

A Dungeon for All Seasons

An Unofficial Adventure Collection for
The Fantasy Trip™



Howard A. Kistler

**A
Dungeon
for
All
Seasons**

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A DUNGEON FOR ALL SEASONS

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INTRODUCTION

One of the joys of being a GM is inventing characters and scenarios for players to interact with.

I've been a GM for *The Fantasy Trip* since the original microgame releases of *Melee* and *Wizard*, and like many from those days the adventuring began in earnest with the release of *In The Labyrinth*. I devised a number of adventures for the players over the years, and our own mythos about the world was slowly built over time. (An element of this was the recurring archenemy Amon-Thotep, a mummy the players could never quite eliminate because they couldn't find and destroy his canopic jars. He will be resurrected in an upcoming TFT adventure volume as well.)

When Steve Jackson Games announced they were bringing TFT back in print, it reawakened my creative passions for the game. I began writing material for the game, some of which has appeared as *The Book of Unlife*, as well as various articles in *Hexagram*. At the beginning of 2019 I set myself a challenge - write a "one-page dungeon" every month of the year. This became the *Dungeon of the Month* series on my Shadekeep website, and they are now the basis for this book of adventures.

The idea of the dungeon of the month was to have a self-contained thematic adventure, the text of which would fit on one side of a regular page of letter-sized paper, and a map that would occupy the other side. Later on SJG themselves brought out similar formats, such as the postcard dungeon contest and their very successful line of *Quick Quests*.

Since the time these were originally released, I have gone back and revised them, plus adding a few more adventures (these linked to the seasons of the year). The results of these revisions and new designs constitute this book you now hold, and I hope you enjoy them!

REGARDING MAPS

The maps on these adventures are at various scales. Some of them can be recreated using the standard *TFT Megahex* set. In other cases you will want to use a hex sheet or whatever other components you typically use to lay out the adventure space. The reader has permission to reproduce these maps for personal use in a gaming setting.

DIFFICULTY LEVELS OF DUNGEONS

The dungeons here span a range of difficulties, from introductory to expert. Generally speaking, as the dungeons become more difficult, they require a larger party, a more experienced party, or players who are very adept at the game system. Here is a rough grouping of the dungeons and their relative difficulty.

BASIC

These can be completed by a small party (3-4 characters) of modest experience (32 points each), or a slightly larger party of newly generated characters.

- Hive of the Mellipheon
- Hooch Pooch
- The Discomfited Dragon
- Last Call in Pandwick
- The Rabbit of the Sun
- Dawnstar Rising

ADVANCED

These will likely require a larger party (4-5) or more seasoned characters (36 points) to complete.

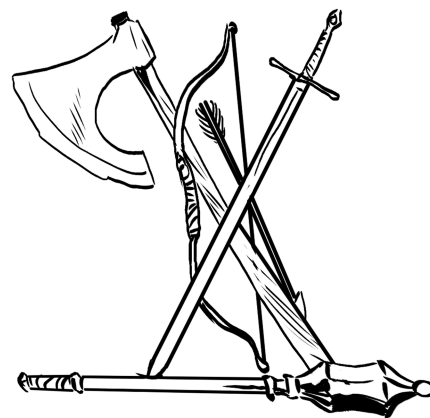
- Lord Duchemin's Shadows
- Garden of the Orobanc
- Après Nous, Le Déluge
- The Stabian Baths
- Never The Twain
- Chained Offering

EXPERT

These are very dangerous and will either need a group of highly advanced characters, or may need to be tackled in multiple assaults rather than in a single run-through.

- Deathspine
- The Devil Will Drag You Under
- Queen of the White Harvest

Unterbrawl isn't included in this list as it is not a traditional dungeon and as such it is more geared towards individual combatants than a party of players. One could just as easily situate it on the *Melee* or *Wizard* map, adding in the hazard megahexes where appropriate.



DUNGEONS OF THE MONTH

This section contains the original 2019 DOTM releases, revised and with updated maps.



JANUARY · HIVE OF THE MELLIPHEON

BACKGROUND

Five children have been taken into a *mellipheon* hive. These large wasp-like insects seize small mammals, which they paralyze and then the Queen lays her eggs within the still-living hosts. The locals beg you to enter the hive and retrieve the children. A master physicker from the community will go with you as a non-combatant, to care for the children and provide whatever treatment she can. The party receives \$150 and 25 XP for each child saved, with an additional bonus of \$250 and 50 XP if all five are saved.

Each chamber of the hive is shaped as shown on the map included. The three lettered hexes (A, B, & C) are where passages to adjacent chambers are found. In the chamber table they are listed with which room they lead to and the arrival hex in that room. So an exit listed B7C means that the party can exit the chamber through B and will arrive in chamber 7 in C. An exit marked with dashes (C—) is a dead-end that goes nowhere. Two X's (AXX) indicates an exit from the hive. The letter-number hexes are where contents are placed according to room descriptions. Use the center of a referenced megahex to place contents. The chamber walls are a stone-like composite of wood pulp and resin made by the mellipheon, and the dark hexes are impassable solid supports of the same material. Below are the stats for the various castes of mellipheon the party may encounter, plus the other beings that may be found in the hive.

THE MELLIPHEON

Worker (W) – The most common caste in the hive. Workers perform the duties of keeping the hive operating, including excavating, building the walls, and gathering nectar, pollen, and fruit for daily food. They are the size of a medium dog. Workers have ST 6, DX 10, IQ 2, and MA 12. Their chitinous shell stops 1 point of damage per attack. They bite for 1d-1 damage, or do 1d+1 damage in HTH.

Soldier (S) – Fed a special hormone when young, some Workers develop into Soldiers. They are tasked with defending the hive, with some standing guard at entrances and others performing regular patrols. They are the size of a large wolf. Soldiers have ST 8, DX 9, IQ 2, and MA 10. Their hard carapace stops 2 points of damage per attack. Their claws do 1d+1 damage, or 1d+3 in HTH.

Assassin (A) – Also raised with a special hormone, Assassins are specialized Workers with a paralytic venom in their stinger. They are the ones tasked with gathering hosts for the Queen's eggs. They are the size of a Worker, but have a distinctive appearance. They paralyze their prey for delivery to the hive, and then top up the venom to keep the prey alive but quiescent. The venom wears off in about three days, or 5 minutes after an antidote is administered. Assassins have ST 5, DX 11, IQ 2, and MA 12. Their chitinous shell stops 1 points of damage per attack. They can sting for 1d damage, and the poison does 2d fatigue damage (but doesn't take the victim below 0 ST; it only kills if a second sting is given after the prey is at 0 ST). Victims get a 4/ST save roll to resist the venom's effect.

Drone (D) – The only male mellipheon in the otherwise all-female hive. Drones exist to mate with the Queen, and to attend to her wants. They are the only mellipheon with wings, and while not graceful in flight they can move at a good speed through the air. They are the size of a woodchuck or badger. Drones have ST 5, DX 10, IQ 2, and MA 10 (20 when flying). They have a weakly venomous sting that they use to discourage intruders from the hive. Their sting does 1d-2 damage, and if it penetrates it will deliver a 1d venom. Victims get a 3/ST save roll to resist the venom effects.

Grub (G) – These are the larval stage of mellipheon. They are small, the size of a rat, and weak with poor senses. Grubs have ST 2, DX 8, IQ 1, and MA 4. Their saliva has a dizzying toxin in it. The bite does 1 point of damage, but is cumulative over turns as the grub gnaws on the victim, and once damage is inflicted the saliva gets in the bloodstream. The saliva causes -3 DX for 4 turns.

Queen (Q) – Each mellipheon hive has a single Queen, who is mother to all the hive members. If she dies a grub is selected and fed royal jelly, which will cause it to mature into the next Queen. The Queen lays her eggs in paralyzed mammalian hosts, from which 6-18 grubs will emerge, depending on the size of the host. She is much larger than other mellipheon, equal in size to a large bear. The Queen has ST 24, DX 9, IQ 4, and MA 8. Her thick exoskeleton stops 2 points of damage per attack. Her claws do 2d damage, and she can spit venom. The venom spit is caustic and does 1d damage, and is treated as a thrown weapon. She can attack with claws and spit in the same turn at -3 DX.

OTHERS

Children (C) – These are the children taken by the mellipheon. They are from whatever race(s) you decide the village is made up of, as long as they are from common humanoid races (Human, Dwarf, Elf, Halfling, Orc, etc). When a child is found the physicker will apply antidote. The child will need 5 minutes to recover before they can walk. The children have ST 4, DX 9, IQ 7, and MA 10.

Giant Spider (X) – A giant spider has made a nest in a disused chamber of the hive. ST 16, DX 10, IQ 2, MA 12

Plocker (P) – A plocker has tunneled in seeking nectar and grubs. ST 4, DX 11, IQ 5, MA 6

Red Slime (R) – A pair of red slimes have oozed into a peripheral chamber. ST 14, DX 1, IQ 1, MA 2

Resting in the hive is dangerous. For every 5 minutes that someone stays put, roll a die. On 6 a patrolling Soldier finds them and attacks.

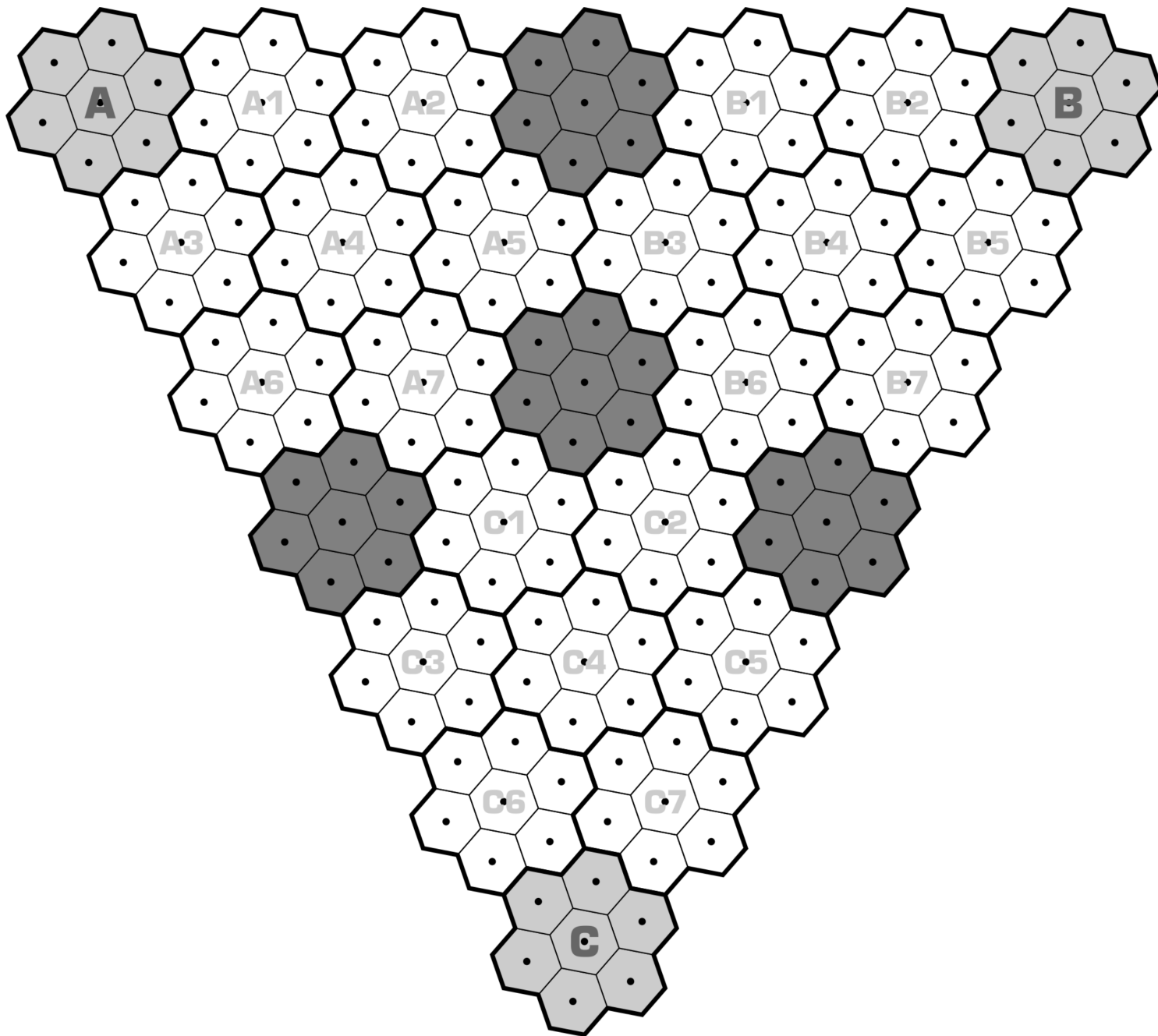
The table below contains the chambers that make up this hive. The party enters in megahex A of room #1. Italics indicate treasure that is found after combat.

#	CONTENTS	EXITS
1	S (A5), W (C4)	AXX B2A C3A
2	W (C4), D (B7)	A1B B4A C5A
3	W (C1), D (B3)	A1C B— C6A
4	S (A5), D (B7)	A2B B7A C—
5	W (B1), G (B6, C3, C5)	A2C B8A C—
6	S (A6)	A3C B9A C10A
7	W (B2), G (C5, C6)	A4B B11A C—
8	S (B3), G (C5), C (C6)	A5B B12A C9B
9	A (B4), <i>weapon poison (5 doses)</i>	A6B B13A C10B
10	P (B7), W (C3), G (C5)	A6C B9C C15A
11	A (C1), <i>molotail</i>	A7B B16A C12B

#	CONTENTS	EXITS
12	D (A7), W (B4)	A8B B11C C13B
13	X (B4), C (C5)	A— B12C C—
14	W (A7, B4, C3), C (A2)	A— B19A C20A
15	D (A5, B7, C3), C (B2)	A10C B— C21A
16	R (B3, C4), C (B5)	A11B B— C17B
17	S (B7), W (C4)	A— B16C C18B
18	S (C4), <i>healing potion</i>	A— B17C C22B
19	S (B4), <i>dazzle gem</i>	A14B B22A C20B
20	D (A6), A (B3)	A14C B19C C21B
21	W (B7), S (C1)	A15C B20C C—
22	W (B6), D (C3), Q (C4)	A19B B18C CXX

USING THE MELLIPHEON IN YOUR CAMPAIGN

Mellipheon are more normally found further away from civilized areas, typically in forests with nearby meadows. The forests provide the necessary hosts for the Queen's eggs, and the meadows are a good source of the foods the hive relies upon. Sometimes mellipheon will build a hive in an abandoned underground structure, or in just part of one if it is an extensive dungeon. In such cases the walls will be covered and shaped by the same pulpy resin they produce for building their hives. Mellipheon honey is a highly prized foodstuff, used to make quality mead and fine pastries.



W 1	W 4	G 1	R 1	R 3	S 1	A 1
W 2	W 5	G 2	R 2	R 4	S 2	A 2
W 3	G 4	G 3	G 5	R 5	S 3	A 1

FEBRUARY • UNTERBRAWL

BACKGROUND

Unterbrawl is an illicit underground pit fight held in clandestine locations. Magic and armor are prohibited. Potions and poisons too are banned, though they have found their way into fights. Weapons are assigned randomly, and the audience can interfere with the game. Fights end in knockout or death for the loser. Fighters who win two consecutive fights may challenge the champion on their next fight for the title. Fight tourneys usually occur once a week, but may be more frequent, especially if the local authorities have been bribed to look the other way.

Before a fight the combatants are each assigned weapons randomly by lot. Fighters are not required to use the weapon, if it is one they are unskilled in or don't have the ST to use, or if they are better off with their unarmed combat abilities. If they decide not to use their assigned weapon they may drop it in the arena (but not deliberately in the bonfire, as this is willful property damage and insulting to the arena hosts). Like any other weapon dropped in the arena, another fighter is free to pick it up if given the chance.

The map shows the unterbrawl pit arena. The floor is typically packed earth or sand. A perimeter of planking or stones demarcates the bounds of the arena, and a border of rope, chain, or wooden railing helps keep fighters within the pit. The audience presses close on the arena and may interfere with fighters who come too near them. The megahex with smoky swirls is a blazing bonfire (*7-Hex Fire*), the megahex with wavy lines is a shallow basin of balsam water (*Sticky Floor Megahex*), and the dark gray megahexes are solid columns, some with prestigious viewing seats high on top for notable patrons. The light gray border hexes are those susceptible to "audience participation" actions. Fighters take their starting position in any starred hex on their side, with the winner of a dice roll or coin toss choosing their preferred side.

REWARDS

Players gain experience from fighting, and may earn coin through wagers on battles. Champions can gain access to influential patrons and criminal bosses. It is possible to stage team battles as well, with multiple combatants on both sides, but champion status is only awarded in one-on-one matches. A champion is expected to continue defending their title, or else they may find it stripped from them, or other pressures applied to return them to the arena.

HELLMATCH

Players looking for a grueling challenge may opt for a "hellmatch". This special bout occurs all in one night, with the player fighting two opponents and then a champion, consecutively. Physicking can happen between rounds to recover what damage is possible, but otherwise this is a brutal slog that many entrants will not survive. Extra experience and acclaim is awarded to hellmatch survivors.

USING UNTERBRAWL IN YOUR CAMPAIGN

The players may have gotten involved in unterbrawl in order to track an enemy or gain access to an important patron after becoming champion. They may even be working undercover for the city guards to infiltrate the brawling circuit. Or they may be forced (through threats, blackmail, or other means of coercion) to participate and are trying to win their freedom back by achieving the rank of champion.

OPPONENTS (roll 2d for standard fight opponent)

Roll	Race	ST	DX	IQ	MA	Roll	Race	ST	DX	IQ	MA	Roll	Race	ST	DX	IQ	MA
2	Hobgoblin	14	12	7	10	6	Human	11	12	10	10	10	Orc	16	9	8	10
3	Orc	13	12	8	10	7	Human	13	11	9	10	11	Human	15	10	8	10
4	Human	12	13	8	10	8	Orc	14	10	9	10	12	Elf	11	14	9	12
5	Dwarf	14	11	8	10	9	Human	12	12	10	10						

CHAMPIONS (roll 1d for champion opponent on fighter's third fight)

Roll	Name	Race	ST	DX	IQ	MA	Talents
1	Bloody Lodak	Orc	14	13	9	10	UC II, Sword, Thrown Weapons
2	Wildcat Jex	Human	13	14	8	10	Brawling, Ax, Net
3	Hurda the Cruel	Human	14	12	10	10	Brawling, Knife, Toughness
4	Sister Dethe	Elf	12	15	10	12	UC I, Whip, Acrobatics
5	The Red Mask	Orc-Human	13	12	12	12	UC III, Sword, Running
6	Orl Stonehand	Dwarf	15	11	11	10	UC II, Ax, Tactics

RANDOM WEAPONS (roll 2d for each combatant before each fight)

2	Net	4	Plumbata	6	Securis	8	Pugio	10	Malleus	12	Bipennis
3	Gladius	5	Sica	7	Cestus (pair)	9	Sphairai (pair)	11	Vinculum		

PIT FIGHT WEAPONS

Cestus (+3 to ST-based damage) – spiked glove; cannot wield another weapon when wearing these

Sphairai (+3 to ST-based damage) – padded glove like a boxing glove; treat like cestus except damage done is fatigue damage

Pugio (1d-1) [Knife] – a type of dagger

Sica (1d+1) [Sword] (ST 10) – narrow curved blade

Gladius (2d-1) [Sword] (ST 11) – classic Roman shortsword and source of the term "gladiator"

Securis (1d) [Ax/Mace] (ST 9) – single-headed ax

Malleus (1d+1) [Ax/Mace] (ST 10) – short-hafted hammer

Bipennis (1d+2) [Ax/Mace] (ST 11) – double-headed ax

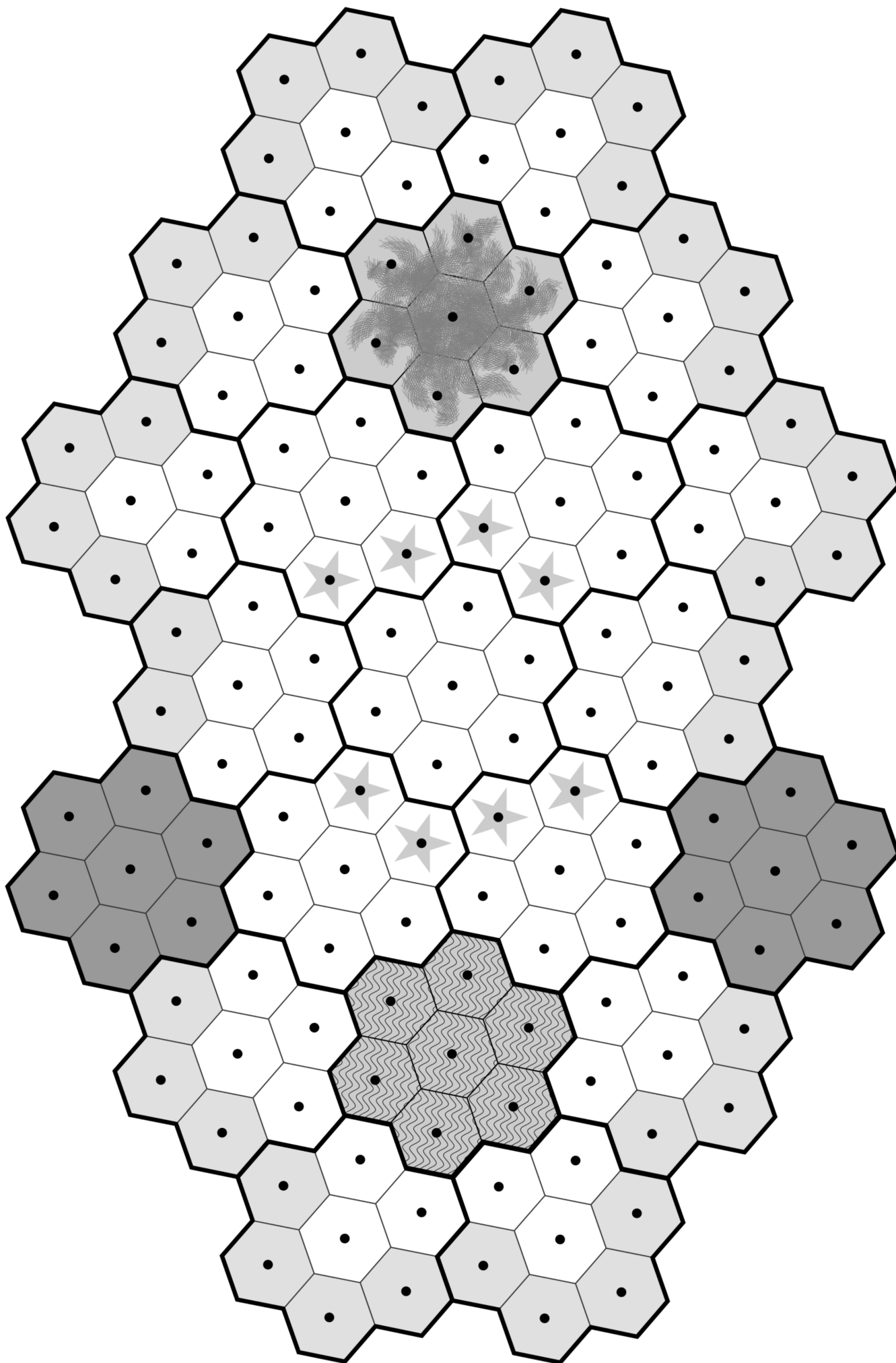
Vinculum (1d) [Whip] (ST 8) – length of chain, 1 in 6 have weighted ends (+2 dmg)

Plumbata (1d-2) [Thrown Weapons] – metal throwing dart (1d quantity)

Net (1d-3) [Net] (ST 10) – barbed net with which to harass and entangle an opponent

AUDIENCE PARTICIPATION (roll 2d for each combatant in light gray edge hex)

2	shanked (1d-1)	6	insulted *	10	shoved (onto opponent if adjacent, initiating HTH; otherwise move 1 hex from edge)
3	tripped (3/DX save)	7	nothing	11	held (no move for 1 turn, can still fight)
4	hit with object (1d-2)	8	shouted at *	12	drink thrown in eyes (-4 DX for 3 turns)
5	hit with fist (1d-3)	9	spat at *	*	distraction – roll 3/IQ to ignore or suffer -2 DX on next turn



BACKGROUND

Where once a stately castle stood, only its high narrow tower remains. Known now as Deathspine, it is the refuge of the cruel sorcerer Scarnsz. His study occupies the highest level, a private Gate providing access. The levels below are stocked with numerous dangers for any who would invade his home.

Each floor of the Deathspine has the plan shown. Striped hexes contain exits to the stairs between levels. Arrows on the exits indicate whether those stairs lead up or down. The level 1 down exit leads outside, and the level 13 up exit leads to an outside balcony. Upon entering a floor, start the turn by arranging the party as close to the entrance hex as possible. Black megahexes are solid stone support columns, and the circle in the central megahex is an open pit shaft that runs the entire height of the tower, continuing further for hundreds of feet below. Anyone falling or pushed into this shaft will plummet to their death if they can't stop their fall. Give characters a 3/DX roll to catch the edge when falling in. If successful, they can pull themselves out with 3/ST, if no one is actively preventing them. If they fail to catch hold they can roll again at each floor below, with an additional die of difficulty (next floor 4/DX, then 5/DX, etc). Falling past the ground floor into the deep shaft is fatal. Garbage may occasionally fall down the open shaft, and anyone attempting to fly up the shaft will have a heavy object dropped on them.

Use the level key on the map to stock each level. Each character code symbol indicates where contents go on the map. Scarnsz has a wall-mounted marble face *Proxy* (@) on each level, through which he can observe and address anyone on any floor. Level 5 is the barracks & stores for levels below, and 10 is the same for levels above. The levels between the stores are "menagerie" levels which contain unusual enemies and creatures, and only special staff attend to these floors. All guards and wizards in the tower have the appropriate talents for their chosen weapons and tasks. Regular staff are non-combatants and are not plotted on the map. They will typically hide or flee from the players if possible.

MAP

1 – Rabble Guards. These low-ranking rabble guards (**R**) are the highly expendable first line of defense for the tower. When you first enter, one guard is urinating down the pit shaft with his back to you, and the other two are squatting down and throwing dice along the far wall. The rabble guards have ST 10, DX 10(9), IQ 8, and MA 10. They are carrying sabers and wearing cloth armor.

2 – Dog Guards. This floor is patrolled by guard dogs (**D**) and their handler (**H**). The dogs are well-trained and fearless, and will attack as their handler directs. The dogs have ST 10, DX 14, IQ 6, and MA 12. The handler has ST 11, DX 10, IQ 9, and MA 10. He is wielding a whip.

3 – Archers and Gas Bomb Traps. This room is trapped with footfall gas bomb traps (*) in the floor. These are set off when anyone moves through the hex containing the trap. Players get a 4/IQ roll to spot the trap just before they move into its hex, and a 4/DX roll to dodge it once they do step on it. The trap releases a one-megahex cloud of Simple Poison. The archers (**A**) know where the traps are and will not willingly enter a hex with one. They will try to lead the players into stepping on the traps. The archers have ST 10, DX 13, IQ 10, and MA 10. They are equipped with horse bows and quivers of 20 arrows.

4 – Trusted Guards. These are more competent guards (**T**), stationed to finish off any intruders who have made it this far. They have ST 12, DX 12(10), IQ 10, and MA 10(8). They are wielding war axes and wearing leather armor.

5 – Lower Stores. Food and drink can be found here, as well as cots for the guards and staff. One cook and two attendants staff this floor. There is also a cabinet with a 4/DX lock containing 4 Healing potions, 4 Antidote potions, 4 Sleeping potions, and 1 Corrosive Poison potions. The bottle labels are gibberish. The staff can identify the different kinds by the bottle shapes, and may do so for the players. Or they may lie about the contents if they think the players will believe them and either harm themselves or leave the bottles.

6 – Giant Scorpions. A pair of giant scorpions (**X**) are kept on this level. The remains of the live rabbits they are fed are scattered around the floor, and a still-living bunny or two may be spotted. The scorpions have been conditioned to not attack anyone for a short time after they hear a gong, which is how the staff feed them safely. The scorpions have ST 20, DX 12, IQ 2, and MA 12.

7 – Air Elemental. A sylph (#) is imprisoned here inside a cage of enchanted glass (**O**). Scarnsz watches through the Proxy and will release it when the time seems best. The sylph is strong enough to throw people up to three hexes away. It will try to throw them into the pit shaft, or failing that against the walls for 1d damage (the sylph must make a DX roll; the target gets 5/ST to resist, and 3/DX if they can grab something to anchor themselves). It has ST 50, DX 12, IQ 8, and MA 20. The sylph will not leave this floor during combat, so a good strategy for the party is to make a run for the stairs. If the players defeat Scarnsz the sylph will be free and shall leave the tower.

8 – Bombers & Treasure Vault. This floor contains the main treasure vault (**V**). It has a 7/DX lock and contains 8 \$500 gold bars, a 2-hex Magic Carpet, and a Unicorn Horn magic item. In an especially cruel act, the vault is guarded by four prootwaddles (**P**) wearing harnesses with Explosive Gems (3d dmg) attached. Each prootwaddle will charge and attempt to enter HTH, at which point their gem will detonate. It also explodes if the wearer dies. Scarnsz has convinced them that the gems give them godlike powers. They have ST 10, DX 10, IQ 7, and MA 10.

9 – Basilisk & Skeletons. This basilisk (**B**) is a guest of Scarnsz and kept well fed by the kitchen above. It has two skeletons (**Z**) to protect it so that its comfort is rarely disturbed. It will prefer to paralyze any adventurers that intrude upon its lair and then let the skeletons dispatch them. The basilisk has ST 10, DX 8, IQ 8, and MA 12. The skeletons have ST 12, DX 10, IQ 0, and MA 10. They are wielding broadswords and carrying spiked shields, and they wear zombie rings to prevent decay and ST loss over time.



10 – Upper Stores. This is the more fancy kitchen, providing delicacies for the upper floors, plus the odd nasty treat for the basilisk. This floor is staffed by a chef, three attendants, and a physicker. The barracks here are nicer than those of the lower stores as well. There is a cabinet here with a 5/DX lock containing 3 Healing potions, 1 Revival potion, 2 Simple Poison potions, and 3 Fear potions. As with the lower stores, the bottles are labeled with nonsense symbols, and the Healing potions are in different bottles than those from the lower stores. The staff here may also mislead the players about the contents of the bottles, particularly if the players are now few in number and gravely wounded.

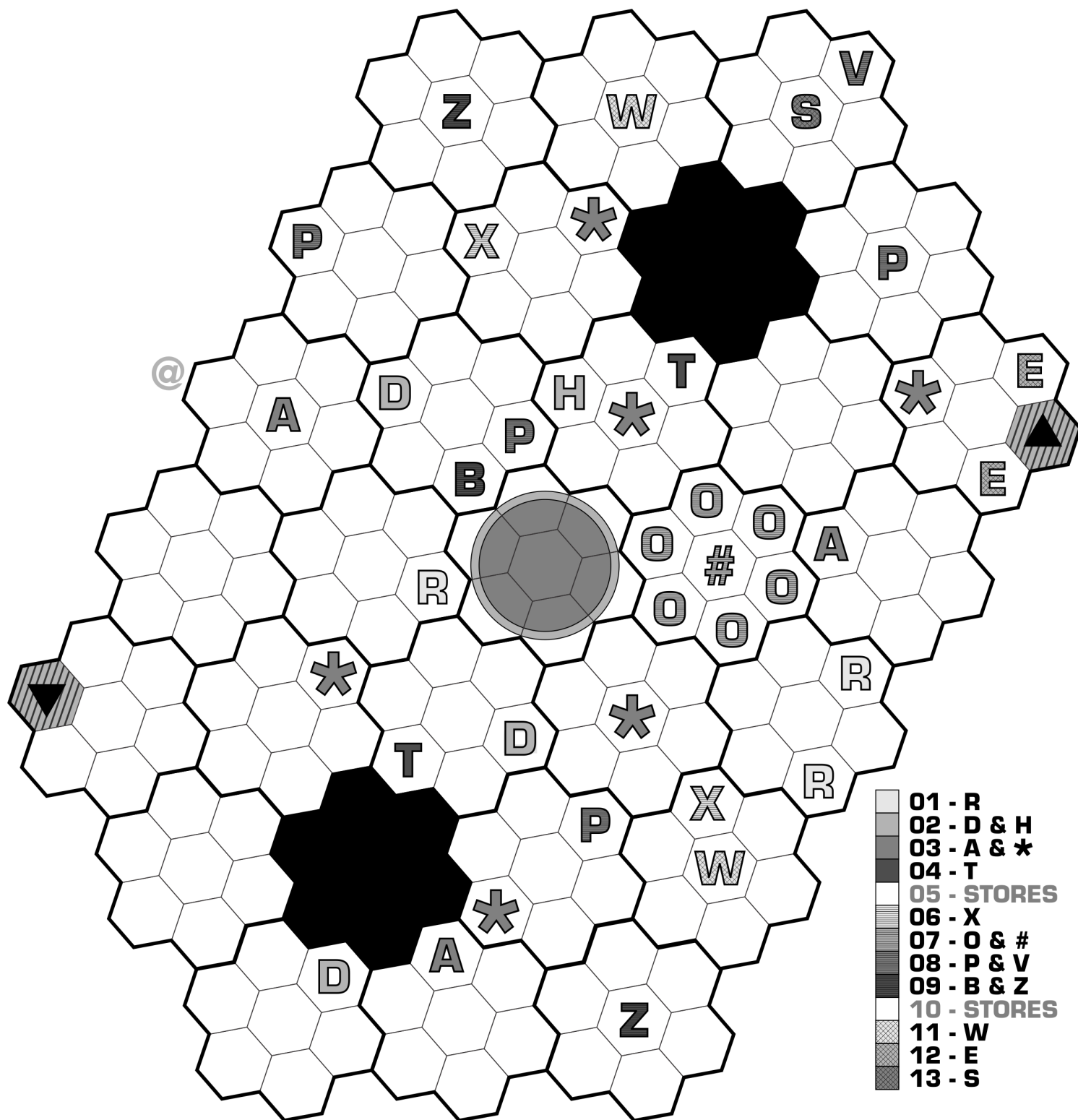
11 – Apprentices. A pair of wizard apprentices (**W**) work and sleep on this floor. There is a magic workshop here, as well as chemistry and alchemy labs. One apprentice (Jauslon) has ST 13, DX 11, IQ 13, and MA 10, and knows Staff III (6 mana), Fireball, Reverse Missiles, Sticky Floor, Aid, and Alchemy. The other apprentice (Elgramb) has ST 13, DX 12, IQ 12, and MA 10, and knows Staff II (8 mana), Staff-to-Snake, Illusion, Magic Fist, Aid, and Chemistry.

12 – Elite Guards. These two elite guards (**E**) are the most dedicated and skilled guards in the tower. They will defend their post with their lives. They both have ST 15, DX 12(9), IQ 9, and MA 10(6). They each wield a pike ax and wear chainmail armor.

13 – The Study. This is the home and sanctuary of Scarnsz (**S**), and he is too proud to allow himself to be driven from it. He will neither flee nor surrender. He has ST 13, DX 13, IQ 20, and MA 10. Among the spells he knows are Staff V (20 mana), Zombie, Summon Demon, Diamond Flesh, Create Gate, Lightning, Flight, and Greater Magic Item Creation.

AFTERMATH

If you defeat Scarnsz the tower will subsequently be abandoned by any staff and other survivors. Among his personal effects are keys for all tower locks, and the current password to use the Gate ("gargantilok") is mentioned in an unfinished letter to another mage. Where the Gate goes is up to the GM.



BACKGROUND

The locals will tell you – there is no place more haunted than the abandoned keep of the late Lord Duchemin. Last of his line, he withdrew into his stony keep and expelled all from his demesne, save only a handful of his most loyal servants. What happened after that is uncertain, though plenty of rumors circulate. All that is known is that eventually the lord passed on, his retainers decamped, and a pall fell over the place. It did not remain quiet for long however, as soon it seemed to fill with unearthly residents. Some say the lord is again at home, a wrathful shade that still guards the secrets of his keep. Of the few who have braved the place, none have yet returned alive.

MAP

Entering the keep of Lord Duchemin, the party soon finds themselves in the great hall. There are doors (**D**) at either end of the room. The center of the room is occupied by a great table (*shaded gray megahexes*) surrounded by once-elegant seats (**S**). In one wall a fire burns within a recessed hearth (**F**). High on the opposite wall the head of great stag (**H**) is mounted as a trophy, a cheap tin-and-glass tiara placed on its brow as a macabre jest. In the far corners of the room stand two suits of plate armor (**A1** & **A2**). The table is set for a feast, with plates, goblets, and fine silverware before each seat. Platters of fresh fruit, baskets of bread, and jugs of wine line the table. A roasted pig (**P**) is featured in the center. The table is illuminated by a massive pair of ornate silver candelabras (**C**).

As the party is examining the room, the doors at both ends slam shut, locking loudly. This begins the sequence of events. Track how many turns are passing, and each of the events below begins when its turn comes around. It is now turn [1].

TURNS

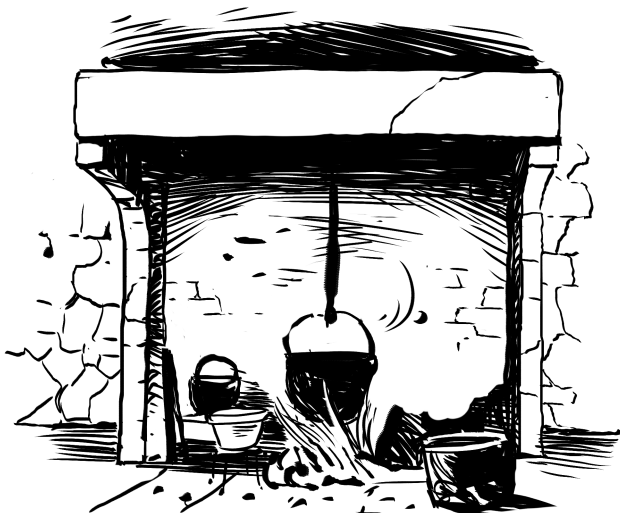
[1] A voice seems to issue from the stag head (**H**), saying “Lord Duchemin invites you to feast with the dead!” Then lightning springs from the stag’s eyes. These attacks will occur every turn until the head is destroyed. The bolts are 1d *Lightning* spells, and the head has a DX of 10. It can take 8 points of damage, though only thrown/missile weapons and spells, or polearms, can effectively reach it.

[5] The 10 dining knives on the table, one before each seat (**S**), levitate and fly at the closest players. Each is treated as a thrown dart (1d-2) attack from that seat at DX 12. Each player may have a chance to dodge one of the attacks aimed at them.

[7] As the knives clatter to the floor, perhaps along with some blood, a swarm of 20 vampire bats drop from the ceiling and attack. This is treated as a nuisance creature encounter, and it can become a painful distraction for the players when later attacks begin.

[12] The roast pig (**P**) turns out to be a zombie and it springs up from the platter to attack. It appears to be frenzied and moves from one target to the next rapidly, biting each with long tusk-like teeth. ST 10, DX 12, IQ 0, MA 10; Attack: Bite (1d)

[16] The fire in the hearth (**F**) flares and from out of the flames darts a salamander fire elemental. It has the annoying habit of striking and then moving under the table, where it is hard to get at, emerging on the next turn to ambush another person. ST 16, DX 13, IQ 8, MA 10



[18] The candelabras (**C**) on the table belch out clouds of white smoke that fill the room. This smoke doesn't do damage but impairs vision. The effect looks like dense fog and imposes a -4 DX penalty on combat and actions. Light does not diminish the obscuring effect. The smoke is magical in nature, so can only be dispersed by magic. *Destroy Creation* will clear a hex of it at a time but only for the next turn, after which it will fill back in. *Dark Vision* has no effect, but *Mage Sight* will allow you to see through it. See **Fighting In The Smoke** below for further ideas about how to game this effect.

[20] The players hear clanking, ponderous footsteps. One of the suits of armor (**A1**) is in motion. It actually contains a skeleton with the stats ST 13, DX 13 (8), IQ 0, and MA 6. It is wielding a morningstar (2d+1). The plate armor provides 5 points of protection. The skeleton is not impaired by the magic smoke from the candelabras.

[24] The smoke clears away as the other suit of armor (**A2**) comes to life. In this suit is Tomas Brayl, the frail but wily old mage who is behind this fake haunting. He will try to dispatch any survivors left. His stats are ST 7, DX 13 (8), IQ 19, and MA 10 (6). He has a silver wand with the *Staff II* enchantment and 12 mana. Among the spells he knows are *Telekinesis*, *Lightning*, *Create Elemental*, *Zombie*, *Mage Sight*, *Calling*, and *Curse*, plus the *Ventriloquism* talent.

FIGHTING IN THE SMOKE

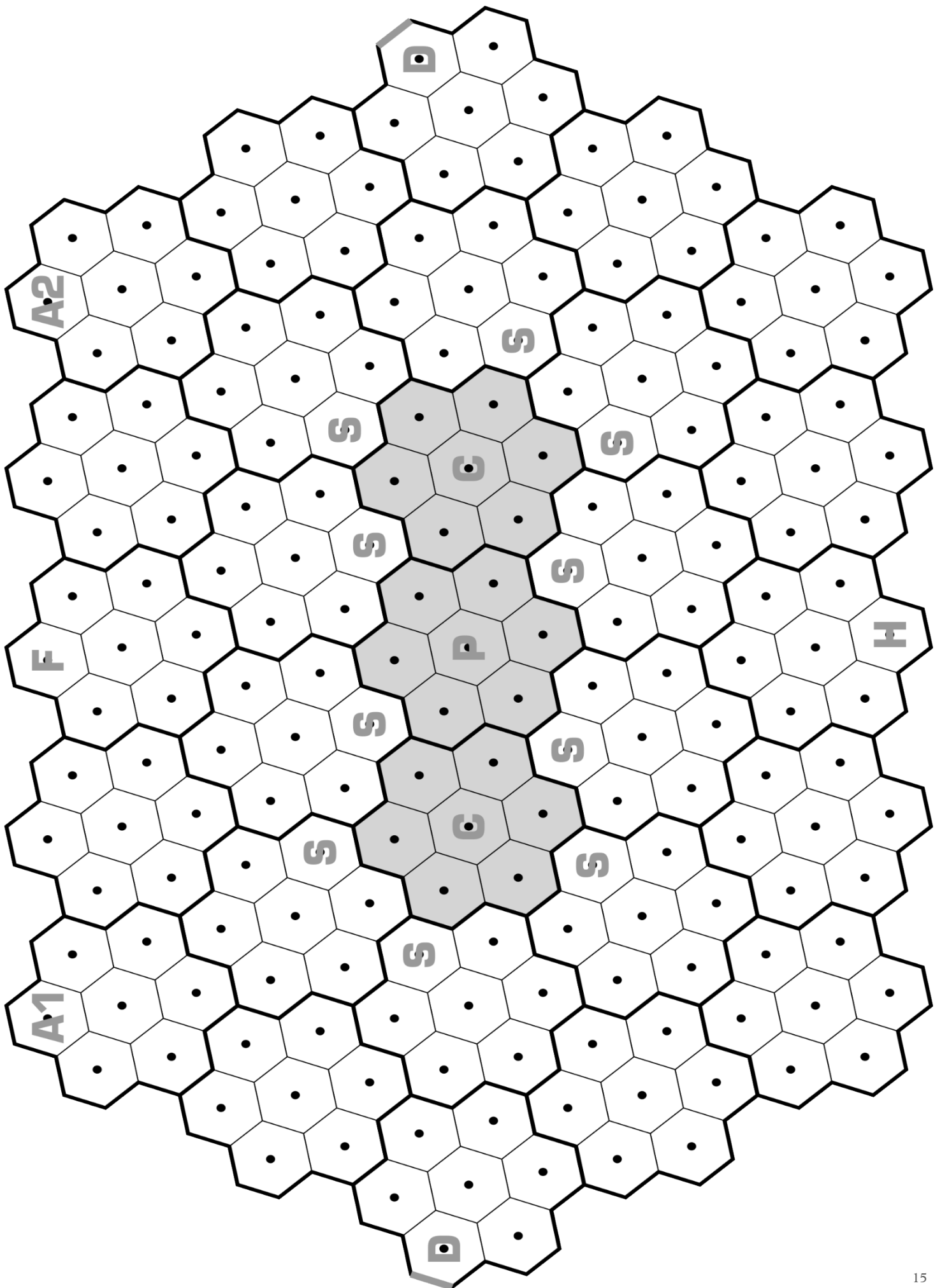
When the magic smoke fills the room on turn 11, there are various ways the GM (you) can handle this effect. You can continue to let the players move about the board normally and just impose the DX penalty on their actions. You can somewhat obscure the action by tracking on your own map (ideally behind a GM screen) where enemies are in the room, so that players will have to try to detect them before they attack. Or you can fully obscure the action by telling the players to note where they are, and then remove their counters from the board. They will have to tell the GM where they are moving and facing, and it's up to them to pay attention to where that puts them in the room. The GM will track their actual positions, and those of enemies, behind the screen. This can lead to players stumbling into the table and walls, and running about pell-mell trying to assist others who are being attacked. The GM should chose the approach that is the most manageable and fun for both the players and themselves.

AFTERMATH

The GM may provide whatever treasure they find appropriate for the survivors. The weapons and armors used by the enemies are certainly fair game. The magic candelabras could conceivably be taken and studied or sold, though they have a number of conceal spells and conditional magics on them to obscure their true enchantments. It is also possible they were a single-use item, and are now simply ordinary (but still potentially valuable) silver candelabras.

This great hall is but one room in the castle and the GM is encouraged to create more. The players may want to investigate why the mage was trying so hard to convince people the place was haunted. Perhaps it was to conceal and protect a valuable secret or artifact? And what lies behind the mysterious legacy of Lord Duchemin himself?

The GM can make this more challenging by making the enemies stronger. Another way to add difficulty is to decrease the time between turns when actions occur. Making the obscuring smoke (turn 11) start sooner or last longer can put the players in greater danger as well.



MAY • THE DEVIL WILL DRAG YOU UNDER

BACKGROUND

For years the lady pirate Anaïs d'Indigo terrorized the coast, escaping to a hidden cove whenever her enemies drew close. Over time she took many paramours, but none so close as a merman named Caldustel. Together they had several children of mixed merfolk-human blood. Their three sons, Francoise, Etienne, and Philippe, take after their mother's human side and serve with her aboard her hen frigate the *Scouse Trough*. Their daughter, Avenastel, takes after her father's merfolk nature and often swims alongside the ship with her dolphin friends. When the maritime predations of the family d'Indigo grew too much for the coastal communities to bear, the navy seized Captain Anaïs with a cunning ploy, jailing her. Her children evaded capture and are holed up in the submerged grottoes behind their hidden cove. The townsfolk fear that the family's pirating will resume, so are willing to pay a handsome reward for the capture of the siblings. More money is offered for them alive and in bondage than killed outright, in part because the townsfolk hope to learn where the bulk of their stolen treasure now lies. They are offering \$1000 per d'Indigo sibling alive, or \$500 per dead one.

The players will be given directions to the partially submerged entrance to the d'Indigo siblings' grotto lair. From there it is up to them as to how to enter the complex and deal with the threats therein. Due to the nature of this adventure, it will be useful for at least some of the players to have the *Swimming* or *Diving* talents. The d'Indigos, having merfolk blood, all possess the *Diving* talent naturally. The brothers also have the *Seamanship* talent, and the sister has *Animal Handler*. All have skill with their chosen weapons.

MAP

The map shows the underwater cave complex with air-filled grottoes. One hex depicts a regular melee hex, not a megahex. The caves are small and the water-filled connecting tunnels are narrow (3 feet wide). The water dampens sound very effectively, and it is almost impossible to hear in one cave what happens in another. Shallow Water is 1 foot deep (-2 MA), Wading Water is 3 feet deep (MA halved), and Deep Water is 6 feet deep (MA 2). The entrance chamber (1) is illuminated by sunlight if entered during the day. Caves with people will have lantern light, otherwise caves are dark.

1 – Entrance (*black arrows*) to the grottoes is here. There are a pair of crabmen (C) here. In a debris pile (*) of gnawed, waterlogged scraps is a pewter ring set with an opal (\$80). Sunlit cave, if daytime. Crabmen: ST 6+1d, DX 10, IQ 3, MA 8

2 – This cave connects to many others. Resident here is a thunderbolt eel (T). Among the sea urchins and starfish on the rocky seabed are a pair of chrysanthemum urchins (U). Unlit.

3 – This brood chamber contains a pair of crabmen (C). There is also a foam slime (S) here. On the exposed rock (*) is a clutch of crabmen eggs, for which a collector or cook would pay about \$100. In the water (*) is a jade hairpin carved like a sea dragon (\$160), which requires a 4/IQ roll to spot (may be modified by talents). Unlit. Crabmen: ST 6+1d, DX 10, IQ 3, MA 8

4 – Etienne d'Indigo (E) is here, going through crates of pillage (*) that contain amphorae of spiced wine. He is the strongest of the siblings and will fight alone unless very outmatched, in which case he will try to enter the tunnel to room 6. His attributes are ST 14, DX 11, IQ 11, MA 10. He wields a Great Hammer (2d+2) with a head like an anchor. Lantern-lit.

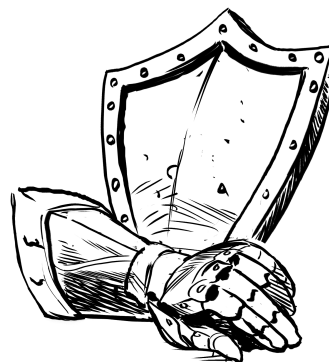
5 – Belert, a human crew member (H) is here, with the attributes ST 13, DX 10, IQ 8, MA 10, and carrying a belaying pin (1d+2 club). There is a chrysanthemum urchin (U) in the water. There is a pile of prepared sealskin (*) weighing 6 pounds (\$35 per pound), which is used to create waterproof garments and boots. Lantern-lit.

6 – Francoise d'Indigo (F) is here, studying the logbook of the most recently raided ship. He is the eldest of the siblings and will fight or withdraw intelligently. His attributes are ST 13, DX 12, IQ 12, MA 10. He wields a barbary sword (2d+1 1-handed bastard sword). Narbo, a human crew member (H) is here organizing ship supplies (*) including lantern oil, rope, and sail canvas. He has ST 12, DX 11, IQ 9, MA 10, and carries a flensing ax (2d war ax). He is very loyal and will shield Francoise if the latter needs to escape. Lantern-lit.

7 – Philippe d'Indigo (P) is here, practicing his mandolin playing. He is the youngest of the siblings and his attributes are ST 11, DX 14, IQ 13, MA 10. He carries a pair of harpoons (treat as spears). Zagda, a human crew member (H) is here drinking and carving scrimshaw. Her attributes are ST 13, DX 9, IQ 8, MA 10. She has a billhook (2d halberd). If they are overmatched, Philippe will try to escape to room 9 if possible. There is a chest here (*) with a 4d lock (Francoise has the key). It contains paper-wrapped packets of hardtack and seal meat, plus a pouch of \$468 in coins. Lantern-lit.

8 – There is a thunderbolt eel (T) in the waters and a foam slime (S) floating in the darkness. There is a small cabinet (*) here with necklaces, hair combs, and bangles, most of them made from shell, bone, and coral, plus a fine gold filigree choker that previously belonged to a noble lady (\$250). Unlit.

9 – Avenastel d'Indigo (A), who is physically a mermaid, spends most of her time here with her pet kraken (K), Charybdis. Her attributes are ST 12, DX 13, IQ 14, MA 10. She wields a flamberge (2d broadsword) with wave-like edges, made of a waterproof alloy. Charybdis has ST 60, DX 10, IQ 4, MA 2. A small chest on the cave floor (*) contains Avenastel's trinket collection, included a jeweled coral tiara (\$450) that her brothers gave her, dubbing her "queen of the sea". A rotten sea chest in the water (*) remains from previous pirates who used these caves and contains a strand of pearls (\$240) and a silver goblet with rubies (\$160). The chest requires 4/IQ to find (may be modified). Lantern-lit.



THUNDERBOLT EEL

A Cidri analogue to Earth's electric eel, the thunderbolt eel can deliver a potent electrical shock on a successful hit. Someone knocked out by the shock is at risk of drowning unless rescued. Leather, cloth, or other non-conductive armor protects against the shock and reduces the damage, but chainmail, plate, and other metal armors do not.

ST 4, DX 12, IQ 4, MA 12; Attack: Bite (1d-3), shock (1d+2); Special Abilities: -4 DX to hit in water.

CHRYSANTHEMUM URCHIN

A member of the flower urchin family, this colorful urchin has venomous spines. Often surrounded by other urchins and colorful aquatic plants, a character needs 4/IQ to spot one before stepping on it (3/IQ for a Naturalist). The urchins neither attack nor flee; they merely wander and feed.

ST 1, DX 10, IQ 2, MA 4; Attack: If stepped on, roll 1 die to see if it penetrates the target's armor. If it does, the spines penetrate and deliver a painful toxin (2d damage; 4/ST save roll to resist).

FOAM SLIME

This aquatic slime looks like a large, persistent patch of dirty sea foam. It tries to float onto creatures at the water's surface (often feeding on unwary seabirds). Once it sticks to its victim it moves over them and attempts to drown them. Each turn is a ST Contest between the victim and the slime, and losing means the victim spends that turn underwater. The slime is weakly corrosive and only does 1 point of damage per turn, but this is cumulative as it works its way under armor (so 3 point armor only protects for the first 3 turns). This damage is on top of any drowning damage it inflicts. The slime is only damaged by fire and by being pulled apart by hand.

ST 20, DX 1, IQ 1, MA 2/4 (land/water)

KEY

 CAVE FLOOR

 SHALLOW WATER

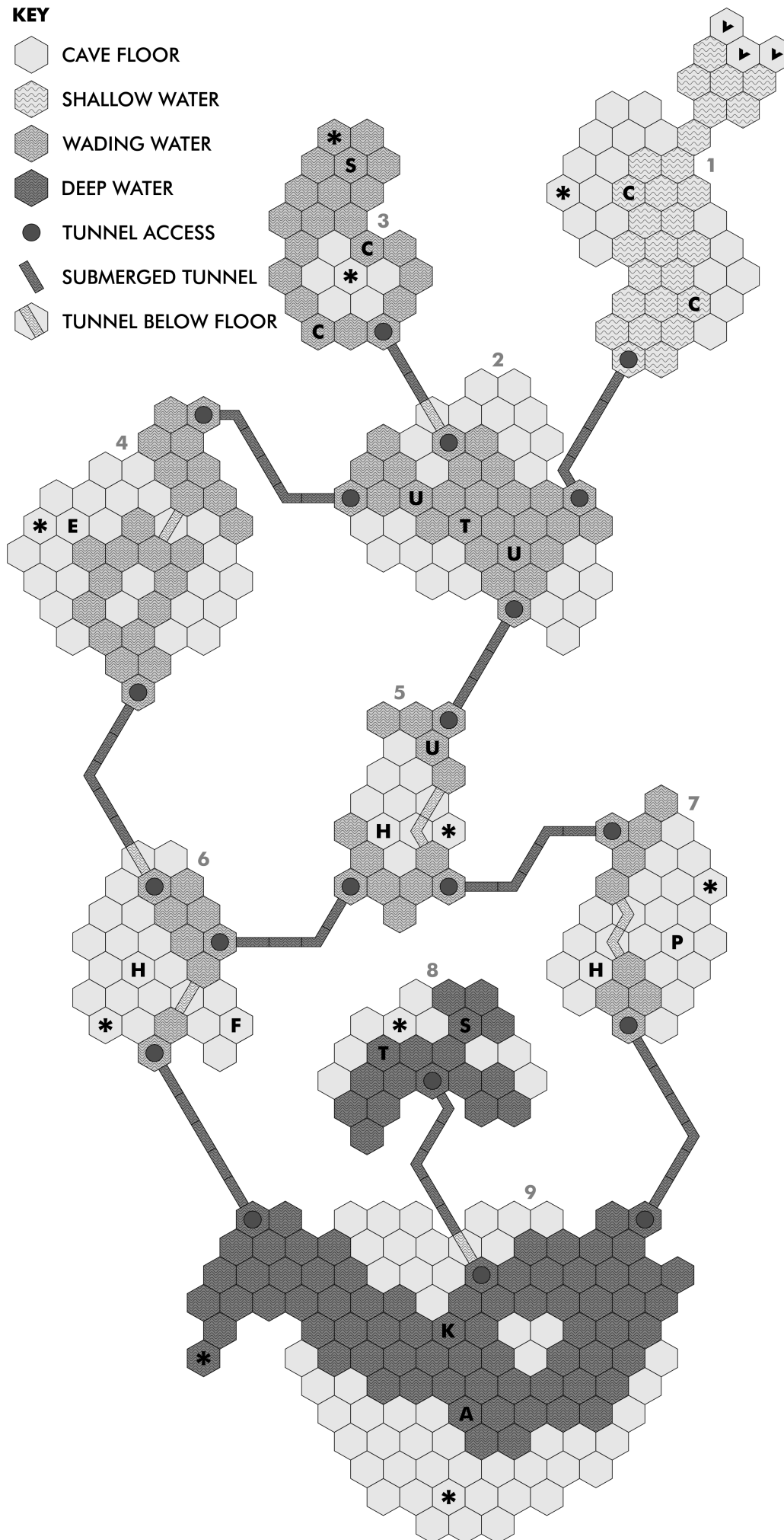
 WADING WATER

 DEEP WATER

 TUNNEL ACCESS

 SUBMERGED TUNNEL

 TUNNEL BELOW FLOOR



BACKGROUND

The party is passing through open grasslands with the occasional tree. At one point they pass a ruined structure not far from the road. It appears to be part of an old stone building protruding from a hillside, with a low tower at one corner. Suddenly at the top of the tower appears a young woman, waving frantically and calling to the party. She urges the players to come to the building. Just then strange creatures come pouring out from behind the building. If the party hurries they may be able to make it inside...

Those who make it inside will find the abandoned rooms of an old stone building. The turret tower is accessible from one corner. Much of the building is buried by earth, with dirt coming through the wall in places. This occurred long ago when part of the hill collapsed onto the building. There is one sturdy barrable door to the outside and wooden shutters that close over the window openings. There is a small group of people here. From the windows the players can get a better look at the creatures surrounding the building.

THE CREATURES

Orobanc are tall mobile plants. They walk on a ring of stubby root-legs beneath a skirt of long leaves. The legs surround the mouth on the bottom of the plant. The stalk coils up into a globular head with sensory organs. Around the middle of the stalk is a cluster of club-like tubes which can launch barbs. Orobanc are light brown, with orange leaves dappled with yellow spots. Their attributes are ST 9, DX 10, IQ 4, MA 8. They can do 1d-1 club damage with their tube arms, and "throw" barbs (roll 1d for armor penetration). Roll a die to determine where a barb hits. 1, 2, or 3, is the body (chest, abdomen, or back). 4 is an arm. 5 is a leg. 6 is the head (face, neck, or back of head). The barbs secrete a numbing toxin which causes loss of feeling in the affected area for up to an hour (-1 DX on body, -3 DX per arm, -2 MA per leg, -2 IQ on head). When hitting a limb, roll again to determine which one. Due to their sensory node, all of their surrounding hexes are "front" hexes.

Thylanc are thylacines, dog-like marsupials. They have long quills which they raise when angry or defensive. They are mauve with red-brown stripes across their haunches. They are fast, cunning, and ravenous. Their attributes are ST 7, DX 13, IQ 6, MA 12. Their powerful bite does 1d+1 damage. Their quills stop 1 point of damage and add 1 point of damage in HTH.

Thylanc often live in a mutually beneficial partnership with orobanc. Orobanc are more alert at night and hunt primarily by sound and movement, whereas thylanc are active at daytime and rely mostly on sight and smell to find their prey. Each species finds the other inedible and will not attack it. The creatures were mobbed together behind the building when the players arrived because they were attacking a deer that had wandered close. There are at least 15 orobanc and 10 thylanc nearby. The GM can alter this to fit the party, but it should be too many for a simple battle. Strategy, cunning, and perhaps sacrifice will be needed for most to make it out alive.

THE SURVIVORS

The people inside are survivors from three different groups ambushed by the creatures outside. The survivors that have been here the longest – six days – are from the Scholar group. The survivors from the Youth group have been here three days. The survivors from the Bandit group have been trapped here since yesterday. Everyone in the gathering understands Common, plus their native tongue.

Scholars: **Nadea** (human female, 54) is the only actual scholar left from her group. The scholars had come to study the orobanc, but were not prepared for the thylanc. She can provide information and speculation about both kinds of creature. ST 9, DX 11, IQ 15, MA 10. *Scholar, Expert Naturalist, Chemist*, several languages, no weapon.

Dunelon (dwarf male, 27) is a student and the self-appointed protector of his teacher Nadea. His cunning and efforts have kept both of them alive so far. He stands guard against the Bandit group. He finds the Youth group naive but appreciates their optimism. ST 13, DX 11 (10), IQ 12, MA 10. Wears field work-clothes equivalent to cloth armor and carries a dwarven morningstar. *Ax/Mace, Architect, Literacy*. The other three in their party did not make it to safety.

Youths: **Leshal** (human female, 19) is the more outgoing of the surviving Youth group. They were a group of villagers who had all come of age together and were headed to the nearby town to learn a trade. It was Leshal that hailed the party from atop the tower. ST 11, DX 11, IQ 10, MA 12. *Charisma, Poet, Running, Unarmed Combat I* (learned for self-defense), no weapon. **Sanal** (human female, 19) is less gregarious than her friend, but observant and sharp. She remains vigilant at night lest the Bandits try anything. ST 10, DX 12, IQ 11, MA 10. Carries a horse bow and has 29 arrows. *Bow, Alertness, Acrobatics, Swimming, Vet*. They lost four other party members.

Bandits: **Crassus** (human male, 34) is a bandit leader whose band was returning from looting a caravan. He is ingratiating and makes a pretense of being reasonable, but is in fact ruthless. ST 11, DX 12, IQ 12, MA 10. Carries a dagger on his belt and another concealed in his boot. *Knife, Detect Traps, Diplomacy, Assess Value*. Gnuth (orc male, 29) is a mercenary turned bandit. Wary and graceless, he is a textbook "surly orc." ST 13, DX 12 (10), IQ 9, MA 10. Carries a halberd and a dagger. *Pole Weapon, Knife, Climbing, Streetwise*. **Dolt** (hobgoblin male, 24) had his tongue torn out by his previous bandit chieftain. He fled and ended up attaching himself to Gnuth like a lost dog. He is a witless coward and kleptomaniac, and the other bandits consider him expendable. ST 10, DX 14, IQ 8, MA 10. Carries three hatchets (small ax) for throwing. *Brawling, Ax/Mace, Thrown Weapon, Quick Draw*. They lost one of their party before reaching the ruins. There is a \$600 bounty on Crassus, dead or alive.

MAP

The map is at melee hex scale. North is at the top of the map. The road is the line to the East. Earth hexes are solid. The stairs (A) lead up to the top of the turret tower, which is one megahex in size. You can see all around the building from up there. Most of the survivors stay and sleep in the main hall (B). The Bandits have taken shelter behind door (C). If attacked they will withdraw into room (D) and spike the door. They have arranged a 2d damage rockfall trap (E) before the door, 4/IQ to spot and 4/DX to disarm. There is a 4/DX locked door (F) leading into an unexplored room. Inside is a cabinet with 6 lantern oil flasks, 8 torches, 4 coils of rope, 1 coil of chain, a rope ladder, a labyrinth kit, 2 daggers, a quiver of 20 arrows, cloaks, blankets, writing paper, and ink powder.

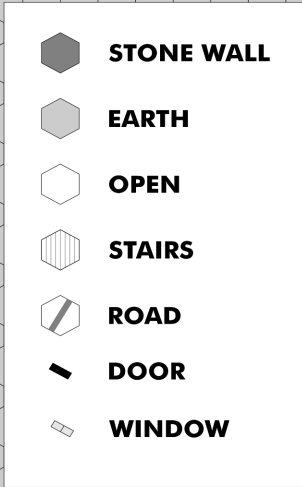
The bandits were working on a plan to overpower the others and use the scholars as bait to draw away the creatures. Then they would escape with the youths, whom they hoped to sell into slavery. The arrival of the players has complicated these plans. The bandits have two waterskins, 18 rations, 1 lantern and 4 flasks of lantern oil. They also have their loot sacks, which the GM can fill as desired.

The remaining survivors have three waterskins, one of them half empty, and 24 rations. They have 5 torches, 1 lantern, and 2 oil flasks.

The creatures should be placed in open hexes outside of the building and moved regularly. They will not voluntarily enter the building.

For each day that passes in the ruin, roll a die. On a 1 or 2, no one comes along the road. On a 3 a single traveler passes by, which the creatures have a 50% chance of detecting (3 or less on one die). On a 4 a pair of mercenaries are walking the road, which the creatures have a 66% chance of detecting (4 or less on one die). On a 5 a farmer in a horse-drawn cart comes down the road, which the creatures always detect. On a 6 three mounted, armed, and armored bounty-hunters come down the road, which the creatures always detect.

The orobanc were being cultivated for their anesthetic properties by a nearby group of physickers. Something happened and the plants escaped. The thylanc, their natural partners, sought them out and joined forces. Seeking the original garden of these orobanc could lead to further adventures. There may also be rewards if the players recover the journals of the dead scholars, or return the possessions of the dead youths to their families, if they can find the bodies.



BACKGROUND

In the backwoods community of Appagant, Helga Brome is a local legend. She brews the finest ale around, and part of her craft is her enchanted cauldron. Imbued with a *Ferment* spell, this large brewpot enables her to turn out fine ales fast enough to suit all her neighbors. Then one day a hole opened in the back wall of her brewing cave, and through it poured goblins and hobgoblins. Escaped convicts from an underground prison, they have chained her beside her cauldron and forced her to brew for them. Her loyal hound Gaston tried to protect her, but was beaten and driven away. Now, crossing the path of some wandering adventurers, he hopes to lead them back to the cave and free his beloved master.

Through the brewing cave the party can reach the cave network of the escaped convicts. Among the caves is a small makeshift jail cell. Here the goblins are holding their former guard, Karvengan, a principled goblin. Also here is Lutmung, an affable orc neighbor who came to check on Helga when she went missing. (He's actually a bit sweet on Helga.) He has picked up a smattering of the Goblin language during his time in the cell, enough to translate basic ideas to and from Karvengan. Lutmung assures the players that if the players can release them, Karvengan will help them recapture or kill the convicts and free Helga. Lutmung can also relate what he knows of the situation to the players.

Gaston the dog will stick with the players. He is a large mongrel comparable to an Alsatian or Malinois in size, strength and smarts. He is very good at harassing the goblins, nipping at them and then dodging their attacks. The enemies won't attack Gaston if more serious enemies are threatening them, unless the dog is the only target in range. In group combat Gaston will frustrate the goblins by distracting them and biting them from behind at choice moments.

CHARACTERS

Gaston – ST 8, DX 14, IQ 7, MA 12; Attack: Bite (1d); Armor: fur (stops 1 point per attack)

Helga – ST 12, DX 12, IQ 10, MA 10; Ax/Mace, Area Knowledge, Brewer, Toughness; Languages: Common Tongue, Orc.

Karvengan – ST 11, DX 13, IQ 11, MA 10; Alertness, Detect Lies, Locksmith, Quick Draw, Sword; Language: Goblin

Lutmung – ST 13, DX 12, IQ 10, MA 10; Carousing, Farmer, Legerdemain, Thrown Weapons; Languages: Common Tongue, Orc, plus some basic words of Goblin.

MAP

This map can be created using the basic *TFT Megahex* set. The gray rectangles represent doors. Numbers beside the doors (e.g., L4) indicate their lock strength. The dark gray rectangle is the breach at the back of the original brewing cave. The gray circle is the brewing cauldron. The rooms are lit by candles or torches.

1 – The party enters the cave through a short tunnel (entrance indicated by notched arrow). In this space there are simple wooden shelves along the wall beside the (1). These contain basic brewer's tools and some empty bottles with stoppers.

2 – This is the brewing chamber. The large magic brewing cauldron is welded to a pedestal of stalagmites. Helga is normally shackled here, but she is gone at the moment. Convicts are escorting her to get more supplies and will be returning with her through room (12). Gaston will sniff and whine softly at her empty shackles, and then lead the party through the break in the wall.

3 – This is the opening in the wall where the goblin convicts broke through into the brewing cave. Gaston will turn to the right here and go sniff at the door leading to room (4). His behavior indicates there is something interesting on the other side. If the players open this door, he will immediately charge the goblins in the room.

4 – There are two slightly inebriated goblins (G) in this room. They are armed but not on guard. They are actually in the middle of a verbal argument. The party gets the benefit of surprise for the first turn. Both goblins have ST 10, DX 10(9), IQ 10, MA 10. They are each carrying a kris (2d-2 sword), and their DX is impaired by drink.

5 – There is a hobgoblin (H) here standing watch over the makeshift prison cell (6). He has ST 12, DX 11(9), IQ 7, MA 10(8). He wields an adze (2d ax) and wears leather armor. He has the cell key.

6 – This improvised cell is where they are keeping Karvengan (K) and Lutmung (L). The convicts like to insult Karvengan, and they find Lutmung's sleight-of-hand tricks amusing. If not freed, both would eventually be killed. There is a 4/DX lock on the cell door.

7 – This is the dining area. There is a rollicking drinking party going on here with four young hobgoblin reprobates. All of them are quite intoxicated, and three of them are laughing as the fourth tries to catch a chicken that is running around the room. They will become belligerent as soon as they see the players. They have ST 9, DX 11(10), IQ 7, MA 10, and will pick up knives. Their DX is lowered from intoxication. They will likely attempt to enter HTH combat.

8 – Two goblins (B & G) and a hobgoblin (H) are here discussing future plans for their band of convicts. They are more seasoned criminals than the others. Goblin (B) is the gang's boss Bahnstaf, with ST 12, DX 12, IQ 12, MA 10, and carrying a scimitar (2d sword). The boss has a keyring, including the key to room (11). Goblin (G) is the gang's spy Gorldang, with ST 11, DX 14, IQ 12, MA 10, wearing a hooded cloak and carrying a quarterstaff. Hobgoblin (H) is the gang's enforcer Hamshunk, with ST 13, DX 12(9), IQ 9, MA 10(6), wearing chainmail and carrying a flail (2d+1 mace).

9 – Two hobgoblins (H) and a goblin (G) are sleeping here on bedrolls. The goblin has a pair of javelins nearby, while the hobgoblins only have clubs. Based on which door the players enter from, the furthest hobgoblin will try to run and get help (unless Gaston can latch onto them). The hobgoblins have ST 11, DX 10, IQ 7, MA 10. The goblin has ST 9, DX 11, IQ 10, MA 10.

10 – There is a single goblin (G) here, facing the door to room (11). He appears to be studying a potion flask. He seems torn as to whether he should drink it or coat his sword with it. He has ST 10, DX 13, IQ 11, MA 10, and carries a kris (2d-2 sword). The unlabeled flask contains one dose of slime poison.

11 – This locked room (4d lock) is the treasure store. The room is dank and unlit. A green slime (S) lurks on the ceiling, with ST 18, DX 1, IQ 1 and MA 2. There is a chest (C) in the room with \$212 in coins and a silver torc worth \$80.

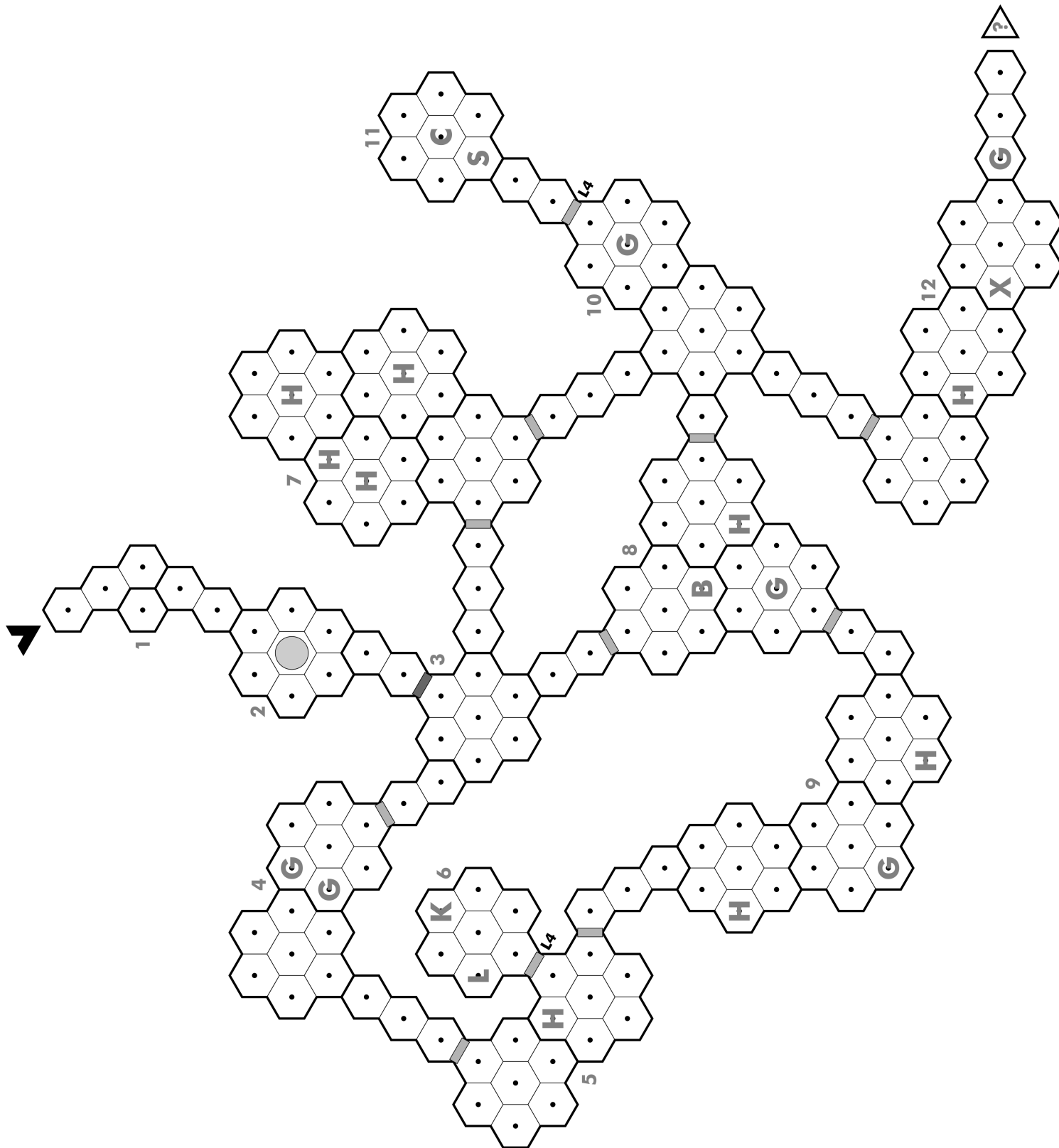
12 – A goblin (G) and hobgoblin (H) are escorting Helga (X) back to the cauldron. They had taken her out through their old prison to obtain some brewing materials. Goblin (G) has ST 11, DX 13, IQ 12, MA 10, and carries a spear. The goblin also knows the Fireball spell but casts it as a non-wizard. Hobgoblin (H) has ST 14, DX 10, IQ 8, MA 10, and carries a great hammer. Helga is manacled and cannot fight or move faster than MA 6 while in chains. The key to the manacles is on the keyring carried by Bahnstaf (room 8).

? – If the GM desires, they can map out more adventure beyond. This tunnel leads to the old prison and from there to the outside world.



AFTERMATH

The GM should feel free to put whatever treasure they want on the convicts. They won't have much unless they have been making successful raids since their prison break. The characters they rescue will want to reward them in whatever ways possible as well. Helga and Lutmung don't have much money, but can pay the players back in other ways, such as with supplies or information. Karvengan can provide the players with whatever bounty was offered on the escaped convicts, once she reports the convicts' defeat back to her guard captain.



BACKGROUND

The dragon Sorcandilax has a problem – vermin have tunneled into his treasure chamber. They are issuing through a crevice too small for the dragon to enter. Breathing fire into the crack seems to have done little to prevent the pests from scuttling out onto his otherwise pristine loot pile. Spying the players as they wander the wilds near his hilltop home, he flies down to them. He lands before them and makes an offer. If they will enter the crevice and exterminate the invading pests, he will part with some of his treasure for them (though it pains him to do so). He will know if they sneak any loot from his pile, so they will have to be on their best behavior.

Sorcandilax is a young adult 7-hex dragon. He has scales like burnished copper and brilliant gold eyes. While he can be as fearsome and deadly as any dragon, he also seems fussy, even prissy, and is very fastidious about his lair. The infestation has him quite vexed, and that is why he is willing to take the risk of allowing adventurers into his home.

Sorcandilax has a very keen sense of smell and will be able to tell if the players have exterminated all the vermin in the tunnels. Afterwards, like most dragons, he will have trouble parting with any of his treasure. However, he will allow the players to keep any loot that they found in the tunnels during the disinfestation. If the players are smart they won't show him what they found, as that would just make him want to keep those items too.

The tunnels are considered clean once the players have completely mapped them out and removed all creatures found.



MAP

The map uses labyrinth scale hexes, where one map hex equals a megahex. Narrow tunnels represent single hex paths. The light gray hexes are the dragon's lair, with the largest area being the treasure chamber. The triangles mark the lair entrance. The dark gray hexes are the infested tunnels. Creatures are indicated by their letter codes. Numbers indicate the following treasure items.

- 1 – Jeweled tiara melted by dragon fire. There is \$45 worth of gold scrap, two ruined gems, and three scorched gems worth \$30 each.
- 2 – A large ball of polished crystal (12 pounds) rolled here from the treasure pile. Embedded inside are flecks of opal, making the orb appear to contain glittering rainbow fire. A collector would pay \$600 or more for such an unusual item.
- 3 – This is a very fine broadsword with a jeweled pommel. It does +1 damage and is balanced to give +1 DX. The pommel adds a further \$150 to the value. The filchers have been gradually moving this towards their nest over the course of many exertions.
- 4 – Web-wrapped corpse of a thief. On the body are \$326 in coins, a emerald-capped sceptre worth \$240, and a silver cameo worth \$90.
- 5 – The loot pile of the filchers. It contains gold and silver coins totaling \$487, loose gems worth a total of \$300, four silver rings (three worth \$45 each, the fourth has the *Fireproofing* enchantment), two gold rings worth \$60 each, a topaz necklace worth \$120, and a gold spoon worth \$25.
- 6 – A nugget of platinum ore has been exposed by the dhagruen burrowing. If you can free it from the stone it is easily worth \$800.

RANDOM ENCOUNTERS

Roll 1d every five minutes, and on a 6 there is an encounter. Roll another 1d to determine the encounter from this table.

- 1 – **Catrame**, player with worst 3/DX failure has stepped in it
- 2 – **Kantemo Ratsnake**, pick random player as ambush target
- 3 – **Giant Scolopendra**, as per the *In The Labyrinth* book
- 4 – **Carrion Woodlice**, 3d of them in number
- 5 – **Dhagruen**, pick random player to place near
- 6 – **Filcher**, tries to steal item from random player and flee with it

THE VERMIN

Dhagruen (D) – Giant burrowing worms who made the tunnels housing the infestation. They bore through stone with acidic secretions. When reproducing they form a writhing clew made of many worms. They resemble a landbound version of a palolo worm (*Eunice viridis*), with turquoise segments and black flesh. They have sensory antennae around their mouth and can extend their jaws to catch prey. ST 5, DX 8, IQ 2, MA 8, and can bite for 1d-1 damage. Contact with a dhagruen does 1d damage and is corrosive like the *Acid Touch* spell. The clew (D) contains eight worms.

Catrame (C) – Also known as a “tar slime”, this member of the slime family is black and very sticky. It is also exceedingly slow, even by slime standards. It has an effective combat MA of 0, and it takes 10 turns to move even a single hex. Its advantages are that it is very hard to distinguish in torchlight (3/IQ to spot before stepping on one), and it is so sticky that it takes a great deal of effort to extract oneself from it. Oil is effective in loosening its hold. It can be burnt off, but like actual tar it will continue to adhere while burning and the flames can damage whoever it is stuck to. A catrame only takes half damage from weapons, but double damage from fire. ST 30, DX 1, IQ 1, MA 0. It has the same effects as a *Rope* spell once it takes hold. When it brings its prey down to 2 DX it covers them and the victim experiences the same effects as drowning.

Giant Wandering Spider (S) – A member of the giant spider family, this one has many similarities to the cave-dwelling wandering spiders of Earth, such as the *Californicus cacachilensis*. It is very venomous and well adapted to cave life. Treat as a *Giant Spider* with ST 18 and 2d+2 venom.

Filcher (A) – Filchers are flightless birds that live underground, somewhat similar to kiwis but with a snipe's bill, and their wings have devolved back into hands. They build their homes using small stones bound together by sticky mucus. When dwelling near civilizations they also incorporate bits of glass and pottery. Filchers are drawn to the scent of metal, and one may find nuggets of raw ore added to their nests, as well as coins, nails, keys, and even lost weapons and jewelry. Sometimes small animal skulls end up in the composite, giving the shelters a gothic touch. ST 2, DX 12, IQ 5, MA 8, can peck for 1d3 damage. -2 DX to hit one due to its size. Their large eyes efficiently gather the available light, giving them the equivalent of the *Dark Vision* spell. The nest (A) contains five of them.

Carrion Woodlouse – A variety of cave woodlouse that feeds on excrement, fungus, and dead matter. They have a tendency to swarm a heat source, including people. Their bite can draw blood, and worse can expose the bitten to the myriad bacteria in the woodlouse's saliva. They shun bright light and will flee any source brighter than luminous cave fungus, but may seek cover under clothes and armor, where they can bite with impunity. One typically needs to undress to get a woodlouse out from under one's garments. Woodlice are often prey for larger cave arthropods like scolopendra, and are easily caught in the tarry surface of a catrame. One could consider them the krill of this cave ecosystem. ST 1, DX 10, IQ 2, MA 10, bite for 1 point of damage. These nuisance creature, can be fought like *Rats*. After combat, any player who was bitten should roll 2/ST. Failure means an infection, and it is up to the GM how serious it is.

Kantemo Ratsnake – An unusual cave snake. These have a habit of hanging from the cave ceiling and capturing bats in flight. They will also bite anyone who brushes up against them in the dark. ST 4, DX 12, IQ 4, MA 6. Bite does 1 pt damage, but may startle the bitten into a fall doing 1d damage (3/DX to save). Bite is non-venomous.

Stone Beetle (B) – Large insect as per *In The Labyrinth*.

Fairy Lamp Mushrooms (F) – Luminous cave mushrooms that give off a blue-green glow as bright as a candle. Not poisonous, but inedible except to insects. Exudes a bitter blue milk when broken. Gives off a hallucinogenic gas if burnt. Will glow for a week after picking, slowly becoming dimmer during that time. There are typically many carrion woodlice (5d worth) around these clumps.



BACKGROUND

In the village of Cormoronte, the players awaken in the pre-dawn light to a terrible rumble. Somewhere a levy has broken and the village is now flooded, with just a few buildings on the high ground left exposed. And the water is not the worst of it.

There is something in the water causing the dead to rise again. Strange, glittering patches of purple-orange oil can be spotted on the water. If analyzed with magic it seems to have zombie-creating properties. It is mildly toxic on its own, causing 1 point of damage if touched or 1d damage if drunk. This is what creates “waterborne”, the flood zombies. Apart from their origin, the waterborne can generally be treated as regular zombies (see Bestiary section for more details).

The players start in the Wasserblick inn, where they were roused from their dreams. The innkeeper Bastol and taverner D’mattis beseech the players to rescue whomever they can and bring them back to the inn.

The inn has an eight-person boat that is used for fishing on the river, and they will loan it to the players for the rescue effort. Bastol reports that some of the townsfolk would have been preparing for the fête at the longhouse across town, so that’s an important place to check. D’mattis adds that some of the hermetic monks in the penitent farming enclave may have survived as well.

Players will need the *Swimming* talent to effectively get around in the water without a boat, and to search underwater buildings. The *Diving* talent gives a bonus with these feats, and *Boating* talent makes managing the boat easier.

A dangerous undercurrent exists where the river runs through the town. Any time the party crosses this in the boat, it adds an extra die of difficulty to the regular boat-handling roll. Consult the *Boating* talent and *Water* rules in the *In The Labyrinth* book for more about how to handle the characters on (and in) the water.

The main map is at Village Map scale (10 yd/hex). The building plans are at Melee Hex Map scale (4 ft/hex). The wooden-stake stockade fence around the penitent farm is twenty feet high, and rises eight feet above the floodwaters.

MAP

A – Wasserblick inn. Innkeeper Bastol, taverner D’mattis, and town physicker Thurlin are ready to receive the survivors brought here.

B – Sanderson, the town’s old priest, is trapped on the roof of his cottage by a waterborne bear. The shacks here are abandoned.

Waterborne Bear: ST 20, DX 11, IQ 0, MA 8; 2d dmg, 2 pt armor
Sanderson: ST 7, DX 9, IQ 11, MA 10

C – Gileut, a weaver, is stranded in her shack here. She has a lame leg and cannot swim.

Gileut: ST 10, DX 13, IQ 9, MA 6

D – Barking comes from the back room of this cottage. Inside a large water viper in the hall has a dog trapped in the back room. If saved the dog proves to be friendly and the townsfolk recognize her as Daffodil. The water viper is venomous, and if its bite does damage, the victim must make a 4/ST saving roll or take 2d damage from the venom.

Water Viper: ST 6, DX 12, IQ 4, MA 6; 1d-2 bite

Daffodil: ST 6, DX 13, IQ 6, MA 12; 1d-1 bite

E – The cottage of Lompac the miller is overrun with river rats (40 of them). Also present is the gnawed bodied of the miller, still clutching the meat cleaver he tried to defend himself with.

River Rat: ST 1, DX 10, IQ 6, MA 10; nuisance creature

F – This the gatehouse before the great gate in the stockade fence. Brother Chasen is here, and he begs to be taken into the stockade to check on the other penitents. Enter through the gate.

Brother Chasen: ST 10, DX 10, IQ 10, MA 10

G – Brother Tamerlan is here, trapped under his collapsed yurt by a dead tree that the surging water brought down. It requires a combined ST of 50 to move the tree off of the yurt.

Brother Tamerlan: ST 8, DX 12, IQ 11, MA 10

H – The cottage here is the main office of the penitents. Sister Marqile is inside, with four waterborne wandering the land nearby.

Sister Marqile: ST 10, DX 12, IQ 10, MA 10

K – The shack of Kelleg the moneylender. He has barricaded himself inside and is shouting at the three waterborne outside to go away. He will do the same with the party, even if they defeat the waterborne. He is more worried about his possessions than the flood and refuses to be evacuated to the inn.

Kelleg: ST 8, DX 10, IQ 11, MA 10

M – The longhouse is in a state of siege. Aknar the smith and her daughter Brynlun, along with the carpenter Penwith, are trying to hold the building against an attack by six waterborne.

Aknar: ST 14, DX 12, IQ 10, MA 10; Great Hammer

Brynlun: ST 9, DX 13, IQ 11, MA 10; Small Bow

Penwith: ST 13, DX 12, IQ 10, MA 10; War Ax

N – The child Beru is hiding quietly in this yurt. A crazed waterborne cow is wandering this spit of dry land and will attack anyone it finds.

Waterborne Cow: ST 24, DX 11, IQ 0, MA 10; 1d+3 dmg

Beru: ST 5, DX 8, IQ 7, MA 8

P – There is a toll coinbox in the back room of the sunken tollhouse by the road. It contains 6d x \$10 in coins. A waterborne, the drowned tollmaster, is floating in the main room, waiting.

Tollmaster: ST 15, DX 10, IQ 0, MA 10; 1d dmg

Q – A spectral figure can be seen hovering above the water. It vanishes, and if the players go to that spot, they discover a floating wooden box with a sleeping infant inside. The spectral figure was Helbrith, Aknar’s husband, and the infant is their son Jonah.

WATERBORNE TABLE (Roll 2d for each random waterborne enemy from this table. All have an effective zombie IQ of 0.)

Type	ST	DX	MA	Dmg	Type	ST	DX	MA	Dmg	Type	ST	DX	MA	Dmg
2 Wolf	10	14	12	1d+1	6 Human	11	11	10	1d-2	10 Human	13	12	10	1d-1
3 Dwarf	15	10	10	1d	7 Human	10	12	10	1d-3	11 Orc	16	9	10	1d
4 Human	14	11	10	1d-1	8 Human	12	10	10	1d-2	12 Puma	12	14	12	1d+1
5 Human	13	11	10	1d-1	9 Human	14	10	10	1d-1					

SALVAGE – The party can further help out by searching the buildings for items important to the residents. For buildings above the water, roll 3/IQ. For buildings below the water roll 5/IQ, or 4/IQ for players with *Swimming*, or 3/IQ for those with *Diving*. If any searcher succeeds, roll 1d on the table below to see what is found for that building (one item per building). Add the following to the roll depending on the kind of building being searched: yurt +0, shack +1, cottage +2, longhouse +4, public +6.

1 necklace of brass bells (\$12)	5 silver trinket (\$40)	9 high quality knife (dagger +1 dmg, \$100)
2 jar of balm (\$18)	6 phial of fragrant oil (\$50)	10 community heirloom (\$200 reward)
3 well-made clothing item (\$24)	7 sack of coins (3d x \$10)	11 gold jewelry with gem (\$300)
4 bone flute (\$32)	8 bottle of superb wine (\$75)	12 amulet vs drowning (\$2000)

For every person (or dog) the players save, they should get additional XP beyond what they earn in combat and feats. The monetary value of salvaged items is used to calculate further experience (unless the players decide to just keep the items). As the community has lost almost everything, they don’t have much money to offer the party, but they will be grateful. If there are other ways they can pay the players back they will be happy to do so.

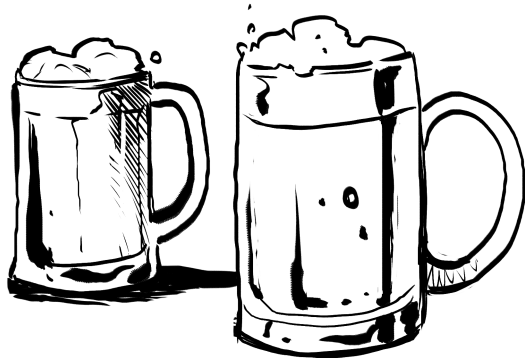
BACKGROUND

The players are staying at a village inn, or perhaps are arriving at a village. It is night and rainy, a full moon glowing palely behind storm clouds. The villagers are in a panic, and several of them report seeing a werewolf in the village. They beseech the players to hunt it down. If the players track the beast, they find the trail leads them away from the village and into the woods. At some distance in the woods they find the body of a man, slain and disrobed. From there the tracks of the werewolf change into those of shod feet – clearly the werewolf has turned back into a person and is wearing the dead man's clothes. The shoeprints lead to a road, where they end at fresh ruts in the road from a cart. Following the cart tracks leads to a remote tavern, *The Gander's Gaff*.

The Gander's Gaff is a public house that serves the farming community of Pandwick. It is run by a middle-aged married couple, Mavis and Eoin Houser. They were asleep in bed until a half-hour ago, when they welcomed the cart full of travelers from Chapdown. These people all arrived together and are sitting at various tables in the common area of the pub. The driver of the cart, a man named Legaul, has been sitting at the bar chatting with the owners.

The players will discover that none of the travelers knows each other. They all traveled in hooded cloaks to keep off the rain, so no one can recall seeing anyone else's face or clothing on the trip. At one point a man (based on his voice) in the group asked the cart to stop so that he could run into the wood for an urgent break. What the travelers assumed was him returned, saying nothing for the rest of the trip. The players may realize that the man was the person they found slain in the forest. Now the werewolf is one of those amongst the travelers, and the players must figure out whom.

What follows is information about each of the characters. The letters indicate where they are in the pub. The GM can use these details to flesh out the murder mystery as the players try to locate the werewolf in their midst. Note that many of the travelers have secrets of their own and may lie, making the solution more difficult. Most also wear clothes that could suit either sex, and thus cannot be ruled out as wearing clothes than the dead man would not have worn.



MAP

Entering *The Gander's Gaff* from the main door at the bottom, you come into the great room set with many tables (black megahexes), a large hearth (1), and candlestands. Six chairs can comfortably fit around each table. The gray hexes are wooden slat partitions that can be seen through. Behind the bar are cabinets, shelves and casks (2). In the corner are stacked boxes and sacks of supplies (3). In the kitchen are the prep table (4), cauldron (5), cabinets (6), and oven (7), as well as a door that leads out back to the outhouse. The couple's private chambers (8) have a small hearth, chairs, bed, and table. The guest room (9) has a bed, chair, and end table. The guest room has been rented for the night by Barnet.

CHARACTERS

A – Aramis, “The Baronet Dufoy,” a stylish young man who claims to be minor nobility. He is in fact an actor who is hoping to find a rich widow to wed in one of the larger cities. He will maintain his regal pretense as long as he can, though if confronted by the players and convinced they have found him out, he will confess his ruse to them in private. He will beg that they not expose him. His deceptiveness makes him a likely suspect. ST 10, DX 11, IQ 11.

B – Barnet, an older man carrying a locked case. He says he is a clerk for the Duke and is being sent out to assay the Pandwick farmsteads for the upcoming taxation. Unlike the other travelers, he

has booked a room here and will not be moving on with them in the morning. In his case are ledgers for the assay and a coinpurse with \$280 in traveling money. He is reluctant to open the case, as he fears being robbed if others learn about the money. ST 9, DX 10, IQ 12.

D – Durg, a large and charmless man. He has a brutish appearance and behaves furtively. He is a notorious poacher being sought by the Duke's men, which is why he wishes to travel incognito. He isn't bright enough to lie effectively, so instead will try to say as little as possible in response to the players' interrogation. He makes a strong suspect for the werewolf. ST 15, DX 10, IQ 8.

E – Eoin Houser, proprietor and cook. Tall and wiry, he is outgoing and friendly, if also a bit credulous and superstitious. He was an idler and drunkard in his youth, but has turned himself around thanks in no small part to his love for Mavis. ST 11, DX 11, IQ 10.

F – Fleurily, a busybody halfling woman. Her diminutive size should enable the players to rule her out almost immediately, since even in a hooded cloak she stood out from her fellow travelers. She will be intensely curious about the players, and when she finds out what they are up to, will be eager to help. She considers herself an expert at seeing behind people's façades, but much of her “help” will be fanciful speculation. ST 6, DX 12, IQ 10.

G – Giselle, a confident young woman with alert eyes. She claims to be an artisan. She has a pouch of tools on her belt, and if the players examine them they may be able to tell they are the tools of a silversmith. Curious then that she has no silver jewelry on her.

That's because she is the werewolf, and the man she killed and took the garments from was a silversmith. The GM may add other clues that point suspicion towards her, such as her clothes not being a perfect fit, or tiny flecks on blood on her, or a leaf from the forest stuck to her boots. Be clever and add clues that work with your players' talents, but nothing that enables them to solve it instantly. ST 12, DX 13, IQ 12 (human), ST 24, DX 10, IQ 6 (werewolf).

H – Hedda, a middle-aged woman. She says that she is a fowler from an impoverished village and looking to move to an area with more plentiful game birds. When the players first approach her she is reading a letter and hurriedly puts it away. She will refuse to show it to them if they ask. If they somehow manage to lift it off her, they will discover it is a marriage invitation from a man in another town, her true reason for moving. ST 11, DX 11, IQ 10.

K – Karven, a cold and cruel-looking man. He says very little about himself or his reason for traveling, only that he has a job in a town along the cart's route. He is in truth an assassin who is on the way to his next assignment. The players should be able to almost feel the menace surrounding this man. Ironically, he is the only one likely to fight alongside the players should the werewolf be exposed and go wild in the pub. His reticence and aura of deadliness makes him an obvious werewolf suspect. ST 13, DX 12, IQ 12.

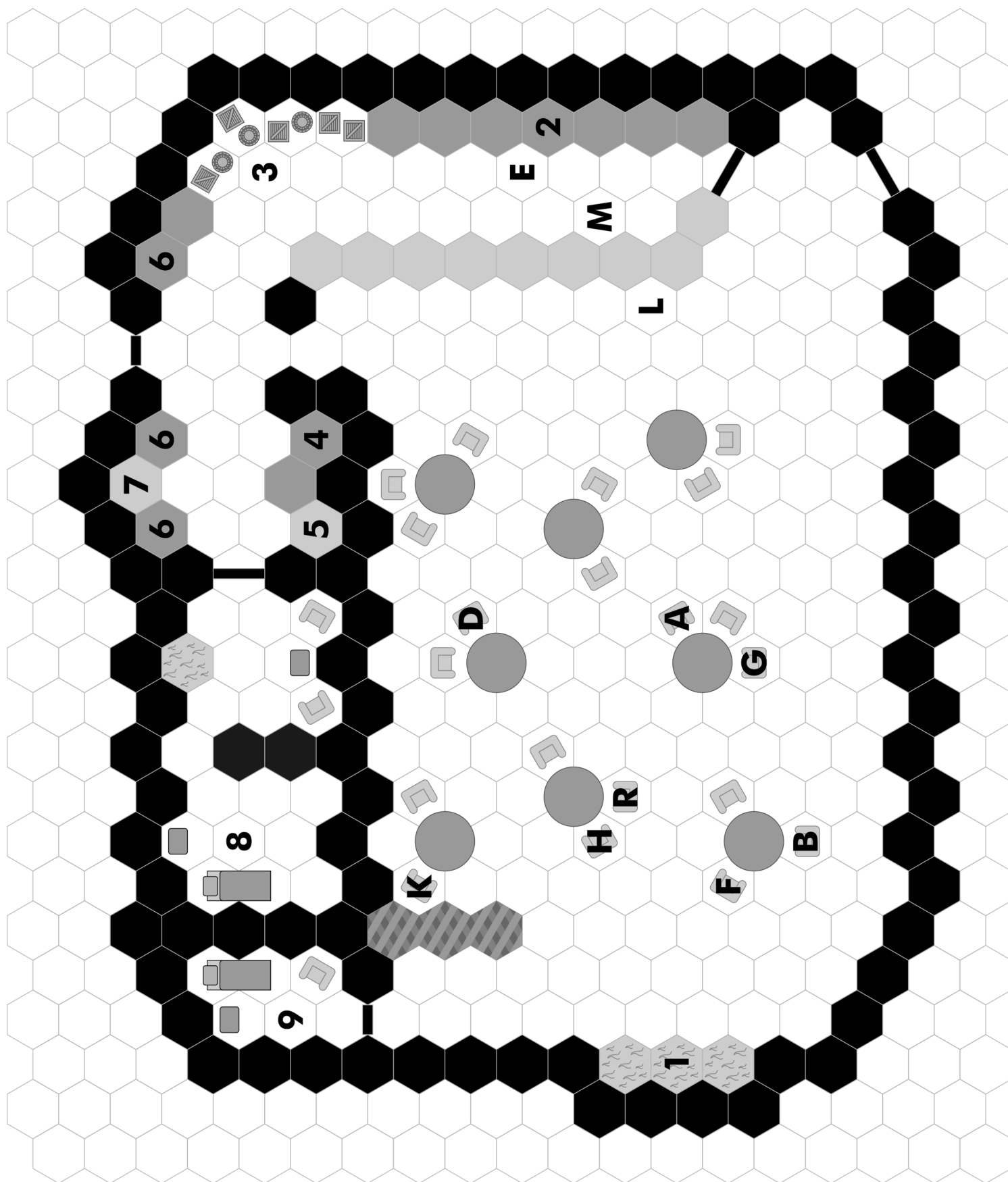
L – Legaul, the cart driver. He is a regular along this route and is normally a quiet man to whom most folks pay little notice. However, once he is in his cups he becomes voluble and prone to laughing at everything. ST 10, DX 11, IQ 9.

M – Mavis Houser, proprietor and barkeep. Short and heavyset, she is a dependable person, neither too friendly nor too gruff. She comes from a family of brewers and keeps a stock of very fine ales. She also likes that bartending allows her to talk with guests and learn the latest news. ST 12, DX 10, IQ 10.

R – Rhea, a handsome and cautious woman. She will converse with the players, but her tone and body language betray that she is very much on guard and careful about what she says. She admits to being an herbalist and a healer. What she is hiding is that she is also a midwife and is fleeing accusations of witchery from her village. The son of the village chief tried to assault her one night, and the following day he was found dead from nightshade poisoning. She hopes to escape into a large city where she can begin a new life with a new identity. ST 10, DX 12, IQ 14.

NOTES

There are many ways the GM can add to the mystery. Some of the suspects, like Durg, Rhea, or Karven, may think the players are actually there for them. Someone may try to leave or sneak away, creating confusion and possibly causing the party to split up to pursue them. Giselle may not be an evil person, but a sympathetic figure who cannot control herself when in her werewolf state. The GM may even chose to make a different traveler the werewolf. More than combat or treasure-seeking, this encounter should be about role-playing.



BACKGROUND

The magnificent Stabian Baths are an opulent bathing complex favored by the rich and powerful. Tonight however it is host to a private gathering of the *Brutta Stirpe*, a criminal mob that has the city in its grip. The heads of this mob, along with the corrupt city officials in their pay, are having a gathering which is part business meeting and part revel. Opposing this crime syndicate is a group of justice-seeking locals, the *Vigilanti di Strada*. They have decided that this is the night to strike and take out these villains all at once. Many of the vigilants are simple merchants and artisans, and they lack the combat skills to carry out this mission. Some also fear reprisals against their families should the attack fail. So they are trying to hire the players to assault the Stabian Baths along with a couple of experienced vigilants and bring an end to this criminal dynasty.

MAP

The map uses Melee scale hexes. There are several kinds of rooms unique to the baths shown on the map. *Apodyteria* (A) are changing rooms used before and after baths. Dark hexes here are shelves and cupboards for clothes and towels.

Bathing often begins in a *Caldarium* (C), a hot-water bath. Here one can take time to remove dead skin with a scraper. Then one typically moves to a *Tepidarium* (T), a lukewarm bath which is soothing and comfortable. After that one can immerse in a *Frigidarium* (F), a cold-water bath which many find invigorating. All baths are three feet deep, and the dark hexes around the water are sitting areas.

The *Piscina* (P) is a fish pond. It is not for bathing but for admiring and contemplating. The *Palaestra* (W) is a wrestling arena with a sandy floor, surrounded by a wooden railing with a simple opening. Sometimes bouts are staged for bathers as entertainment, and clients are also welcome to use it themselves.

The complex of baths on the left side of the map are for more prestigious clients, with direct access to the frigidarium. Clients of lesser standing use the baths to the right, with a longer walk to the frigidarium. The apodyteria above the palaestra on the map is a changing room for wrestlers and others using the palaestra.

The remaining rooms of the baths are for storage, food preparation, and cots. The GM may stock the rooms however they please. The triangular pool at the top is a fountain with a life-size statue of a bathing figure in it. The doors in the Baths generally stay shut, to help retain the heat in the baths and to ensure privacy. None of the doors have locks, but anyone opening a closed door better have a valid reason for doing so.

SCENARIO

The players will need to work out how to get into the Stabian Baths and position themselves for the attack. One of the vigilants will signal when it's time to strike. If a player can surreptitiously take out a target without raising the alarm before then, they should do so. Otherwise everyone should begin to act when the signal is given. Ways that the players can infiltrate the Baths include:

Posing as bath staff – There are four members of the waitstaff on duty this evening, to provide wine, food, towels, and such. Any human or elf party member who can pass for a servant (basically anyone who doesn't have huge muscles or battle scars) can substitute for one of these. There is also a masseuse on duty, and this can be any human, elf, or orc party member. Staff wear simple tunics and will be searched by the Muscle Twins before the important Brutta arrive. Players disguised as bath staff can only carry whatever weapons they can successfully conceal, but no armor. Jewelry items are permitted.

Character	Attributes; Weapons; Talents
Balindo	ST 12, DX 11, IQ 12, MA 10; blunderbuss (1d+3); <i>Assess Value, Guns, Tactics</i>
Dasto	ST 14, DX 11, IQ 8, MA 10; hands (1d); <i>Brawling</i>
Guillarme	ST 9, DX 12, IQ 13, MA 10; knife (1d); <i>Knife, Weapon Mastery (Knife)</i>
Kranos	ST 7, DX 9, IQ 9, MA 10; cane (1d-1 club); <i>Carousing</i>
Zarzini	ST 12, DX 13, IQ 12, MA 10; broadsword (2d); <i>Silent Movement, Sword</i>
Arvo & Ingo	ST 15, DX 10, IQ 8, MA 10; cestus (1d+3); <i>Brawling, Cestus</i>

Posing as a wrestler – One of the Brutta, Dasto, is a keen wrestler, and has requested that an opponent be on hand should he want a match. Any party member who can fill this position may do so.

Secreted in – One member of the party can be smuggled in before the evening and hidden under debris in a spot down the blind alley on the map (H). They will need to remain silent and patient once hidden. There is a chance that one of the Brutta may wander down that way before the attack is launched.

Other party members may come up with clever alternatives. One possible idea is that a player with musical skills might try to get hired on as a strolling minstrel for the night. Any remaining party members who can't devise a way to infiltrate will have to wait outside the baths with the two vigilants until the attack commences, then enter at any of the three open areas along the edge of the map. Regular bath staff will flee once the attack begins.

Players should see the whole map, but only be aware of the positions of enemies that they can detect. When noise is made, other enemies may come running to investigate. Some enemies may not be armed, or clothed, depending where they are.

THE BRUTTA STIRPE

There are eleven men in the Brutta Stirpe party. Eight are members of the criminal "family", and the other three are officials allied to them. **Balindo** is the head the Brutta Stirpe syndicate. Everyone calls him *Padrone* ("master") out of respect. He is arrogant, callous, and hates to be contradicted. He is fond of the calidarium. **Dasto**, Balindo's older son, is a brute, thug, and avid wrestler. He believes force wins every argument. **Guillarme**, Balindo's younger son, is smart, sadistic, and loves to cause trouble for its own sake. At the baths he enjoys watching the fish in the piscina. **Kranos** is Balindo's elderly uncle, an unpleasant curmudgeon usually found in the frigidarium. **Zarzini** is the Brutta's top killer, vain and pitiless. Restless, he tends to wander the bath complex. **Arvo & Ingo**, nicknamed "The Muscle Twins", are massive, taciturn brothers who are the devoted bodyguards of the Brutta. They will be standing guard near the most important family members. **Parci** is a pathetic footsoldier of the family, recently demoted to the food and wine taster for the Brutta. It would be difficult to poison any of the Brutta with him around. **Locastric** is a city official, dull-witted and corpulent, easily flattered and manipulated by the Brutta. He likes the tepidarium. **Vuparian** is one of the ranking city guards, a corrupt and venial man who enjoys what the Brutta's bribes can buy him. **Canello** was a leading merchant in the city who ruined himself through gambling. It was simple enough for the Brutta to take over his debts and prop him up as their puppet in the city marketplace.

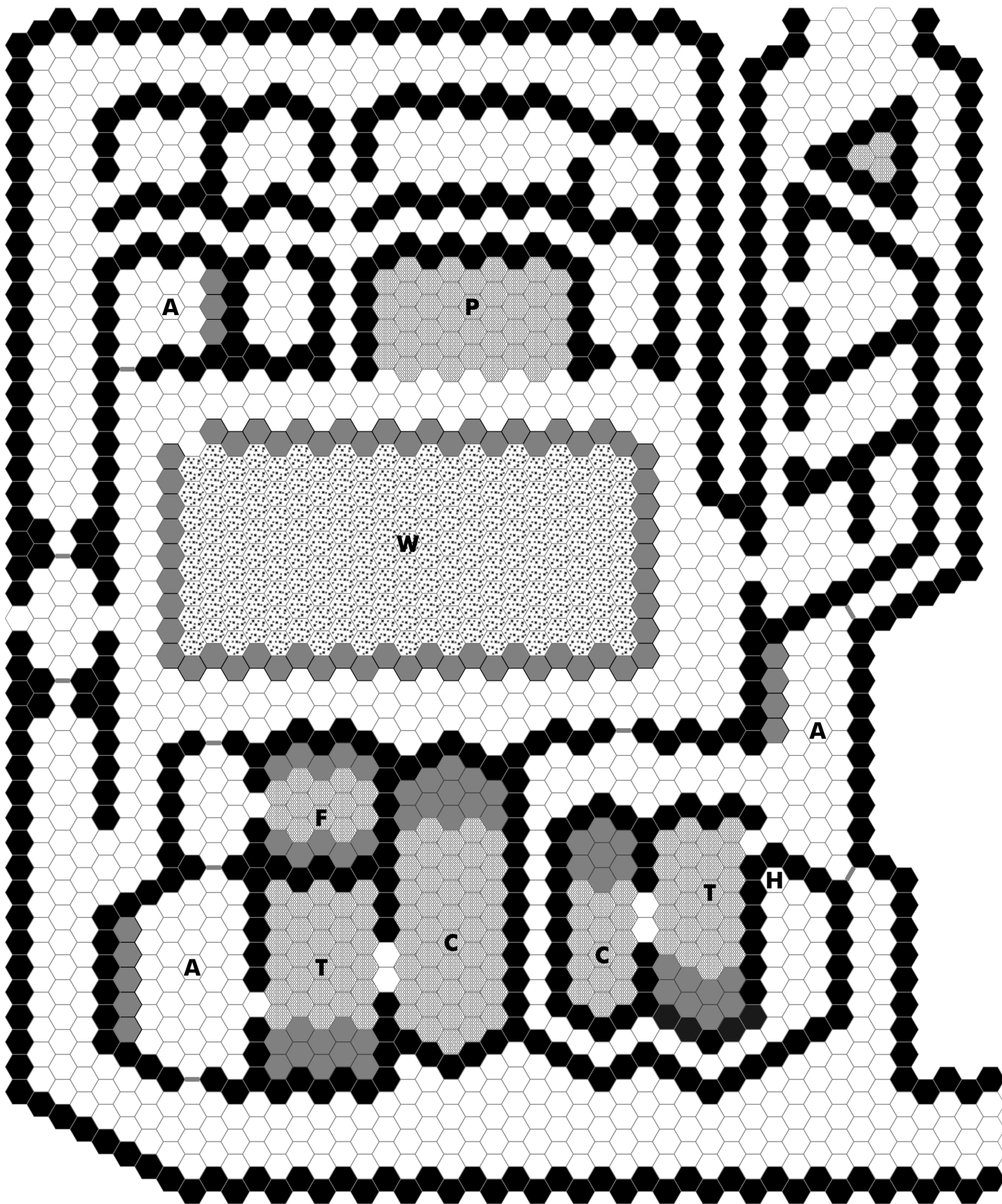
THE VIGILANTI DI STRADA

Two human vigilants from the Vigilanti di Strada will join the players in the attack. **Hassetti** is a lapsed member of the Thieves Guild who turned his skills towards the fight for justice. He is stealthy and excels at taking out his targets with a garrote. **Erano** is a former frontier woman who settled here and immediately set herself against the criminal class. She is tough and once brought down an elk with just a knife.

AFTERMATH

If the players destroy the Brutta Stirpe, the Vigilanti di Strada will pass along a reward from the city merchants guild for \$3000. The GM may augment or alter the reward as they like. Remember however that their identities should remain secret, or otherwise underworld forces may seek them out for retribution...

Character	Attributes; Weapons; Talents
Parci	ST 9, DX 11, IQ 11, MA 10; knife (1d-1); <i>Knife, Remove Trap</i>
Locastric	ST 8, DX 9, IQ 9, MA 10; no weapons; <i>Administrator, Literacy</i>
Vuparian	ST 11, DX 10, IQ 10, MA 10; shortsword (2d-1); <i>Streetwise, Sword</i>
Canello	ST 10, DX 10, IQ 11, MA 10; no weapons; <i>Business Sense</i>
Hassetti	ST 11, DX 13, IQ 12, MA 10; hands (1d+1); <i>Unarmed Combat III, Stealth</i>
Erano	ST 15, DX 11, IQ 11, MA 10; battle ax (3d); <i>Ax/Mace, Toughness, Woodsman</i>



BACKGROUND

Tsunagral, an old and powerful summoner, called up an undine. Unfortunately she summoned it from the cursed waters of a forbidden spring, waters tainted with foul magic. The water elemental was born powerful and maddened. It escaped her control and subsumed her, trapping her within its icy body. The undine keeps the summoner alive but embedded, feeding off her power to work magics of its own. It escaped to a mountaintop where it found a tiny clan of Neanderthals on the brink of perishing. These seven primitives revere the elemental as their god-queen, and in return it has drawn on Tsunagral's magic to give the Neanderthals special powers. The tribe now oppresses the village of Culamonn at the base of the mountain, and it is that community which beseeches you to end to the False Queen's tyranny.

CHARACTERS

The seven Neanderthal champions, plus other important characters.

Mother Bear – She can transformed into a large grizzly bear. Changing to and from a bear takes one turn, but has no other cost. Any damage taken as a bear is halved upon returning to Neanderthal form (e.g., 20 ST lost as a bear becomes 10 ST lost as a Neanderthal). Her Neanderthal stats are ST 14, DX 10, IQ 7, MA 10. Her bear stats are ST 28, DX 11, IQ 6, MA 8; 2d+2 dmg, 2 pt fur armor.

Father Frost – He can blast a spray of ice from his hands. This operates similar to the *Lightning* spell, at the same cost and inflicting the same damage. ST 15, DX 11, IQ 7, MA 10.

Son of Peace – He can cast *Break Weapon* for 1 ST on any turn, or *Drop Weapon* at no cost (both require a DX roll to hit, like the spells). Otherwise uses a bola to incapacitate foes. ST 10, DX 12, IQ 7, MA 10.

Daughter of Torment – She can summon a swarm of 2d nuisance creatures (rats, bats, wasps, etc) at a cost of 1 ST on any turn. These will attack only those she wishes. ST 12, DX 10, IQ 7, MA 10. Wields a knapped flint ax (war ax).

The Three Sisters – Before she attacks she appears to split into three identical women. Two of them are Illusions, as per the spell. They cost her nothing to create, but she can only summon them once per day. ST 10, DX 13, IQ 7, MA 10. Wields a bone blade (rapier).

Swift Brother – He moves at double speed. Not only is his MA doubled, but he gets a second action at the end of the turn. ST 11, DX 11, IQ 7, MA 20. Wields a stone-headed wooden cudgel (mace).

Grandfather Says – He has been given a vocal power that works similar to a *Word Of Command* spell with a 4/IQ saving throw. He can use several words, including Believe, Kill, Kneel (fall to one's knees, MA reduced to 2), and Praise (one must genuflect, sing songs of adoration, and the like). Each use of the voice costs him 2 ST. ST 9, DX 11, IQ 7, MA 10. Wields a quarterstaff.

Tsunagral – Elementalist trapped inside the elemental. ST 11, DX 12, IQ 16, MA 10. *Create/Destroy Elemental, 7-Hex Fire, Staff IV*

Choska – Hetman of Culamonn. ST 11, DX 10, IQ 12, MA 10.

The False Queen – Water (ice) elemental. ST 30, DX 12, IQ 8, MA 10.

The False Queen has granted her champions their powers in a terrible way – she has extracted their hearts and frozen each inside a cocoon of ice, much as she has entrapped the wizard within herself. Then she enchanted these hearts so that they sustain and give powers to her champions. Destroying a heart will take away the champion's powers, but will also kill them. Defeating the False Queen will do the same.

SCENARIO

Choska, the hetman of Culamonn village, says that it is time for another “white harvest”. This is when the villagers carry offerings up the mountain to the False Queen and her champions. He says that the players can come along, and provided they don't do anything suspicious, they should be overlooked until they attack. They will have to disguise themselves with peasant cloaks and hoods. Choska will say only that the champions have great and terrible powers, but will not mention their names or detail those powers, as he superstitiously believes that this would call them down upon the village. Once he joins the siege of the ice palace with the players, he will then speak the champion's names and say something about their powers, though again in a reverent and superstitious way (“Son of Peace makes warriors set down arms”, “Grandfather Says commands with a voice of thunder”, etc).

Inside the palace, the players are most likely to encounter Son of Peace and The Three Sisters together. Similarly they will probably run into Daughter of Torment and Swift Brother together. Grandfather Says will be waiting in or near the throne room, along with the False Queen. He will try to incapacitate the party so that the False Queen can dispatch them. The GM can run these encounters as four 2-against-the-party brawls in and around the palace, or the champions can tackle the players in other groupings. If the players are doing too well against a couple champions, have others run to their aid. Conversely, if the players are doing badly in the early encounters, space out the remaining ones.

MAP

The hexes are melee scale. Black hexes are ice walls, white hexes are impassible ice and mountain. Light gray hexes are ground hexes open to the sky. Darker gray hexes are beneath the ice palace's roof.

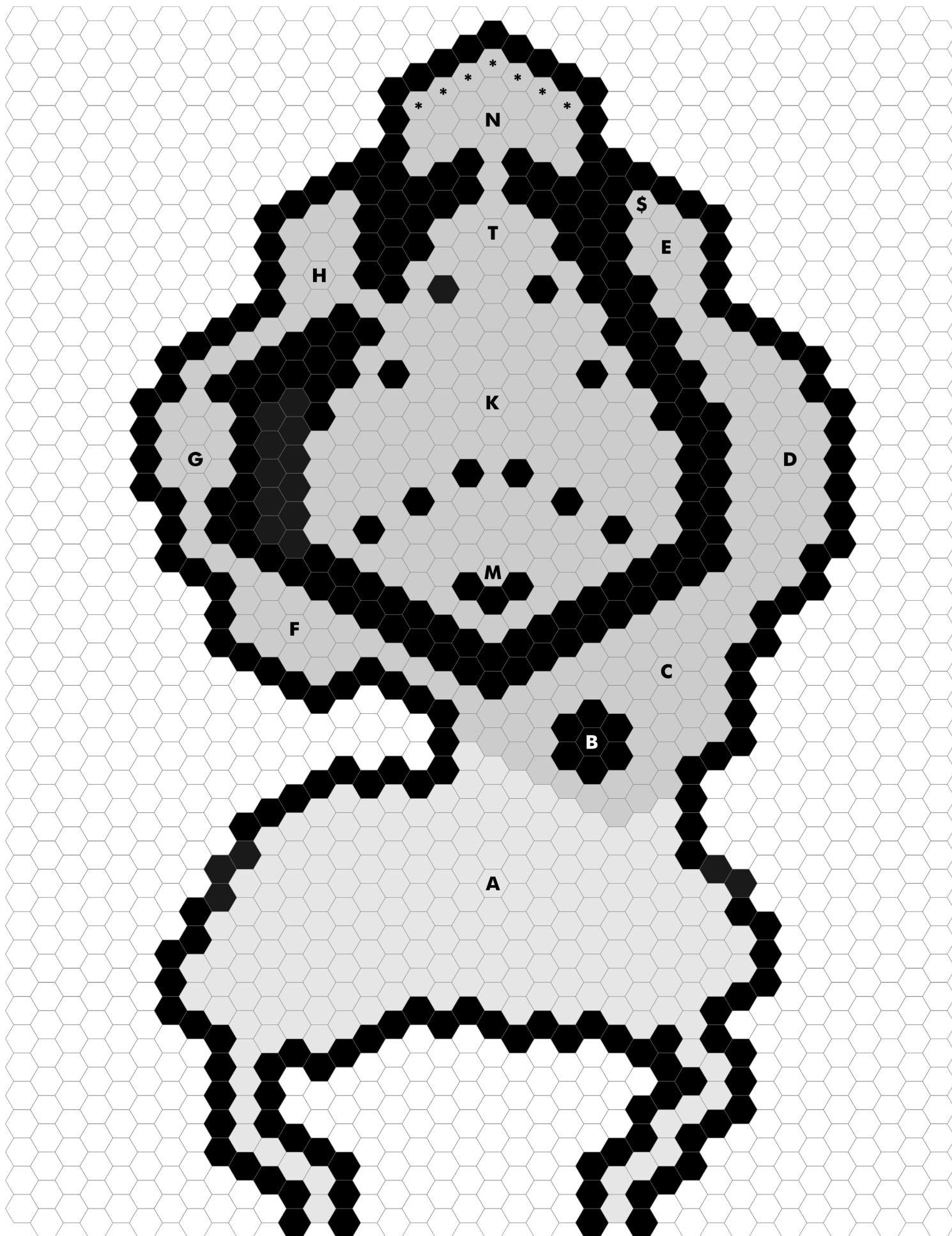
The townspeople and party enter the open courtyard (A) from the two mountain trails at the bottom. Mother Bear (in Neanderthal form), Father Frost, and Son of Peace are here. This is where the townspeople will hand over their offerings. Today however, the False Queen is also demanding a sacrifice. Mother Bear will seize one of the youths from the townsfolk group and begin taking them inside. The party can attack now, or try to rescue the youth later in the adventure. Once combat begins the townsfolk will flee the way they came, except for hetman Choska, who will stay with the players. He is not a fighter, but will identify the champions for the players and help guide the party.

A crystalline mound of ice (B) has numerous skulls from previous sacrifices frozen within. There is a modest cooking fire at (C), too weak to melt the surrounding ice. The main living and sleeping area for the Neanderthals (D) has piles of furs and simple totems. There is a good chance than the younger champions are in this area, if they haven't already joined the fray. The back area (E) is where they keep their weapons when not being carried, plus a chest (\$) with trinkets taken from sacrifices. The chest contains significant valuables, some of which the townsfolk would dearly love to have back.

The antechamber (F) has a heroic frieze carved in the ice wall, depicting the Neanderthal champions vanquishing many foes. The cleansing room (G) has a basin pool of flowing icy-cold water that one is expected to wash in before coming to the False Queen. The forecourt room (H) has stone benches and a bearskin rug, and is often where Grandfather Says waits for orders from the False Queen.

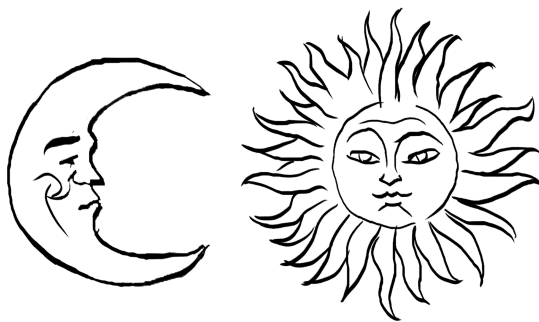
The throne room (K) is where the False Queen can typically be found sitting upon her throne of ice (T). Columns of ice hold up the vaulted ceiling here. If the players didn't rescue the taken youth earlier, the youth is now tied to the column wall (M). Behind the throne a hallway leads to the heart room (N). Here the hearts (*) of the seven champions are frozen in ice cocoons along the back wall.





DUNGEONS OF THE SEASON

These bonus one-page dungeons are new additions to the collection.



BACKGROUND

Passing by a ruined stone arch, once the doorway into an abbey, the party spies a golden rabbit sitting upright. The whole creature gleams, seemingly made of molten gold. With a quick turn it hops into the blackness of the ancient doorway behind it.

The rabbit is actually a Sun Slime, and while it doesn't have what we would recognize as conventional intelligence, it does have cunning. It is a metamorph with low-level telepathy, and it chooses forms from nearby minds. It had sensed the approach of the party and selected a form which would intrigue them. It senses in them a way to deal with a problem of its own, and so it tries to lure the party into the underground ruin. Within these decayed coiling tunnels the players will be led on, the slime always just in view far ahead, until they discover why the gleaming rabbit has brought them here.

SCENARIO

The sun slime is trying to lead the players to a lower chamber where it has secreted its eggs. (Technically the eggs are spores, but they look and behave much like eggs.) The eggs are being taken by three poachers under the direction of Zana Rhodanthe, a witch who has hired them for this task. They all speak Common. They also have a pack of dogs with them.

As the players approach the * symbol on the map, they hear faint voices, and then the baying of dogs. The dogs set off from their starting hexes towards the party. While the dogs are fighting the players, the poachers will hurriedly try to collect the eggs. Zana will throw a lightning bolt at the first player to come into sight, and this will be the trigger for the poachers to attack as well. They will need a turn to put down their sacks and ready their weapons. The slime will hide during combat unless the players are losing badly, or the combat imperils its eggs.

If the poachers are killed and Zana is still alive, she may try to surrender. In that case the sun slime will try to get onto her and burn her to death, in revenge for her trying to take its eggs. The fact that it hasn't attacked the players should communicate that the slime has both awareness and intention. Once the poachers are dealt with the sun slime will pick up on whatever friendly image it can from the minds of the players and assume an appropriately benevolent appearance.

If the players examine the eggs adhering to the walls of the chamber, they will see each is filled with a clear liquid holding golden motes. In one egg the motes have combined and, as they watch, it cracks open and a small sun slime drops out. It takes on the form of a nearby spider and scuttles away. If the players try to take the eggs the sun slime will attack them. But otherwise it will try to lead them to a small treasure cache buried here long ago, its way of expressing gratitude for saving its offspring.

THE FOES

Z – Zana Rhodanthe, a female human witch with black hair that is tonsured like a monk's. She wears scarlet robes with a black rose design on the back. Her staff is a corkscrew of ironwood with a glowing blue globe on the end. ST 11, DX 11, IQ 14, MA 10. Weapon: Staff of Striking (6 mana). Spells: *3-Hex Shadow*, *Break Weapon*, *Dispel Illusions*, *Lightning*, *Staff III*. Talents: *Literacy*.

D – Dinkle Smythe, a male human poacher. Thin and sickly-looking with a patchy beard, but wearing quality work-clothes. ST 9, DX 13, IQ 12, MA 10. Weapons: Javelin (1d-1), Dagger (1d-1). Talents: *Area Knowledge*, *Assess Value*, *Knife*, *Pole Weapons*, *Thrown Weapons*, *Woodsman*.

B – Brule Barleynut, a male dwarven mercenary. Former miner whose right arm was maimed in a rockfall and who turned to mercenary work. ST 14, DX 9, IQ 11, MA 10. Weapon: Morningstar (2d+1). Talents: *Ax/Mace*, *Driver*, *Miner*. Equipment: Supply backpack (3 waterskins, lantern, 2 flasks of oil, 50ft coil of rope, \$43 in coins).

G – Grumix Tramb, a female hobgoblin hireling. Her family cast her out due to excessive cruelty to her younger siblings. Now she gravitates to whatever group of ne'er-do-wells attracts her interest. ST 12, DX 12 (10), IQ 9, MA 10 (8). Weapons: War Ax (2d). Armor: Leather (2 points), Small Shield (1 point). Talents: *Ax/Mace*, *Pickpocket*, *Shield*, *Streetwise*.

C – The Dogs, a pack of mangy curs bred for viciousness. ST 6, DX 13, IQ 6, MA 12. Attack: Bite (1d-1)

MAP

E – Entrance – This leads into the downward sloping tunnels below the ruins.

F – Fox Corpse – A body of a fox lies here, incinerated. It was killed by the sun slime and is the first hint (albeit a vague one) that this slime has the power to burn.

– Deadfall – 5/IQ to spot, 4/DX to dodge. This isn't a actual trap but rather a loose section of ruins. The slime tries to lead the players down the other path, but if they go this way they may trigger a deadfall. Someone passing through the center hex of the megahex will set off the collapse, and everyone within the megahex will have to roll to dodge falling masonry or take 1d+2 damage.

*** – Detection Point** – Once the party reaches or passes this point, the dogs (C) will sense them and move to intercept them. The GM should track the dogs' movements until they come within sight of the party.

@ – Silver Chalice – 4/IQ to spot, it is buried in loose soil here with just part of the rim protruding. A sign of the former grandeur of these ruins, and a clue that more treasure lies here. The chalice bears a ducal crest and a sapphire cabochon, and it is worth \$300.

• – Slime Eggs – The walls with dots along them are where the sun slime has embedded dozens of eggs in an adhesive foam. The players may be tempted to take some themselves, but many are near hatching and would present a problem once they hatch. Also the parent slime would attack anyone trying to pry eggs loose or leave with those already collected.

H6 – Hidden Door – This hidden door looks like any other part of the cave wall. It is 6/IQ to spot on a deliberate search, and a party merely passing through the room has no chance to spot it. If the party defeats the poachers and the sun slime lives, it will try to lead them here and then will pound on this wall. This lowers the players' chance of spotting the hidden door to 3/IQ. Once they spot it they can easily work out that it operates on a pivot.

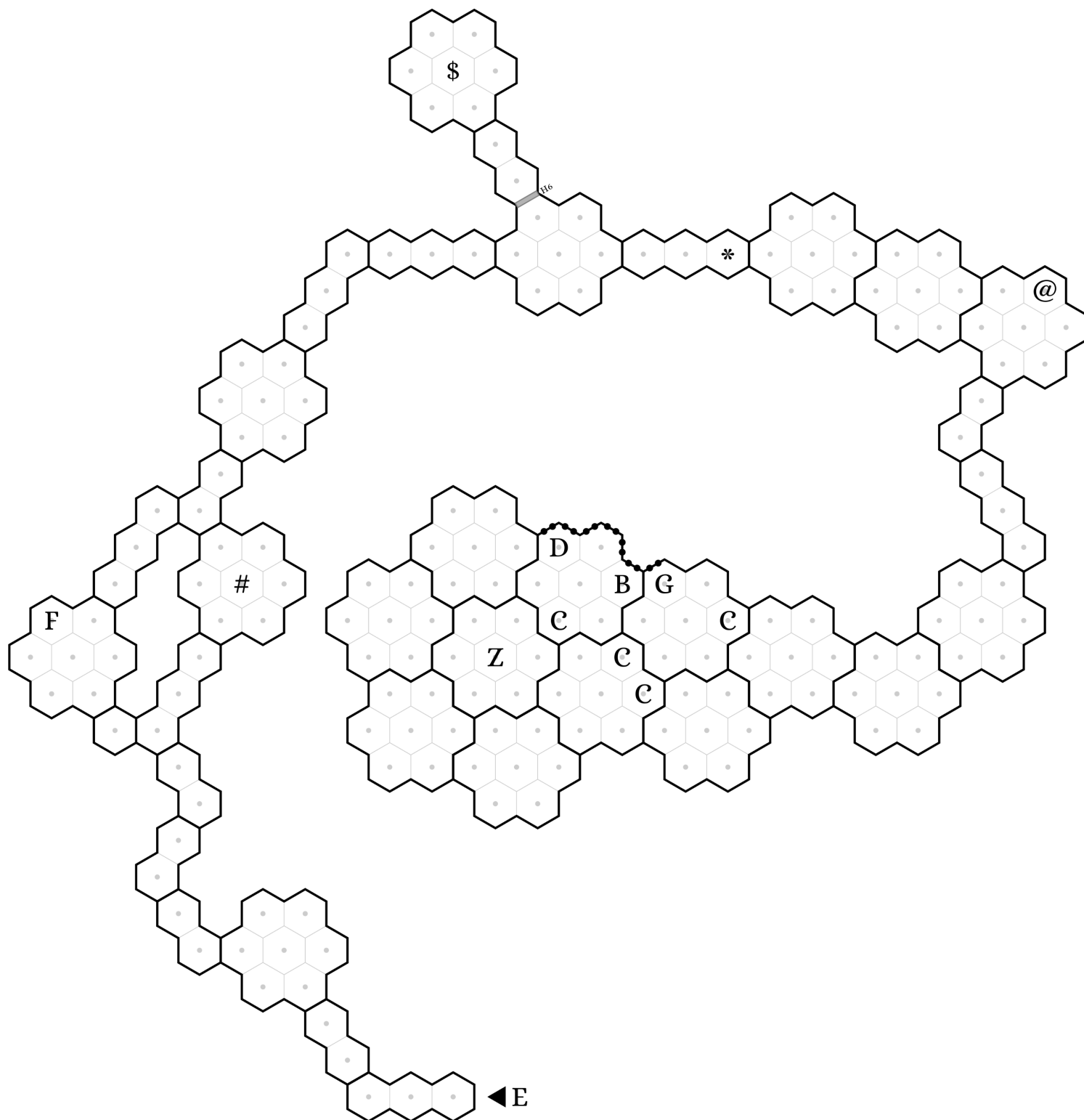
\$ – Treasure – Hidden here long ago, this chest contains some valuable items, though not all have survived the passage of time. The expensive garments and gloves have rotted away to tatters. However the chest also contains a fine tunic of chainmail with a +1 protection enchantment. Furthermore, there are two bars of silver worth \$100 each, and an ivory case worth \$80 containing a finger bone on a cushion of now-moldering velvet. Finally there is a scroll written in dialectic Common which is a ducal land grant bestowing sixty acres to the Anchorite Order, presumably the monastic order which once inhabited the buildings that stood here in days past. The Scholar's Collegium would pay at least \$100 for the scroll.



SUN SLIME

The sun slime (*Allomorphus solaris*), also known as a golden slime, is a metallic slime related to the silver slime. As the silver slime is affine to lightning, so the golden slime is affine to fire. It can produce heat and even flames to attack its targets. Sun slimes are metamorphs, but they cannot alter their composition or mass, only their shape. So they do not take on any attributes of the form they assume. For example, a sun slime taking on the shape of a hawk would not have hard claws or the ability to fly. If it was to assume the shape of a person, it could form a perfect representation about 2 feet tall, or a gaunt and incomplete version of actual height. It feeds on detritus as well as soil, rock, and gold. It does not share the typical slime dislike of sunlight.

ST 2d+12, DX 12, IQ 6, MA 6. Armor: None, but only takes damage from lightning, acid, and explosions. Attack: Can produce *1-hex Fire* around itself, or *Breathe Fire*, with the same costs and effects as those spells.



SUMMER · NEVER THE TWAIN

BACKGROUND

Asleep one night in an inn or their home, the players are awoken by a shimmering figure in their midst. It is a handsome young man, solid and living but seemingly clad in garments of moonlight. In a gentle voice he beseeches the players for help.

"My friends, I come to you to seek your aid. But first, I must explain. Once I was young cow-herder named Jing'sa. I fell in love with Fen'nu, a weaver from a rival tribe. So great was our love that she and I would sneak from our villages and meet in secret, even though it was forbidden.

"One night the elders of our villages discovered us. They called for Shag'nu, the mountain witch, who laid a terrible curse on us both. She turned me into a tree, and Fen'nu into a stone, and only once a year do we turn back to our true selves. This happens during the three nights of the Magpie Moon, which began last night.

"Each year we meet while we are in our true forms. But this year the loutish wizard Zermajjin spied Fen'nu just as she changed from stone to woman. He became inflamed at the sight of her and has taken her to his lair within the swamp.

"Please, my friends, I see you have noble hearts. Will you free her from this brute?"

SCENARIO

If the players agree to help, Jing'sa will lead them to where the wizard has a series of huts in the swamp. He will accompany the players but is not a fighter, so will focus on sneaking until he can free Fen'nu. Only once they are entering the swamp will Jing'sa belatedly remember to tell the players that the wizard is also a giant.

Jing'sa – ST 12, DX 10, IQ 11, MA 10; Talents: *Herdling* (mundane), *Flutist* (mundane), *Lasso*, *Silent Movement*

Fen'nu – ST 11, DX 12, IQ 11, MA 10; Talents: *Knife*, *Sex Appeal*, *Singing* (mundane), *Weaving* (mundane)

Zermajjin – ST 28, DX 10 (12), IQ 10, MA 10; Spells: *Dazzle*, *Detect Magic*, *Fire*, *Magic Fist*, *Staff I*, *Summon Wolf*; Talents: *Literacy*; Items: Bracelet of +2 DX (a silver emblem of a fox pursuing a rabbit, attached to an adjustable chain), which Zermajjin wears as a ring on his left hand (\$4800).



MAP

The white hexes are mucky swamp, passable but wet and foul-smelling. The black hexes are dense impassable swamp thicket and bramble. The dark gray hexes are the wooden walls of Zermajjin's huts, with the light gray hexes the flooring. None of the huts have proper doors, just curtains of woven reed over the openings. The megahexes are large trees, which block both movement and line-of-sight.

The map is melee scale. Players enter through open hexes on the map edge.

A – Watchbeasts – A pair of Swamp Monitors prowl the area. They tend to sleep here when they aren't wandering or hunting. If they hear the players approach they will stalk them and attack from behind if possible. The creatures heed Zermajjin and won't enter the huts unless commanded to.

B – Telltale – Tripwire strung between the trees. 4/IQ to spot, 3/DX to disarm. If triggered by anyone passing between the trees, it will set off a jangling alarm alerting Zermajjin and release a bayou viper snake from a box into the hex with a *.

Bayou Viper – ST 5, DX 12, IQ 4, MA 6; -3 DX to hit; bite (1d-2), if penetrates injects venom (4/ST to resist, otherwise 2d damage).

C – Kitchen and Workshop Hut – The rectangles are shelves and tables along the walls holding simple cookware, dried plants, roots, mushrooms, and chunks of gamey meat. There are two barrels of fresh water, and two barrels of a sweet red wine. There is a strongbox hidden under a table at (X), 4/IQ to spot, not locked. It contains \$224 in silver and gold coins, and eleven loose opals worth \$40 each. Also contains a leather cord necklace strung with a bird skull and feathers, taken from an unfortunate swamp-dwelling human who wandered too close one day.

D – Captive Hut – Fen'nu is chained to a wooden post here. She has been unable to get the leverage to break free, but she is unharmed. The padlock on the chain is 4/DX to unlock, otherwise it can be broken by any single blow doing 8 points of damage or more. There are some malodorous pelts here for use as sleeping blankets.

E – Home Hut – Zermajjin's simple abode, with his oversized chair and bed. His bookshelf is large but spare, with a few thin books on magic lore and some scrolls on area history. One of the scrolls is a map with coded notations. Someone with Recognize Value will get a sense that the map has worth, and a Scholar can make out enough of the code to tell that the map leads to a source of raw opals.

F – Storage Hut – Piles of wood and lumber scraps, pelts on drying racks, balls of heavy twine. Some general tools like shovels, and a box containing mining tools (these are for Zermajjin's visits to the opal source). All tools here are giant-sized. A large, squat stoppered glass jar labeled "aqua fortis" contains a clear liquid (nitric acid, 1d damage if touched). A similar jar lacking a label contains a straw-colored fluid (formaldehyde).

G – Am Bushes – There's a small clump of three mature Am Bushes here. Zermajjin usually burns them out when they spring up, but these have taken root where he seldom treads and thus serve as an extra deterrent against intruders.

Am Bush – ST 8, DX 12, IQ 1, MA 0; throws up to 10 pods (1d-2) per turn at targets within 3 megahexes.

CONFRONTATION

Unless the players are quite stealthy and adept, they are going to come to the attention of Zermajjin. If he is clearly overmatched, he will initially appear reasonable, but then look for a chance to strike from advantage. Otherwise he is not shy about entering combat. If his watchbeasts live he will call them, and he may summon a wolf immediately as well. He could use Dazzle early on to discommodate multiple foes. He doesn't have a deathwish however, and if beaten he will try to surrender and offer to set Fen'nu free. If pressed he will proffer the map to the opal source as a further inducement to let him live. If the players accept the map and spare him, he may decide to lie in wait for them at the opal source in order to have his revenge. He will likely have hirelings along to help with the ambush, too.

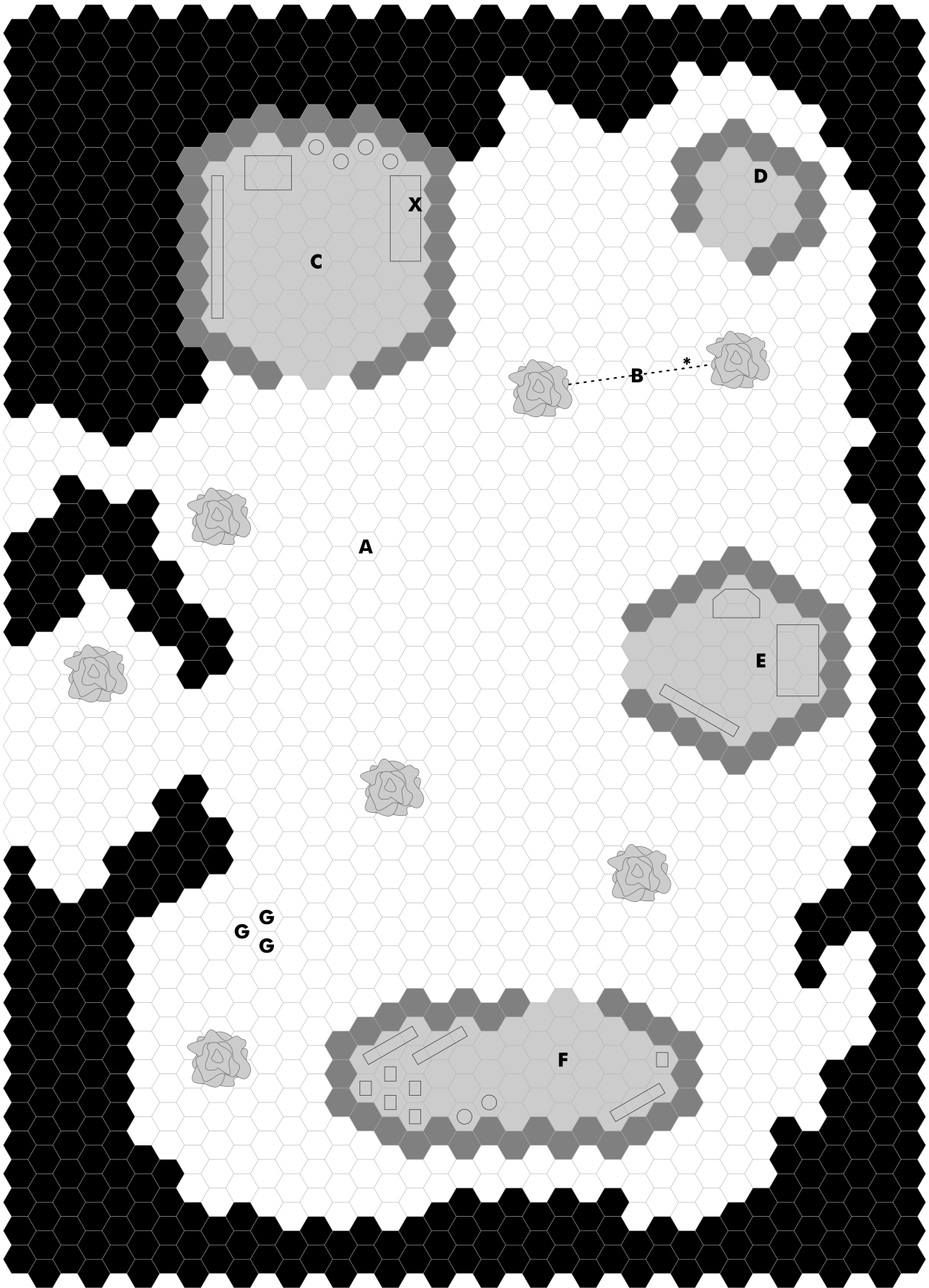
AFTERMATH

The young lovers are without material wealth, but there is loot to be found in the huts of Zermajjin. If the players want to free the young lovers from their curse, they could cast (or hire a wizard to cast) *Dissolve Enchantment* on one of them. This will break the curse on both and end their cyclical transformations.

SWAMP MONITOR

Swamp Monitors are amphibious reptiles found in swamps, bogs, and the like. They breathe air but can submerge for long periods. They resemble a man-sized lizard with a finch-like beak and a flat tail like a beaver. Their skin is finely scaled like a snake's, reddish with dark concentric diamond patterning. They build mounded dens of mud and marsh reeds. Swamp Monitors are most often encountered singly or in pairs.

ST 12, DX 13, IQ 5, MA 8/16 (walking/swimming); Armor: hide stops 1 point per attack; Attack: 1d+1 bite or claws (1d+3 HTH)



AUTUMN • CHAINED OFFERING

BACKGROUND

The players awake groggily in the dark night. As traces of sleep gas fade from their senses they hear the muffled sounds of shouting and drums. Torches blaze in a circle around them along the top of a stone wall twelve feet high. Around the wall is a ring of amphitheater seats bearing silhouetted figures. The figures sway and shout while the drums beat. Then a unearthly howl sounds out and all fall silent. On a high balcony of the arena appears a massive humanoid shape, shaggy and antlered, outlined by the glowing moon.

“Makra Shant!” shouts a figure dressed in shaman’s robes. “He comes to watch! Oh, Makra Shant, Chieftain of the Woods, Lord of the Autumn, attend to our offering!”

SCENARIO

There is a sinister tradition in the town of Valpurg. In the days leading up to the festival, travelers on the road are set upon with sleeping gas and brought back to the isolated community. There the unfortunates are chained to the greatpole in the center of an arena. Bound in iron masks, they must battle each other in order to break their chains.

Every participant has an iron mask locked around their head. These masks are in the shape of iconic characters from the Valpurgans’ own mythos. No participant can see what their own mask is. As each participant falls, the warrior their mask represents is released into the arena for further combat. See the table below for the masks and warriors. If multiple PCs are involved, they will have to try to deduce who their comrades are, with the silencing masks and generic outfits making this a challenge.

There should be enough unwilling participants in the greatpole combat that the players make up half or less of the total number. The GM should create the rest of the participants, most of whom will be average people with little combat experience. The real danger comes from the mythos warriors.

All captive warriors are shackled by long chains to a thick greatpole in the center of the arena. The chains runs from the top of the pole to the back of each participant’s iron mask, locking the mask around the head and tethering the participant to the greatpole. It would take 25 damage to break the lock or mask (at -3 DX to target), or 50 damage to break the chain. The padlocks are 5/DX locks, but none of the participants have any lockpicking tools. In fact they have nothing but simple clothing in the form of a cotton shift and a single melee weapon. This weapon will be whatever primary melee weapon they were found with, and if they don’t carry or use any melee weapon they have been provided with a basic club. Any wizard in the party will not have their staff, but will have a melee weapon if they carried one, otherwise they too get a club.

The chains limit the participants to within eight hexes of the greatpole. The chains don’t automatically interfere with the characters moving past each other, but could be used to do so deliberately, such as to trip or snare an opponent. Any winged character (like a gargoyle) will have their wings bound with heavy leather straps as well. These straps would take a 5/ST roll or 20 damage to break.

THE GAME

The shaman, Chuntogo Va, orders the game to begin with the command “Kill for Makra Shant! Die for Makra Shant!”. This is the signal for combat to begin between participants. The players can decide what to do, of course, but there is a strong chance one or more of the strangers, driven mad by days of captivity here, will attack. NPC participants may choose to fight other NPCs, players, or mythos warriors, as the GM decides.

Players must roll 3/IQ to recognize a comrade beneath their iron mask, since the mask also prevents speech. Players who are very familiar with each other get a 2/IQ roll. The GM can also adjust for characters with distinguishing traits, such as tattoos. Truly unique characters, such as the only giant or reptile person in combat, will not need a roll to distinguish.

The masks are assigned randomly to participants with a die roll for each, though ideally every mask should be in use at least once. When a participant falls, the warrior corresponding to their mask is released from one of the two gates on either side of the arena. Roll one die, on 1-3 the warrior enters from the east gate, on 4-6 the west gate. Each warrior only appears once. The two gates are barred at other times, but unchained players may be able to fight their way through if they are near a gate when it opens.

Once twelve turns have passed or half the participants have been killed, the shaman will throw a key into the arena onto a random hex (GM can do this by tossing a coin or custom key counter onto the map). Whoever gets the key can unlock other participants, but not themselves unless they can make a 4/DX roll to reach their padlock. Every unlocked mask also releases a corresponding mythos warrior, if that warrior has not yet been released.

If the players survive and defeat all mythos warriors, this is a bad omen and it enrages Makra Shant. The giant being disappears from his balcony and the villagers begin to flee the arena. In the darkness beyond the arena the players can hear the angry howls of Makra Shant and the screams of the Valpurgans, followed by even more terrible sounds.

MAP

The greatpole (A) is at the center of the arena. The darkest hexes show the furthest reach of the chains bound to the greatpole. Masked enemies enter through the gates (B). Townsfolk and warriors enter through the outside gates (C), with masked warriors gathering in the rooms here and the audience ascending the steps to the seating area (lighter colored hexes). Makra Shant’s balcony (D) is only accessible from a ramp leading to the ground.

AFTERMATH

The survivors will find that they can open the gates around the edge of the arena now. The tunnels beneath the arena seats are emptied, with bloodstains and signs of struggle. Cowering in one chamber is the shaman Chuntogo Va. He is crazed beyond reason by his god turning against them and will assail the players in one final desperate attempt to please his lord. The chamber of the shaman contains these treasures:

A leather satchel holding 5 healing potions, bandages, and ointments; a rat skull painted with unusual markings; a wooden ritual mask, the stylized face of Death, that has a large tourmaline set in the forehead (the gem alone is worth \$360); a leather tube that was once a map case but now holds an assortment of currencies, with \$1,445 in standard coins and the rest a mix of local barter tokens like seashells and carved stones; the assorted clothing and accessories of more than forty unlucky travelers taken here.

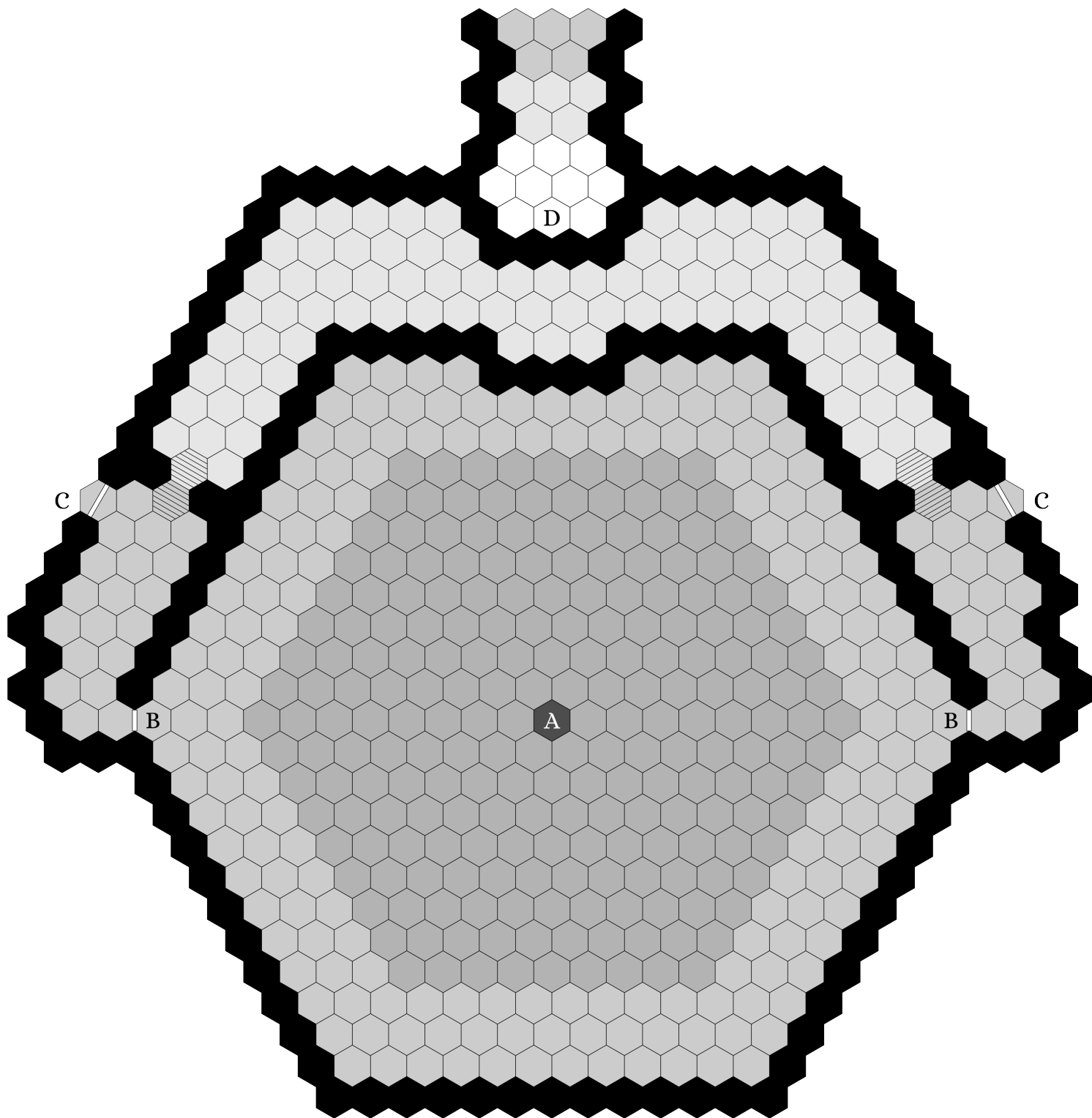
MAKRA SHANT

If the players are determined to pursue Makra Shant, here are his attributes. Physically he can be thought of as a “natural greater demon”, a powerful entity native to this plane. He does not teleport or grant wishes, however. He regenerates 10 ST every sunset. He can naturally *Detect Life* and *Detect Magic* as per the spells, at no cost.

ST 100, DX 14, IQ 11, MA 12; pelt stops 3/hits; hands/horns (4d); 3-hex being

MYTHOS WARRIORS

	Mask	Appearance	Attributes; Weapons; Talents
1	The Blacksmith	Brutish man with squared features	ST 14, DX 11, IQ 9, MA 10; great hammer (2d+2); Ax/Mace
2	The Fencer	Vain and sneering older gentleman	ST 10, DX 14, IQ 13, MA 10; rapier (1d+2); Master Fencer
3	The Woodswoman	Harsh woman with plaited braids	ST 15, DX 10, IQ 9, MA 10; battle axe (3d); Ax/Mace
4	The Afflicted	Wild-eyed face wrapped in bandages	ST 12, DX 12, IQ 8, MA 10; spiked maul (1d+2); Brawling
5	The Twinsword	Cruel and cunning young lady	ST 11, DX 13, IQ 11, MA 10; shortswords [2] (2d-1); Two Weapons
6	The Halberdier	Cold and implacable mercenary	ST 13, DX 12, IQ 9, MA 10; halberd (2d); Pole Weapons



WINTER · DAWNSTAR RISING

BACKGROUND

Grinstrop Delve is home to a community of Delverunk dwarves. These dwarves have a series of towns, or delves, along the Borbusan Mountains. The Delverunk dwarves sink their homes deep into the mountains, with the entrances high in the alpine pastures near the peaks. Delverunk can be recognized by their pale skin with dark red tattoos like iron rust; greenish-golden hair with ringlets; and epicanthal folds at the inner corners of their eyes. Ornate hairclips and hairpins are popular among them. The citizens of the delves are outgoing, always welcoming outsiders for trade and festivals. Grinstrop Mead, a fermented drink made with honey harvested from a nearby mellipheon hive, is highly regarded in the region and exported to far-off connoisseurs. Dwarven is spoken here in a clipped dialect, and the Common Tongue is widely understood.

A year ago to this day a curious event happened here. On the morning of the Summer Solstice, the dwarven miner Oppa Tarsus awoke and declared that henceforth he was to be known as Oppa Dawnstar. No one knows if the change came on gradually, or if some sudden, hidden shock brought out this new persona, but after that day he turned his back on Delverunk traditions and proclaimed he was the one who would lead all to the light of truth. He devised a series of bizarre edicts ("a young man must never look an older man in the eyes," "unmarried women must glove their left hand," etc) and set out to preach these to his people.

His rantings and exhortations were tolerated with patience by the community, but he was tormented that no one would heed his message. Packing his meager possessions onto his back, he took himself down into the unexplored tunnels below the active mines. Today he has returned to the town, and to everyone's dismay, he has discovered disciples while deep underground. Together they plan to force the people of Grinstrop Delve to accept the Dawnstar's ways, even if they have to eliminate the existing leaders to do so.

CHARACTERS

Oppa Dawnstar, *dwarf* – No one knows the origins of the Dawnstar's "divine" mania, not even himself. But since descending into the deep tunnels, he has shed the trappings of civilization. His hair and beard are long and unkempt, his mining clothes are filthy tatters, and his skin is taut and sallow. Even the lanterns of the delve now are painfully bright to his eyes. ST 9, DX 13, IQ 8, MA 10; Weapon: Hatchet (1d); Talents: *Axi/Mace*, *Demagoguery*, *Thrown Weapons*; Languages: Common Tongue, Dwarven

Boak, *troll* – Boak was the first intelligent creature Oppa encountered on his journey below. This lone female troll was prowling the caverns when she heard his far-off singing. She warily approached and was surprised that the dwarf only wanted to talk with her and share his provisions. The two discovered that their combined abilities made life easier for them both and they soon formed a partnership. ST 50, DX 10, IQ 8, MA 8; Attack: Hands (2d); Languages: Dwarven, Troll

Susumohl, *wraith* – A solitary wraith mage-priest who has developed a friendship with Oppa and Boak. He is intrigued with the idea of remaking the dwarven town along the lines of the Dawnstar's visions. He is not particularly evil, but he does not see solid living things as being of equal value to his kind of life. He appears as an indistinct gray humanoid swaddled in loose folds of some black material. He will use the walls and floor to move into attack range unseen. ST 9, DX 11, IQ 13, MA 1; Spells: *Avert*, *Curse*, *Drop Weapon*, *Fire*, *Reveal/Conceal*, *Stop*, *Telekinesis*; Talents: *Priest*; Languages: Common Tongue, Fog Runes; Magic Items: Wraith power-ring, operates like a powerstone, contains 8 mana, is insubstantial

Erril Bentus, *dwarf* – The captain of the guards at Grinstrop Delve. He has an uneven beard due to scarring on one side of his face from a red slime burn. He carries the Delver's Pick, an enchanted pickax said to be handed down from one of the eight Delverunk founders. It is equivalent to a small ax in combat, it has the flaming weapon enchantment, and is finely balanced to provide a +1 DX bonus. ST 13, DX 12 (9), IQ 11, MA 10 (6); Armor: Chainmail; Weapons: Delver's Pick (1d+2 / 1d+5 flaming, +1 DX, immune to breaking); Talents: *Area Knowledge* (Grinstrop Delve), *Axi/Mace*, *Diplomacy*, *Discipline Protocols* (mundane talent for guards of rank), *Weapon Expertise* (small ax); Languages: Common Tongue, Dwarven. Note: Because of his talents and the weapon's bonuses, the Delver's Pick does 1d+3 in Erril's hands (1d+6 when flaming), and he attacks with it at 10 DX.

Phar Selus, *dwarf* – The town wizard. She is primarily an enchanter, improving mining tools and weapons, but she has some combat magic as well. She wears dozens of gemstone clasps in her voluminous hair and is fond of ribald jokes. ST 11, DX 12, IQ 14, MA 10; Weapons: Silver dagger (1d-1); Spells: *Explosive Gem*, *Fireproofing*, *Lightning*, *Repair*, *Restore Device*, *Weapon/Armor Enchantment*; Talents: *Jeweler*, *Knife*, *Literacy*; Languages: Common Tongue, Dwarven

SCENARIO

These events unfold while the players are visiting Grinstrop Delve. The enemies emerge from the tunnel and the Dawnstar starts with a short rant about everyone yielding to his ministrations, or else they will be forced to do so. When mayor Tal Cadamus approaches and speaks with him, it becomes apparent from the Dawnstar's agitation that he is not getting his way. With a sweep of her arm Boak kills the mayor, and panic ensues. The assayer, Dil Gruntus, comes running out of the tunnels and the players hear him shouting that the mayor has been killed.



If the players need a hand dealing with the troll, the GM can add Erril to help out. Likewise, if they don't have the magical strength to cope with the wraith, the GM may bring in Phar. Such assistance should adjust the amount of experience earned by the players.

If the Dawnstar is slain, the troll will continue slaughtering her way through town until stopped, while the wraith will weigh his options, and if outmatched may flee into the stone floor. The wraith has no especial animosity against the people of the delve, so is unlikely to return.

MAP

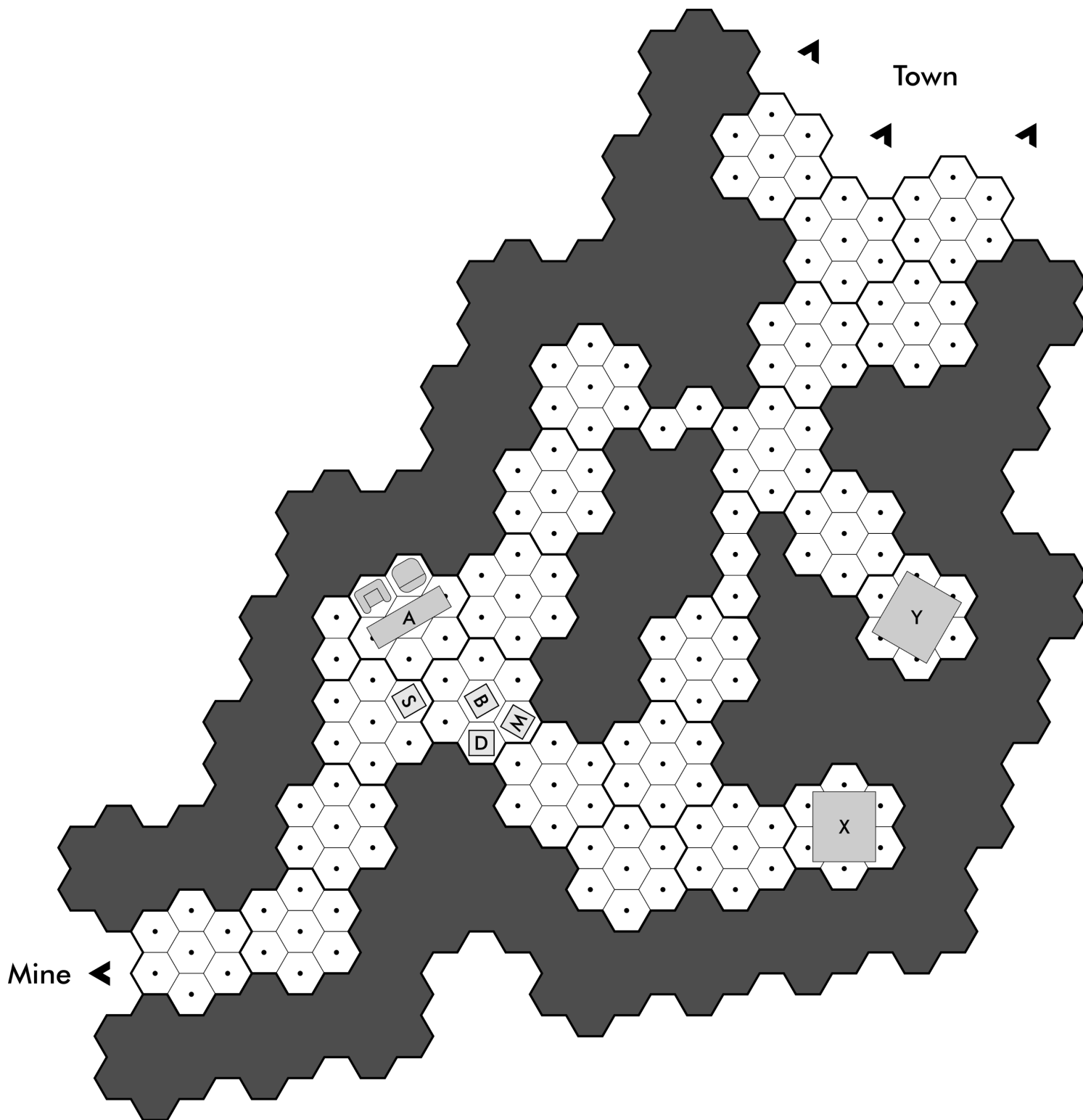
The map shows the entrance to the mine and the support area around it. The mine tunnel is at the left of the map, and the right opens out towards the main buildings of the delve. The map can be built with the standard *TFT Megahexes* set. The dark solid megahexes are stone cavern walls. The GM is free to extend the map in either direction as they see fit.

The table (A) and chair are where the assayer is normally stationed. The chest here contains scales, weights, calipers, and other tools for assessing finds of raw gems and precious metal nuggets. These finds are recorded with the assayer upon leaving the mine, then taken to the treasury office in town. There are two cabinets, one (X) containing pickaxes, wedges, and similar mining tools, the other (Y) containing work clothes, boots, dust masks, mining goggles, metal hardhats, and the like.

The Dawnstar (D), Boak (B), and Susumohl (S) are near the mine entrance when the players arrive. The body of the mayor (M) is nearby. The GM may call Erril and/or Phar to the map at any time if desired, as both would eventually respond to the mayor's killing once the news reached them.

AFTERMATH

If the party stops the mad prophet and the rampaging troll, the locals will be grateful that the players have saved lives and avenged the murder of the mayor. They will be a little sad at the death of the Dawnstar, as they never wished him ill, but will understand it had to be done. There is a standing bounty on trolls of \$500 and they will double it for the players, plus offer a generous discount at all the shops in town. If Erril or Phar helped out, this will further affirm the high reputations both dwarves have with their fellow delvers, and won't detract from the party's acclaim. The PCs will be the heroes of the day and should revel in it.



BESTIARY

CARRION WOODLOUSE

This variety of cave woodlouse feeds on excrement, fungus, and dead matter. Their carapaces are drab brown, with bright yellow tips on their feet and antennae. They have a tendency to swarm heat sources, including people. Their bite can draw blood, and worse it can expose the bitten to the myriad bacteria in the woodlouse's saliva. The woodlice shun bright light and will flee a source brighter than luminous cave fungus, but may seek cover under clothes and armor, where they can bite with impunity. One typically needs to undress to get a woodlouse out from under one's garments. Woodlice are often prey for larger cave arthropods like scolopendra, and are easily caught in the tarry surface of a catrame. One could consider them the krill of this cave ecosystem.

ST 1, DX 10, IQ 2, MA 10, bite for 1 point of damage. These nuisance creatures can be fought like *Rats*. After combat, any player who was bitten should roll 3/ST. Failure means an infection, and it is up to the GM how serious it is.



CATrame

Also known as a “tar slime”, this member of the slime family is black and very sticky. It is also exceedingly slow, even by slime standards. It has an effective combat MA of 0, and it takes it 10 turns to move even a single hex. Its advantages are that it is very hard to distinguish even in good lighting (3/IQ to spot before stepping on one), and it is so sticky that it takes a great deal of effort to extract oneself from it. Oil is effective in loosening its hold. The slime can be burnt off, but like actual tar it will continue to adhere while burning and the flames can cause damage to the victim. A catrame only takes half damage from weapons, but double damage from fire.

ST 30, DX 1, IQ 1, MA 0. It has the same effects on the target as a *Rope* spell once it takes hold. When it brings its prey down to 2 DX it covers them and the victim experiences suffocation (use the same rules as drowning – *ITL*, pg 120).



CHRYSANTHEMUM URCHIN

A member of the flower urchin family, this colorful urchin has venomous spines. If stepped on, roll 1 die and subtract the victim's armor value. If the result is greater than zero, the spines penetrate their skin and deliver a painful toxin that does 2d damage. Often surrounded by other urchins and colorful aquatic plants, a character needs 4/IQ to spot one before stepping on it (3/IQ if a Naturalist). The urchins neither attack nor flee; they merely wander and feed.

ST 1, DX 10, IQ 2, MA 4.

DHAGRUEN

Giant tunneling worms who made the tunnels housing the infestation. They bore through stone with acidic secretions. When reproducing they form a writhing clew made of many worms. They resemble a landbound version of a palolo worm (*Eunice viridis*), with turquoise segments and black flesh. They have sensory antennae around their mouth and they can extend their jaws to catch prey.

ST 5, DX 8, IQ 2, MA 8, and can bite for 1d-1 damage. Contact with the skin of a dhagruen does 1d damage and is corrosive like the *Acid Touch* spell



FAIRYLAMP MUSHROOM

Luminous cave mushrooms that give off a blue-green glow as bright as a candle. Not poisonous, but inedible except to insects. Exudes a bitter blue milk when broken. Gives off a hallucinogenic gas if burnt. Will glow for a week after picking, slowly becoming dimmer during that time. There are typically many carrion woodlice (5d worth) around these clumps. (see illustration in *Carrion Woodlouse* entry for a depiction of these mushrooms)

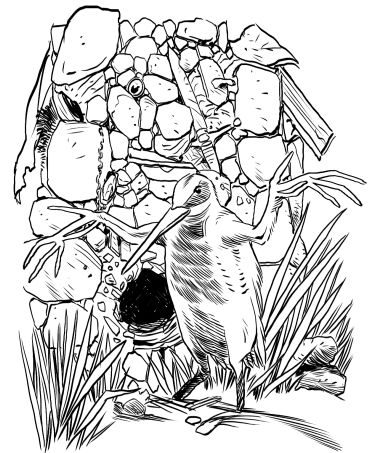
FILCHER

Filchers are flightless birds that live underground. They are somewhat similar to kiwis but with a snipe's bill, and their wings have devolved back into hands. Their shaggy feathers are colored black and gray in ways similar to a night heron. They have big red eyes, and the male has white spots on sides of his head that are used in mating displays. Filchers have a hooting mating call of "soo-soo-wak" and an alarm call that sounds like a blade being scraped along rock which ornithologists have transcribed as "kerr-rer-rer". Most commonly heard from them is a low chuckling gulp they make when searching for prey.

Filchers build their homes in gaps and pockets in the stone walls, using small stones bound together by sticky mucus. A round hole in this wall allows ingress and egress, and restricts the ways in which predators might invade the nest. When dwelling near civilizations they will also incorporate bits of glass and pottery. Filchers are especially drawn to the scent of metal, and one may find nuggets of raw ore added to their nests, as well as coins, nails, keys, and even lost weapons and jewelry. Male filchers each build a courtship chamber during the breeding season, using the most attractive pieces of his horde in the hope it will awe a prospective mate. Sometimes small animal skulls end up in the composite, giving the constructions a gothic touch.

Filchers are not easily domesticated, but dwarves and goblins sometimes leave out metal scraps to encourage the birds to nest nearby, as they are voracious predators of many caverns pests.

ST 2, DX 12, IQ 5, MA 8, can peck for 1d3 damage. -2 DX to hit one due to its size. Filchers have owl-like sight, mostly discerning levels of light and dark, and attuned to motion. Their large eyes efficiently gather the available light, giving them the equivalent of the *Dark Vision* spell.



FOAM SLIME

This aquatic slime looks like a large, persistent patch of dirty sea foam. It tries to float onto creatures at the water's surface (often feeding on unwary seabirds). Once it sticks to its victim it moves over them and attempts to drown them. Each turn is a ST Contest between the victim and the slime, and losing means the victim spends that turn underwater. The slime is weakly corrosive and only does 1 point of damage per turn, but this is cumulative as it works its way underneath armor (so 3 point armor only protects for the first 3 turns). This damage is on top of any drowning damage it inflicts. The slime is only damaged by fire and by being pulled apart by hand. Each successful hand hit on the slime does 1 point of damage to it (modified by critical success).

ST 20, DX 1, IQ 1, MA 4 on water.



GIANT WANDERING SPIDER

A member of the giant spider family, this one has many similarities to the cave-dwelling wandering spiders of Earth, such as the *Califortemus cacachilensis*. It is well adapted to cave life and is very venomous. Treat as a *Giant Spider* with ST 18 and 2d+2 venom.

KANTEMO RATSNAKE

An unusual cave snake. These have a habit of hanging from the cave ceiling and capturing bats in flight. They will also bite anyone who brushes up against them in the dark.

ST 4, DX 12, IQ 4, MA 6. Bite does 1 pt damage, but may startle the bitten into a fall doing 1d damage (3/DX to save). Bite is non-venomous.

MELLIPHEON WORKER

The most common caste in the hive. Workers perform the duties of keeping the hive operating, including excavating the hive, building the walls, and gathering nectar, pollen, and fruit for daily food. They are the size of a medium dog.

ST 6, DX 10, IQ 2, and MA 12. Their chitinous shell stops 1 point of damage per attack. They bite for 1d-1 damage, or do 1d+1 damage in HTH.



MELLIPHEON SOLDIER

Fed a special hormone when young, some Workers develop into Soldiers. They are tasked with defending the hive, with some standing guard at entrances and others performing regular patrols. They are the size of a large wolf.

ST 8, DX 9, IQ 2, and MA 10. Their hard carapace stops 2 points of damage per attack. Their claws do 1d+1 damage, or 1d+3 in HTH.



MELLIPHEON ASSASSIN

Also raised with a special hormone, Assassins are specialized Workers with a paralytic venom in their stinger. They are the ones tasked with gathering hosts for the Queen's eggs. They are the size of a Worker, but with a distinctive appearance. They paralyze the prey for initial delivery to the hive, and then top up the venom to keep the prey alive but quiescent. The venom wears off in about three days, or 5 minutes after antidote is administered.

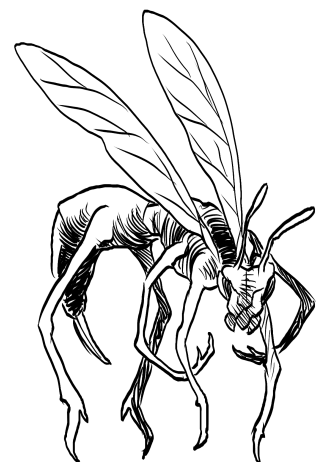
ST 5, DX 11, IQ 2, and MA 12. Their chitinous shell stops 1 points of damage per attack. They can sting for 1d damage, and the poison does 2d fatigue damage (but doesn't kill unless a further sting is given after the prey is at 0 ST). Victims get a 4/ST save roll to resist the venom effects.



MELLIPHEON DRONE

Drones are the sole male mellipheons in the otherwise all-female hive. Drones exist to mate with the Queen, and to attend to her wants. They are the only mellipheon with permanent wings (young queens have wings temporarily when leaving the nest to start new colonies). While not graceful in flight, drones can move at a good speed through the air. They are the size of a woodchuck or badger.

ST 5, DX 10, IQ 2, and MA 10 (20 when flying). They have a weakly venomous sting that they use to discourage intruders from the hive. Their sting does 1d-2 damage, and if it penetrates armor will deliver a 1d venom. Victims get a 3/ST save roll to resist the venom effects.



MELLIPHEON GRUB

These are the larval stage of mellipheon. They are small, the size of a rat, and weak with poor senses.

ST 2, DX 8, IQ 1, and MA 4. Their bite exposes the bitten to a saliva with a dizzying toxin in it. The bite does 1 point of damage, but is cumulative over turns as the grub gnaws on the victim, and once damage is inflicted the saliva gets in the bloodstream. The saliva causes -3 DX for 4 turns.



MELLIPHEON QUEEN

Each mellipheon hive has a single Queen, who is mother to all the hive members. If she dies a grub is selected and fed royal jelly, which will cause it to mature into the next Queen. The Queen lays her eggs in paralysed mammalian hosts, from which 6-18 grubs will emerge, depending on the size of the host. She is much larger than other mellipheon, equal in size to a large bear.

ST 24, DX 9, IQ 4, and MA 8. Her thick exoskeleton stops 2 points of damage per attack. Her claws do 2d damage, and she can spit venom. The venom spit is caustic and does 1d damage, and is treated as a thrown weapon. She can attack with claws and spit in the same turn at -3 DX.



OROBANC

The Orobanc are tall mobile plants. They walk on a ring of stubby root-legs beneath a skirt of long leaves. The legs surround the mouth on the bottom of the plant. The stalk coils up into a globular head with sensory organs. Around the middle of the stalk is a cluster of club-like tubes which can launch barbs. The barbs secrete a numbing toxin which causes loss of feeling in the affected area for up to an hour (-3 DX on arm hits, -2 MA on leg hits). Orobanc are light brown, with orange leaves dappled with yellow spots.

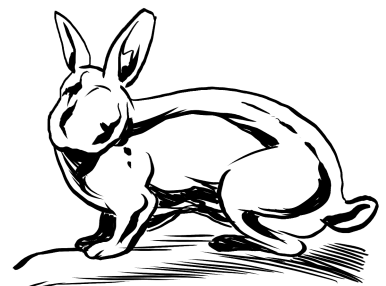
ST 9, DX 10, IQ 4, MA 8. They can do 1d-1 club damage with their tube arms, and “throw” barbs for 1d damage. Roll a die to determine where a barb hits. 1, 2, or 3, is the body (chest, abdomen, or back). 4 is an arm. 5 is a leg. 6 is the head (face, neck, or back of head). When hitting a limb, roll again to determine which one. Due to their sensory node, all surrounding hexes are “front” hexes.



SUN SLIME

The sun slime (*Allomorphus solaris*), also known as a golden slime, is a metallic slime related to the silver slime. As the silver slime is affine to lightning, so the golden slime is affine to fire. It can produce heat and even flames to attack its targets. A sun slime cannot alter its composition or mass, only its shape, so it does not take on any attributes of the form it assumes. For example, a sun slime taking on the shape of a hawk would not have hard claws or the ability to fly. If it was to assume the shape of a person, it could form a perfect representation about 2 feet tall, or a gaunt and incomplete version of actual height. It feeds on detritus as well as soil, rock, and gold. It does not share the typical slime dislike of sunlight.

ST 2d+12, DX 12, IQ 6, MA 6. Armor: none, but only takes damage from lightning, acid, and explosions. Attack: can produce 1-hex Fire or Breathe Fire, with the same costs and effects as those spells.



SWAMP MONITOR

Swamp Monitors are amphibious reptiles found in swamps, bogs, and the like. They breathe air but can submerge for long periods. They resemble a man-sized lizard with a finch-like beak and a flat tail like that of a beaver, though scaly. Their skin is finely scaled like a snake's, reddish with dark concentric diamond patterning. They build mounded dens of mud and marsh reeds. Swamp Monitors are most often encountered singly or in pairs.

ST 12, DX 13, IQ 5, MA 8/16 (walking/swimming) Armor: hide stops 1 point per attack
Attack: 1d+1 bite or claws (1d+3 HTH)



THUNDERBOLT EEL

A Cidri analogue to Earth's electric eel, the thunderbolt eel can deliver a potent electrical shock on a successful hit. Its bite does 1d-3, while the shock does 1d+2 fatigue damage. Someone knocked out by the shock is at risk of drowning unless rescued. Leather, cloth, or other non-conductive armor protects against the shock and reduces the damage, but chainmail, plate, and other metal armors do not.

ST 4, DX 12, IQ 4, MA 12, -4 DX to hit in water.

THYLANC

The Thylanc are thylacines, dog-like marsupials. They have long quills which they raise when angry or defensive. They are mauve with red-brown stripes across their haunches. They are fast, cunning, and ravenous.

Thylanc often live in mutual partnership with Orobanc, each getting benefits from the other. Orobanc are more alert at night and hunt primarily by sound and movement, whereas Thylanc are active at daytime and rely mostly on sight and smell to find their prey. Each species finds the other inedible and will not attack it.

ST 7, DX 13, IQ 6, MA 12. Their powerful bite does 1d+1 damage. Their quills stop 1 point of damage and add 2 points of damage in HTH.



WATERBORNE

The waterborne are a type of zombie created not by the *Zombie* spell but by an anomalous chemical compound. They are not magical but biochemical in nature. Because of this, the corpse needs to be mostly intact for the waterborne to function. The corpse will appear waterlogged and bloated. Like a magical zombie, a waterborne will lose 1 point of ST per day, unless it stays submerged in water, which effectively slows the decay to 1 point per week. A *Zombie Ring* has no effect on waterborne.



DUNGEON OF THE MONTH TRIVIA

2019 DOTMs

#1 – Hive of the Mellipheon

The Mellipheon combine traits of both bees and wasps. Their name is inspired by the scientific name for the European Honey Bee, *Apis mellifera*.

When I told my partner that this was going to be the first DOTM, she told me that she had once written an adventure for her kids to play that had essentially the same premise.

#2 – Unterbrawl

This one is born out of my interest in gladiatorial history. The underground fighting scenes in the series *Spartacus* helped give it form. All the weapons are taken from actual weapons used in Roman pit fighting arenas.

#3 – Deathspine

Both the name of the adventure and that of the main villain are a nod to the original *Death Test* adventure. Like that adventure, players should expect to have their characters killed often. The bombers and the sylph were both late additions to the dungeon and are especially nasty foes.

This is the first adventure I have ever used prootwaddles in.

#4 – Lord Duchemin's Shadows

I wanted to create a “room from hell” kind of adventure, where everything takes place in a single room and keeps going from bad to worse. I also like the hoary chestnut of Lord Duchemin’s angry spirit being revealed at the end as an impostor. And he would have gotten away with it too, if it weren’t for you meddling adventurers!

This one is distantly inspired by the story collection *Henri Duchemin and His Shadows* by Emmanuel Bove. People looking to read this book shouldn’t expect anything at all like the adventure. But there is an echo, to me at least, with the adventure being yet another shadow.

#5 – The Devil Will Drag You Under

The title comes from the song “Sit Down, You’re Rockin’ The Boat” from the musical *Guys and Dolls*. It tells the story of a sinner on a boat ride to heaven. In this adventure there is also an actual devil (the kraken) who will indeed try to drag you under.

Pirate captain Anaïs d’Indigo is named in honor of Anaïs Nin, author and diarist.

Electric eels and flower urchins are real Earth creatures, and the new creatures in this adventure are Cidrian equivalents of them.

This is the first adventure where I commit the cardinal sin of creature designers – adding a new slime (the Foam Slime). It won’t be the last time for this transgression.

#6 – Garden Of The Orobanc

The Orobanc are named after the plant family Orobanchaceae. These plants lack chlorophyll and grow parasitically on the roots of trees. The Orobanc also draw inspiration from the Triffids in the classic novel *The Day Of The Triffids* by John Wyndham.

The Thylanc are named after the extinct Thylacines, which include the Tasmanian Tiger. This creature went extinct so recently that we have old photographs and movies of living ones. Thylanc are essentially Tasmanian Tigers with the addition of quills.

#7 – Hooch Pooch

This adventure came about because I wanted to do something with the *Ferment* spell. This is one of the more unusual spells in the TFT grimoire and it provided a novel challenge to incorporate into an adventure plot. I also wanted to create a quest in which the quest-giver is a non-intelligent being (in the sense of human intelligence).

Appagant is not dissimilar to Appalachia in my home state of Virginia.

#8 – The Discomfited Dragon

Catrame is an Italian word for tar. It’s another new slime.

There are ratsnakes on Earth who hang down from cave roofs in Kantemo, preying on bats as they enter and exit the caves.

I almost never use dragons in adventures, and decided that I wanted to do something different with one. I can see a dragon using a human for work that they consider to be beneath them.

#9 – Après Nous, Le Déluge

The village of Cormorante is named after the cormorant, a diving bird who is not waterproof.

The name of the inn, Wasserblick, is German for waterview.

The title is a French quotation attributed to Madame de Pompadour, or possibly her paramour King Louis XV. It means “after us, the flood”. It is also heard in the form “après moi, le déluge”, where “us” becomes “me”, and this version may be the original form of the phrase.

#10 – Last Call in Pandwick

Originally titled “Death Comes to Pandwick”, this is a murder mystery adventure, a type of adventure that I’ve wanted to create for a while. This evolved several times through different forms, from a killing at a masked village fete to a secret conspiracy by innkeepers to murder travelers staying at their inn. The final form owes some inspiration to the classic *Twilight Zone* episode “Will The Real Martian Please Stand Up?”, with the werewolf taking the title role.

#11 – The Stabian Baths

The floorplan is modeled on the real Stabian Baths, and draws upon the rendering of those baths in Vitruvius’s classic *Ten Books On Architecture*. And what’s more classically Roman than opulence, corruption, and a wild night of assassinations?

#12 – Queen of the White Harvest

This is, at its heart, a superhero battle. I feel a bit sad for the Neanderthal supervillains in this one, actually. And the mental image of the ice elemental with the wizard frozen inside her is an enduringly creepy one.

SEASON DOTMs

These four new adventures were originally part of eight new adventures set in the holidays of the pagan Wheel of the Year (Yule, Samhain, etc.). A number of these were instead submitted to SJG as new Quick Quests, and the remainder were re-organized around the four seasons.

Spring – The Rabbit Of The Sun

This one is an old idea that was mooted for the original DOTM series. The rabbit motif was already part of the adventure and just so happened to fall perfectly in line with the imagery of Spring, as does the theme of eggs.

Summer – Never The Twain

The title is of course from the idiom “never the twain shall meet,” and that’s the fate of the young lovers unless the players intervene. Fans of Japanese mythology will recognize the star-crossed lovers Orihime and Hikoboshi in Fen’nu and Jing’sa. The Japanese holiday of Tanabata celebrates these lovers and is observed on July 7th or August 7th in various regions, so this adventure easily belongs to the Summer season.

Autumn – Chained Offering

Originally titled “Maypole Danse” when it was part of the pagan cycle, this adventure of ritual bloodshed to a wild “god” is at home in Autumn as well. Unless the players are clever and co-operative, this is likely to a brutal slog with a high loss of life.

Makra Shant is very much in the mold of the Celtic deity Cernunnos, only more animalistic.

Winter – Dawnstar Rising

I like the Dwarven culture in this one, as well as the setting. This is one of those adventures where I try to take hostile races (wraiths and trolls in this case) and turn them into individuals with motivations.

Winter is when we await the coming of light out of darkness. In unfortunate times this may come as the false light of the Dawnstar, and require valiant people to arise in order to set things aright.



NOTES

[illegible]

