll, depending on what kind of animal it is.
Cat: +1 Notice
Bat: +1 Sneak
Owl: +1 Talk
Snake: +1 Resist
A familiar has 3 Luck. Whenever it loses Luck, you also lose a Luck point. If it is reduced to zero Luck, it disappears and must be summoned again. Your familiar understands what you say to it, and you can sense its feelings, but it does not speak.
Summon Greater Familiar (12 Luck, wizard)

Summon an animal familiar to give you bonus dice to Magic and one other action.

Roll your Magic dice. If you score one or more successes, a magic animal called a greater familiar appears. The familiar is your companion. You can only have one at a time. A greater familiar lowers your maximum Luck by two – so if you usually have 13 Luck, you will have 11 Luck as long as your familiar is around. There are four kinds of greater familiar: feydragon, imp, salamander, and raven. Each greater familiar adds two dice to your Magic rolls, and two bonus dice to another action roll, depending on what kind of animal it is. It also gives you a unique bonus spell you can cast, if you have sufficient Luck to do so.

Feydragon: +2 Notice
Imp: +2 Talk
Salamander: +2 Resist
Raven: +2 Sneak

A greater familiar has 6 Luck. Whenever it loses Luck, you also lose a Luck point. If it is reduced to zero Luck, it disappears and must be summoned again.

Sweep (zero Luck, warrior)

You can hit two foes with one Battle roll.
Divide your Battle dice into two groups of any size. Roll each group of dice as a Battle roll against a different foe, after taking dice away from its Armor.

Tame Animal (1 Luck, elf)

Make an animal into a loyal pet.
Choose a single animal with a Talk of 0 and less Luck than you. Roll your Talk dice. (Any creature with a Talk 1 or higher can’t be tamed.) One success allows you to tame the animal. If you don’t roll any successes, you fail to tame the animal. You can try to tame the same animal as many times as you like, but each attempt requires an additional success. So the second time you try to tame a creature, you need two successes, and so on. A tame animal will follow you, fight to defend you with its Battle dice, and warn you of danger with its Notice dice.

You can’t keep more than one tame animal at a time.

Teleport (4 Luck, wizard)

You can transport yourself to a nearby place.
Roll your Magic dice. You can disappear and then reappear an instant later at a distance of one pace for each success you roll, regardless of what’s in the way. You can’t teleport into solid rock or any other obstruction – the spell will “bounce” you back to your starting place.

Tongues (2 Luck, wizard)

Talk with any creature with 1 or more Talk dice.
Roll your Magic dice. With one or more successes, you can speak to and understand the speech of any creature with 1 or more Talk dice for the rest of the action scene.

Trance (2 Luck, elf)
A magic spell that can send a creature to sleep.
Roll your Magic dice. With one or more successes, you can send an opponent into a sleeplike trance for the rest of the action scene. Your opponent may roll their Resist dice to take away any successes you made.

Example: Mallion the elf comes across a wolf and wants to tame it. She rolls her Talk dice (3) and gets 1, 2, 2, 3, 4. No successes! She tries again, and needs to get two or more successes this time: 2, 3, 4, 5, 5. The 5s count as successes, so the wolf is tamed!

Trap Rune (zero Luck, dwarf)
Make a magic rune that holds a creature in an enchanted trap.
Pick a location you can touch. Roll your Magic dice. One success allows you to make an invisible rune that will trap the first creature that passes within a pace of it. Additional successes make the trap harder to escape (read on). The creature may make a single Muscle roll to escape the trap, which requires as many successes to escape as you rolled when you created the trap. Otherwise, the creature is trapped for one hour before the trap vanishes. The rune lasts until someone passes it or until you decide to remove it.
You can only have one trap rune in play at a time.

Turn to Stone (8 Luck, wizard)
Turn a creature and its gear into a stone statue.
Pick an opponent smaller than a giant. Roll your Magic dice. Your opponent rolls Resist dice to take away your successes. If one or more of your successes remain, you turn your opponent to stone for the rest of the action scene. While stone, you can’t move, speak, or try any actions, but you have 5 Armor against your foes’ Battle rolls and against most other dangers that would hurt a living person, like fire or extreme cold.

Two Weapons (1 Luck, warrior)
You can use two one-handed weapons at once.
Holding a weapon in each hand, you can make Battle rolls with both of them at the same time by spending 1 Luck. You can attack one foe with each weapon, or attack the same foe with both weapons.

Undo Magic (5 Luck, wizard)
Remove a magic spell from a person or place.
Choose one person or area that is currently under a magic spell. Roll your Magic dice. You must roll at least as many successes as the Magic dice of the person or monster who cast the spell. So, for example, to undo a Turn to Stone effect cast by a basilisk (Magic 4), you need to roll 4 or more successes. To undo a Fire Patch cast by a wizard (Magic 6) requires 6 or more successes.
Casting this spell on people or places that are under a permanent enchantment, rather than a short-duration spell, works the same way, except that the magic spell is suppressed only for one turn. So, if you cast undo magic on an opponent's flaming longsword, you can suppress its magic powers for one turn.

**Voice Trick (2 Luck, rogue)**

*Throw your voice and disguise it to sound like someone else.*

Roll your Talk dice. One or more successes allows you to disguise your voice to sound like someone else's, and to make it seem that your voice is coming from somewhere else within the action scene. An opponent with reason to suspect the voice is false, must beat your Talk successes with their Notice dice.

**Will o’ the Wisp (1 Luck, wizard)**

*You make a glowing ball of light that moves in the air as you choose.*

Roll your Magic dice. With one success, you create a glowing ball of light that creates dim light for two paces around itself, or bright light for 6 paces. The wisp must stay within sight of you, and has Luck 1 for purposes of Battle and Shoot rolls against it. The wisp lasts until you choose to make it go away.

**Wolf Shape (two Luck, elf)**

*Turn into a wolf for one action scene.*

Roll your Magic dice. On one or more successes, you transform into a wolf for the rest of the action scene. Wolves are listed in the Allies and Enemies chapter. In wolf shape, you have the action dice, armor, move, and powers of a wolf, but your Luck does not change.

**Zap (1 Luck, wizard)**

*You shoot a ray of magic force at an opponent.*

Roll your Magic dice. Your opponent loses one Luck for each success. Opponents can use their dodge power, but not Armor, to take away some or all of your dice from your hand before you roll (but you always roll at least one die).