

BENEATH KARAK AZGAL

IRONBEARD GUNNARSON

Ironbeard has a problem. Actually, his whole family has had a problem - for decades now. It all started with his father Grimcrag, who went into the ancient tunnels near Karak Azgal. Grimcrag knew some dark evil was lurking in the tunnels, but could not identify the source. He made a deal with the local elves to borrow a powerful icon of holiness called the *Star of the Dawn*. In exchange, he gave them the Gunnarson family Book of Deeds.

Grimcrag entered the tunnels and never returned. The Gunnarson family has been shamed for generations. And the elves still hold their Book of Deeds. Every dwarf in the Gunnarson family knows the tales in the Book of Deeds, but it is the family record and holds writings from generations ago about their triumphs, failures, tasks, and works. Its value is great and its loss a source of deep shame. They cannot ask for the book in return, as their honor is at stake.

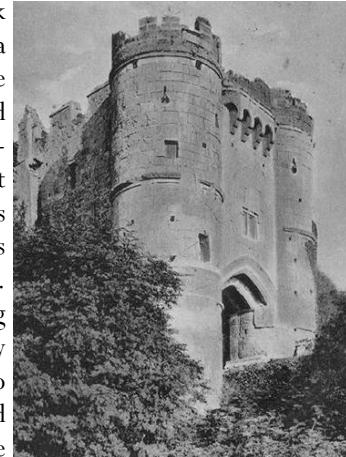
Grimcrag's son Unrun Gunnarson followed his father into the tunnels with a troop of warriors, armed with the family's heirloom axe, the Gunnarson Axe. They sought the Star of the Dawn and some sign of what happened to Grimcrag, and nothing was heard of them again. Now Unrun's son Ironbeard has to ask outsiders for help, since his family cannot lose any more warriors to the unknown in the deeps.

Ironbeard Gunnarson cannot leave his people to go dungeon crawling after two generations of his family died doing just that, he has responsibilities. He is also young, for a dwarf (just 75 years old) and an unsure leader. His father was much more capable, but prone to adventure and met his end due to this tendency. Ironbeard is, to be honest, somewhat craven as well.

The dwarves cannot spare any of their warriors, as the little town is under continuous assault by the local orcs and goblins. They believe an attack on the nearby deeps would destroy the source of these attacks, but cannot spare the troops and leave their home unguarded. Ironbeard is certain a small, capable squad of mixed elites such as the PCs can move into the deeps and deal with the problem, return the Gunnarson axe and bring back word of the lost family members.

KARAK AZGAL

The dungeon of Karak Azgal is at the end of a canyon behind the Karak Azgal keep and small dwarven settlement. This settlement has but 60 dwarves living in it, and lacks even an axemaster. But it does have Karg Thulehammer, a very fine spellsmith who works the iron and *felstone* pulled from the nearby mountains. There is also a Runemaster named Svnar Gunnarson who is a fairly capable mage, but very aged and infirm.



Karak Azgul is the proper name of the keep (Mine Head Keep in dwarven). It has an inn and a stable, a small market with primarily dwarven food, dominated by the keep with a smithy in it. The keep also has a priest of harvest and the Runemaster in it to serve players; the priest will heal damage and cure disease and so on for free but expects donations if the players show up more than once every few days. The players can restock, repair, rest, and heal at the keep between levels, but if they don't stay busy this will upset the dwarves, who will start looking for a more industrious group to do the work for them.

If the party lazes around town, takes weeks to clear each deep, or is apparently slothful or cowardly, they will be asked to simply leave and no one will sell to them or do any sort of healing. Dwarves have absolutely no patience with laziness or lack of action.

Ironbeard will demand a tax of all the goods taken from the deep in his territory, 10%, but can't really enforce his claim very well against adventurers who could do what he didn't want to risk his own people on. He will insist, but not press the issue if the party simply refuses. This will displease and upset him, but he will not retaliate if the party does what he hires them to do,

ADVENTURE SEEDS

How the party of adventurers becomes involved with this adventure varies based on its composition and history.

If there is a Dwarf in the group, then he will be approached by one of his kind and asked if perhaps he could lend his people a hand. If the party has done any work for Dwarves in the past, the same thing can happen.

If the group is well established and has generated some fame, then they could be asked based on their past deeds of glory, provided they have been honorable and trustworthy.

A group which has no history or Dwarven contacts may still become involved. For example, they might be traveling in the area and come across the little town of Karak Azgal. They might have heard of the Dwarven troubles with a nearby dungeon, problems which have persisted for years. They might have heard of a colony of orcs in the nearby mountains and be unaware of the Dwarven connection.

A mage might hire the party to obtain an item for him, a crystal called the Star of the Dawn. It has no power they can access but would be very useful for him in his work as a focus. The mage would pay well for such an item; he can either be sinister or simply a spell caster who is aware of the item's power but has no dark motives. The pay should be something reasonable for the party's strength and experience.

The ghost of Grimcrag sometimes wanders, and it could wander to visit a group of adventurers that is somewhat nearby the mountains and ask that the help his people. If so, when the ghost of the dwarf sees the party, he will criticize them for loafing around and being so slow.

Finally, the Laranscheld family might contact the PCs and ask them to find their wayward son. They don't care about his life, but he took some valuable items and they want these items back, but they will tell the party that they want Alberto returned safe and sound, naturally for pay. The payment would be a painful death, of course.

THE DEAL

Should the PCs be hired by the Gunnarson clan, they will be approached with respect and an expectation of results.

The party is asked to see what they can find out about the lost Grimcrag and Unrunn Gunnarson, and recover the family heirloom the Gunnarson Axe.

Note that unless one member of the party is a Dwarf who can make a successful conversation skill roll, the party will not learn about the existence and loss of the Star of the Dawn. Ironbeard is hoping that when they find Grimcrag, they'll find the star, or at least bring out enough information that a Dwarf group can retrieve it. The shame of its loss is too great to admit to fellow dwarves let alone strangers.

If the players can return with information about the lost dwarves - or better yet the dwarves themselves, somehow, they will be rewarded. For each family member returned, they get a sack of gold (since both are quite dead, this is a safe promise, the dwarves presume it cannot and will not be paid). For the return of the axe, they will receive a weapon made for each party member by the smith. If the Star is returned, they each get a rune for their weapon as well.

The Runemaster can put any one of these runes on either a weapon or a piece of armor for each character:

Rune of Heat (+2 Damage Classes fire damage)
Rune of Silver (weapon becomes silvered and is treated as a holy weapon for target vulnerabilities)
Rune of Clouds (x.75 weight and strength minimum)
Rune of Targeting (Ranged weapon has no range mod)
Rune of Ease (Weapon or Armor has zero END cost)
Rune of Hardness (armor becomes hardened)
Shaded Rune (armor grants flash defense equal to PD)
Escape Rune (Armor gives +3 DCV vs grabs and entangles, and has 1/2D6 NND does Body aggressive damage shield vs entangles)
Rune of Stance (Grants Defense Maneuver IV)

The Runemaster will create a rune for a modest fee of 10 x D3+3 silver and five hours of work.

Consult page 17 for details of the rewards, should the characters succeed.

How To Use This Adventure

Karak Azgal is meant to be a simple dungeon delve for a small group of adventurers. It is not a complex story or mystery, although there is a story and a mystery involved in it. Thinking players as well as action fans will find something to do in this adventure and both will be needed.

Each deep will take at least a full session to defeat, which means the dungeon should fill up four to five sessions, plus however long it takes for the characters to be introduced to the adventure. In between the deeps, the characters have a safe nearby town to visit and take advantage of. There they can heal, repair, and re-equip as well as pick up basic supplies that they did not think about needing before.

The deeps of Karak Azgal are not terribly dangerous, but they can be quite challenging in some areas. Because of the traps and the nature of some of the encounters, players will need to show some caution.

Complications

If the GM wishes, he can make matters somewhat more challenging for the party. As the adventure is written it is a pretty straight forward affair with a linear story: arrive, go to the dungeon, clear out a level, restock, repeat.

In between deeps, the characters might become involved in the defense of Karak Azgal. If the orcs and goblins attack, the party is expected to lend a hand, and certainly no shopping can be done while the town is fighting off invaders.

Karak Azgal is surrounded by a stone wall ten feet high and has a strong gate, but with only 25 adult warriors, the walls can be overwhelmed by the attackers. The GM should have the party need to kill off an orc and three goblins each character before the waves of yrch give up and head back into the mountains.

Another potential complication is having Karak Azgal simply wiped out. While this eliminates any hope of reward, it might motivate the party to try harder. This would make it impossible to go refit so easily and eliminates the easy healing and cures that are available. Even simply having a couple of key NPCs die would have this effect, such as the priest being killed.

Ironbeard could be killed and another take his place who is not fond of outsiders and bars them entry into Karak Azgal. The replacement ruler, Hafdan Gunnarsson sees everyone but dwarves as a danger and a problem, and seals off the town. This should only be used with a party that will treat this as a challenge, not a reason to simply give up and leave.

Captured

It is possible that the PCs are defeated at some point by the orcs. Should this unlikely event happen, then they are taken captive, stripped of all their goods, and forced out to parade in front of Karak Azgal to mock Ironbeard's choice in champions.

All of the PCs' gear will be on their captors, who will number equal to the party in both orcs and goblin spearmen. It is a half hour march from the deep to the town so the party can at some point try to escape or overpower their captors. If one member gets away, the orcs shrug and march off with the rest figuring a naked non-orc has no chance in the wilds.

The PCs will be shown off with many taunts and humiliations, then the orcs take them in back of the army and attack Karak Azgal once more. While the attack is on, the party will be tied hand and foot but only guarded by two goblins. Should someone get free, they can get the others free as well with a stealth roll at +1 (due to the noise and spectacle) and then overpowering the goblins gives them a weapon at least.

Should this option be used, the GM should give the PCs a chance to overpower their captors (orc leaders have their gear) and thus turn the tide of battle. With their gear recovered, they can heal up and get ready for another try, this time wiser and more careful,

THE FIRST DEEP

The Karak Azgal dungeon (called the Deep by the dwarves) is less than a mile from the keep in a canyon just to the east of the town, heading north. It is at the end of the canyon where it narrows to a few dozen feet at the base, in deep shadows. A waterfall trickles down the rocks around the cave-like entrance, running in a stream down the canyon and out by the town.

The entrance looks like a rough hewn cave, worked slightly but not very expertly. Moss hangs down over the entry, but it is dry inside.

The deep is very regular and laid out on a grid as if it was engineered, which makes the origin very obscure. Dwarves tend to follow the rock and its natural patterns. Humans follow the ore and aren't very careful, and most other races tend to work only to expand or smooth caves. The walls are smoothly worked, sometimes with geometric patterns or even designs like bats and skulls. There are quite a few magical traps and devices in the dungeon placed over the years by inhabitants far more powerful than now. They are long gone now, partly driven out by the influence of the *Star of the Dawn*.

Within the first Deep, the encounters are fairly low powered and tend to be the kind of creatures that need access to the surface. In each new area entered (hall or room) roll a D6, on a 1 there's an encounter.

RANDOM ENCOUNTERS

ROLL	RESULT	No.
3	Minotaur	1
4	Bone Fungus	1
5	Ushant Spider	1-2
6	Spiderling	D6
7	Fire Beetle	D6
8	Orc	D3
9	Quill Rat	D6
10	Sewer Rats	D6+1
11	Goblin	D6+1
12	Goblin	D6+2
13	Junk Fly	2D6
14	Sewer Rats	2D6
15	Hunter Bats	D6
16	Hunter Bats	D6+2
17	Polyp (type varies)	D3
18	Hunting Spider	1

Most encounter areas have descriptions that can be read aloud to the players, but these descriptions may be conditioned on some things that happen or how they are encountered, so read carefully.

1: ENTRANCE

You stand at a rough archway, the ground raises slightly here then flattens out and becomes a long stair into the darkness. Mosses at the entrance give way to lichen on the rocks and a foul, dank odor wafts on the oddly warm air from the Deep.

This is a basic dungeon entrance, nothing special is to be found here. Even the mosses and lichens are mundane. At the bottom of the stairs the passage ends in a T, leading either direction to the sides with a closed door on either side.

2: T JUNCTION

The door to encounter area 6 is locked magically and cannot be opened yet. It has a glowing circle of magical sigils that glows slightly on the side facing the T-junction.

If the players move up to the two squares directly adjacent to the locked door, a dull bell tolls in the distance behind the players. The door to 3 flies open seconds later, and through it rush the orcs from the guardroom to attack. As the last orc dies, it snarls "*you'll fare no better than da stunty when da boss gets to ya!*"

3: GUARDROOM

Old stools, beer bottles, tables and filth are scattered around the floor of this room.

If they have not been warned by the alarm at 2 above, the orcs are lounging around the room, drinking, arguing, and playing dice games. This is where a group of Orcs spend most of their time.

There are D3+3 orcs and D3+3 goblins with short bows in this room. They are taken by surprise by the party if they have been remotely quiet up to this point.

There are four potion bottles among the beer bottles, each a different color and unmarked, and among the debris of a knocked over dice table are the cheap dice and a purse with 10 cp in it.

- Potion 1: Clear with a red label (*Potion of Health*)
 Potion 2: Red tinted glass bottle with a black label
 (*Hellbore* poison D6 doses)
 Potion 3: Opaque Gray bottle (*Stoneskin Oil*)
 Potion 4: Opaque White bottle (*Unction of Might*)

As the last orc dies, it snarls “you’ll fare no better than da stunty when da boss gets to ya!”

4: LONG CORRIDOR

This looks like a long, L-shaped hallway of shaped stone, the floor laid with ancient cracked slabs. Along the walls are regular torch sconces with sputtering torches in all but 3 of them. However, there are two features in this hallway that make it interesting

First, there is a secret door to the north. Finding the trigger is a -3 PER roll, assuming the PCs are looking around and not simply traveling. One of the torchless sconces is slightly turned more than the others, and it can be twisted to open a door next to it in the solid rock. Beyond this opening is encounter area 5.

Second, there are two pits at the end of the hall by the doorway to encounter area 8. The doorway is open to 8, and beyond it is a large room with a big block or slab of stone in the middle. However, anyone who steps in the final two squares by the doorway trigger a dual trap. First, a portcullis slams shut across the door to 8.

Second, a pit trap opens beneath the feet of the person standing on the square. The trap is triggered by weight, so anything over 50 kg that is on either of the two squares sets off the trap on that square. Beneath the tile is a 3” deep pit with spikes on the bottom. This causes an autofire attack at OCV 2 (players falling helplessly are DCV 0) of D6+1 KA (penetrating). For each 50 KG over 50 the character weighs, they suffer an additional damage class of damage. The walls of the pit are difficult to climb (-1 roll).

The pit trap is very subtle, requiring a -4 PER roll to even spot, although a DEX roll at -1 can be attempted to scramble to safety before the pit opens completely. Players cannot scramble forward to the door; any attempt is an automatic failure (you have one shot, and that’s when you first step on the pit trap).

The rusty portcullis requires either 30 STR to lift or 5 Body damage done to its 7 Defense (all damage done to it is halved if the weapon is not designed to damage inanimate objects such as a pick or a hammer). Each player past the first adds 5 to the STR of the strongest to lift the grating. The lock here cannot be picked or opened in any way from this side.

5: THE WELL OF DOOM

This room is dusty and grimy, with spider webs cloaking the corners and old bones scattered around the rooms. In one corner is a large wooden chest, in another is a skeleton. The most obvious feature is a sunken area in the middle of the room with foul-smelling ooze pooled in it. Oh yes, there are also a few spiders as big as dogs on the walls and floor, moving toward you.

There are D6+1 Hunting Spiders in this room when the players open the door and look in. Once the spiders are all dead, the room can be searched more carefully. There are D6 KG of good webs in the room that can be harvested for silk. At the bottom of the ooze in the center is a key, the ooze is nasty smelling but harmless. The key is gold colored and glows slightly, clearly it is magical; it is the key to the door to room 6 at the end of the T corridor earlier.

The skeleton has a helmet of poor quality plate and chain, granting 6 PD armor until repaired, to hit locations 3-4. The sword looks pitted and worthless, but it is magical. If identified, it is found to be a *Stunsword*.

The chest can be opened easily. Within it is a mound of copper, a truly amazing amount of coins from various sources and times. There are a total of 4000 copper in the chest, weighing a grand total of 250 pounds. The chest is a monstrosity, weighing 500 pounds on its own. The total is almost half a ton, more than anyone is likely to be able to move although a couple of PCs could drag the thing around... were it not anchored to the floor with bolts acting as a 4 Body, 6 Defense entangle (again, weapons not designed to harm inanimate objects do half damage). However, it is not safe to remove the chest or the coins, either. There is a magical and mechanical trap connected to the chest being lightened.

For each 100 coins removed from the chest, it raises up with a rumbling, grinding sound. The rock slab it is bolted to rises up and the sunken area in the middle lowers, draining of goo (and revealing the key if it has not been found yet). Then D3 Hunter Spiders crawl out of cubbyholes in the pit. This happens each time the PCs remove 100 coins from the chest, until the chest is empty and 40 D3 spiders have crawled out.

Granted the PCs can handle a few spiders, but few can survive a horde like that. After even a few sets of spiders it is going to be clear in a hurry that the PCs have three options: Plug the hole up (the chest is big enough, but not heavy enough unless at least 3000 coins remain), replace the weight of coins with something else, or give up.

6: MINOTAUR LAIR

As the door swings open, a harsh bellowing fills the air and a rank odor washes assaults your senses. Facing you are a pair of brutish Minotaurs, apparently here to guard this room.

This room is where a pair of Minotaur brutes live. They have messed up the room, and it wasn't all that nice looking to begin with. Once killed, the PCs find 3D6 silver and 2D6x5 copper.

7: THE FIRECHASM

Leaping flames illuminate the black stones of this chamber, licking hungrily upwards from a chasm rent across the floor. A rickety looking bridge crosses the chasm, leading to a towering bronze statue of a dragon.

Initially the room is empty, only some old guano and chewed up bits of bone and cloth scattered around. But when the characters step on the bridge, a number of hunter bats equal to the players and double that of sewer rats appear from the Dragon statue side.

The Hunter Bats swoop at their victims and cry, but aren't interested in having their lunch fall into the chasm - it's a hundred feet deep and boiling with fire. Their attacks might cause someone to stumble, however, and the bridge is narrow. If anyone rolls an 18 to hit, or if any of the monsters gets a critical hit, the PCs might fall off. They need to make a DEX roll at +1 or fall, then they have to make a to hit roll, hitting a 0 DCV means they grabbed a rope and managed to stay up. A full phase is required to scramble back up.

To illustrate this point, have one of the rats charge someone, make a really horrible attack roll, scramble at the edge of a plan, then fall squeaking into the fire. If someone almost falls off, they get a luck/unluck roll to not lose their weapon. If they fall but catch the rope, then they lose one object they are holding, shield or weapon. A luck/unluck roll is required to not lose anything else from the jarring and flipping around - each unluck is an item that falls out.

PCs can deliberately try to punt rats off the side, it is a straight STR vs STR check to do so, like a grab and throw. They must hit, then beat the rat's strength. If a bat takes body damage to a wing, it will fall into the fire as well on a 14- chance, otherwise it lands on the bridge.

Once the PCs are across the bridge they confront the dragon statue. This statue is semi-aware, a dragon that has become a statue for his own cryptic reasons. The base of the dragon statue can open up to reveal a pile of loot, but it takes deliberate searching and a -1 PER roll to find the lid.

Within the cache is 4D6 in D6 of copper and 3D6 silver, plus a *Featherpack*. If one of the PCs makes a Perception roll at -2, they spot some runes around the base of the statue, in Arcanum. The runes read:

MY COIN IS WATCHED OVER ETERNALLY, MY ONLY JOY AND SOLACE. STEAL IT AT YOUR PERIL THEN KNOW THE POWER OF MY MALICE.

If a warrior tries to take any of the coin, the dragon breathes fire from the swiveling head doing 4D6 penetrating damage. The dragon repeats this performance at a speed of 4 until the PC either returns the money, is 10' away or further, or is dead. The dragon does not care if the *Featherpack* is taken, only the coin.



If the adventurers leave the coin alone, or return it before leaving, the dragon's eyes glow green and it says a short statement, then is still:

Brave adventurers, heed my words. Beware the hide-bound door. Only if you bear no arms will you open this cursed portal.

If the PCs attack the dragon, it shifts into normal form and kills them all (a mature fire dragon), but it does not wish to bother them otherwise.

8: TOMB CHAMBER

A huge sarcophagus stands in the north end of the room with a stone slab on top carved with a recumbent knight, holding a sword.

This room is devoid of monsters unless a random encounter occurs. After a few minutes, each player must make a perception roll, and the best roll notices a glowing form dimly visible near the tomb. It gestures to the PCs and says

"What took you so long? I've been waiting years for some one to get here, or for that cowardly cur Ironbeard to avenge me! And what does he send? A bunch of no-hoppers!"

The ghost of Unrun continues to berate them for a while, then introduces himself.

"Well I suppose we'd better get on with it."

With that, he walks through the wall leading to the hidden corridor (encounter area 9). The mechanism to open the portcullis is easily seen and can be used to open it from this side, it is on the wall of the portcullis, ten feet to the north.

The tomb can be opened, but it is trapped and very heavy. The lid weighs 400 pounds alone, and if the trap is not spotted (-3 PER roll or -1 mechanics/trapmaking roll) then gas billows out of the coffin when it is opened. This gas causes a 2D6 STN drain that recovers per day, and does 4D6 NND damage immediately, full damage. Anyone who specifically states they were holding their breath, does not need to breathe (or has a force field for some reason), or is greater than 1" distant from the tomb ignores these effects.

Within the tomb is the skeleton of some knight, undisturbed for centuries. Like the knight on the lid, it is holding a bright, clean sword. This blade is a *Broad-sword of Biting*.

The trapdoor in the room can only be spotted by someone who goes near it, at a -1 Perception. It is locked from the other side and cannot be opened by anything but destroying it. The trapdoor has 4 DEF and 6 Body, but weapons that are not designed to harm inanimate objects do half damage. Under it is the stairs to Deep 2.

There is a secret door (that Unrun walked through) that is opened by pushing in a small projection from the wall at the floor level. Behind it is a dark, dank tunnel without torches or light, and the floor is dirt rather than stone. A dwarf's skeleton can be seen dimly on the floor clutching a hammer.

9: THE HIDDEN CORRIDOR

If the PCs stop to examine the bones, they discover a warhammer, a small scroll stuck in the dirt floor, and a pouch with 20 cp.

The scroll is bloodstained and written in a shaky hand in Dwarven. It is Handout 2, at the end of this adventure.

The warhammer is an *Accurate Dwarven Steel hammer*, but only a dwarf can get the magical bonus to OCV. These are the bones of Unrun, who died long ago to the denizens of these ancient chambers.



At the end of the corridor is a door covered with some kind of hide, etched with a circle of runes. In the middle is an *Danzly* glyph.

When a player tries to open the door with any armor on or any weapons on them, the glyph goes off doing 1D6 NND full damage and knocking the character back D6". The next time they try, it does 2D6, up to 5D6 total then it resets, and starts over again at 1D6; always doing the D6" knockback and preventing the door from being opened. If someone without any armor or weapons on opens the door, nothing happens, and everyone can pass through safely. The dragon statue in encounter area 7 warns of this door if the PCs take the right actions. The circle of runes prevents any magic from opening the door by suppressing magic 10D6 for any spell.

10. RING OF POWER

A pale green glow suffuses this room and a pall of smoke drifts across the floor. You can just make out a magic circle inscribed on the floor and hear an eerie, dull chanting.

The room is otherwise empty when the adventurers enter the room. But as soon as they begin to take any action other than running away, shadows begin coalescing in the corners, and a snorting roaring sound can be heard. The smoke clears and two Minotaurs are standing in the magic circle, one on either side of an Orc Shaman. Ordinarily orcs do not learn magic, but some do on rare occasions. Skabnoze is one that did, and he has big plans for this place.

Skabnoze holds an old book and has a key hanging on a chain around his neck. As soon as the Minotaurs are dead or Skabnoze is otherwise pressed in combat, he uses his magic ring and vanishes in a poof of smoke. If Skabnoze has been knocked out, he wakes up and uses his ring while the PCs are otherwise busy. However he leaves, in his haste, Skabnoze drops his book and leaves it behind. Bend the rules if you have to: Skabnoze gets away this time.

Once the room is cleared of monsters, the PCs find only a small tightly wrapped scroll, 3D6 silver on each Minotaur body, and the book. The first page of the book reads (in yrch) *Skabnoze's buk - sekrit - hands off and dis meens yu!* If anyone can read yrch or has a spell to translate with, handout 3 has what is legible in the book.

One page holds a rough scrawl of a cross section of the deep. The book is signed by Skabnoze and then Magrak Manbane, inexplicably signed four times in exactly the same script.

That's it for the first Deep, the PCs can head back to Karak Azgal to train and reequip, heal and ready for the next Deep, give up entirely, or head down now.

THE SECOND DEEP

The adventurers can access this Deep only by the trapdoor in encounter area 8 of the first Deep. If they did not open the trapdoor, then Skabnoze left it unlocked with his magic key, and it can be opened freely.

If the players head down immediately to the second Deep, the denizens will not have had time to prepare. If they went to town to heal and sell and such, the monsters will be ready for them.

Snow will have fallen in the intervening time, and it has drifted some into the first Deep, all the way to the first T-corridor, dusting the floor. Small tracks like rats and other creatures can be seen, but it is otherwise undisturbed. The little creek outside is frozen solid. But the interior of the Deep still is warmer than outside, and by the top of the T section the snow is melted and is just damp rock.

Within the second Deep, the encounters are a bit more challenging, and tend to be undead due to their isolation from food and the outside. In each new area entered (hall or room) roll a D6, on a 1 there's an en-

RANDOM ENCOUNTERS

ROLL	RESULT	NO.
2	Ghoul	D3
3	Zombie	D6+1
4	Sewer Rats and Swarmwings	D6@
5	Hunter Bats	D6+1
6	Junk Flies	2D6
7	Sewer Rats	D6+2
8	Insect Carapace	D3
9	Lost Soul	D6
10	Skeleton	D6
11	Skeletal Knight	D3
12	Mummy	1

If the adventurers come back after some time in Karak Azgal, the trapdoor is locked and must be broken open. If they already destroyed the thing, there's a makeshift trapdoor over the opening that can be torn away with ease. However, a trap has been set on the stairs, a tripwire visible with a -1 PER roll to spot, causing blades to scythe across at neck level on a man or orc (passing over the head of a ratman, for instance). The blades do 2 attacks at 0 OCV, doing a total of D6+1 KA to area 5.

This Deep is labeled *da boneyard* by Skabnoze in his book.

1: THE ENTRANCE

The steps beneath the trapdoor lead to a corridor. At the far end is a black door with a skull motif crudely rendered in red paint. At least it looks like paint...

The door to the room is not locked and is just a garishly painted door.

2: FIGHTING PIT

The floor of this room falls away to a pit with spiked sides and roughly hewn walls covered in dirt. At the far end is a large door, held shut with two identical iron locks and covered with magical sigils and runes.

There are D6+4 skeletons waiting just on the other side of the door for the adventurers, they attack immediately, but will not leave the room. They are all armed with rusty broadswords, and like to attack people as they try to get through the door.

Anyone with a magic roll can tell that the door has powerful juju on it, and anyone with a successful invocation roll can as well. If anyone tries to force the door or pick the lock, they suffer a D6 full damage NND.

With a sickening hiss and crackle, magic of the door rejects your attack, causing painful wounds.

At the near end of the pit is a trapdoor. Any PC who searches the area and makes a Perception roll hears a muffled shouting coming from within. This trapdoor must be bashed open, this time making so much noise that each blow requires a check on the random encounters table. The door has 4 DEF and 5 Body, and again, weapons not designed to damage inanimate objects do half damage.

Once the trapdoor has been bashed and hacked enough to get it open, the adventurers discover a filthy, bearded prisoner. If they decide to help him out (the pit is 2" deep and he cannot climb out) he will be grateful indeed! Also in the cell is a key which opens the secret door to encounter area 3.

The bedraggled man in the pit will mention something about a hidden door nearby if the PCs haven't worked it out when the key is found. Otherwise he claims to be a captive, a trader who wandered too close to the Deeps and was captured. He will only tell them more if carefully questioned with a successful roll of persuasion, conversation, or interrogation. He will say his name is Alberto Laranscheld, former historian whose family was disgraced. A good roll will make him reveal that he was in search of some treasure he'd read about long ago in documents that was hidden below here, some star or such but he doesn't know any more.

A critical success on the rolls will make him reveal that he's also some kind of spellcaster and that his studies led him down a dark path, which was part of why his family was disgraced, so he abandoned it.

This sad fellow will not follow the PCs unless compelled, and tries to slip away at every opportunity. He exhibits only cowardice and fear.

Laranscheld is actually a necromancer: he never abandoned any studies. But he's not particularly any good at it, and while he's been successful in summoning some undead that populate this level, he's fairly bungling. He was captured by the Skeletal Knight(s) Magrak Manbane and thrown in here to deal with later. Alberto is hoping the adventurers can take out Magrak and Skabnoze, which leaves them weakened for the final blow by Laranscheld! Or so goes the plan.

3: CORRIDOR

This door can only be opened with the key from encounter area 2 in the pit with Alberto Laranscheld. The door itself is only discovered with any kind of search, finding the outlining crack of a doorway, and a keyhole. There is another secret door in this corridor, as well as a lit torch. The secret door is opposite the first and requires a Perception roll at -1 to spot, if searched for. It merely pivots open once a small stone at the base is pushed down.

4: THE SAND TRAP

The room has sheer, featureless walls carved out of sandstone and no other apparent doors. Six rotting bodies lie on the floor - possibly previous explorers.

This room is trapped. The trap is triggered by a stone being stepped on, which happens to the character who makes the lowest perception roll. The character with the highest PER roll spots the stone - just as it's stepped on. If all characters succeed their PER roll, roll luck/unluck and the trigger is spotted before stepping on it. The door is now securely locked, -4 to pick which takes at least a turn and held with 30 STR.

When the trap is triggered, read this:

The stone pushes into the floor with a grinding sound, and gratings open in the ceiling. Sand begins to pour in at an alarming rate, filling the floor. With a horrible moaning grunt, the corpses stand up and leer at you with black lolling tongues and hungry eyes - hideous ghouls!

Each phase the PCs must make a strength roll to move and fight in the increasing sand. Those that fail lose 2" movement and are -1 OCV and DCV as they struggle in the impromptu dunes. Each failure causes this effect, marking a point when the sand has raised another foot in the room. If any player reaches 1" or lower movement, or if it reaches five feet, the sand stops.

Once the sand stops, the warriors can claw their way to the top and fight normally, with no penalties except a -1" move for being on shifting sand. Once the ghouls are dead, a concealed door at the 5 foot mark up to the ceiling can be found and opened, leading to encounter area 6. The ghouls have little on their bodies except some cheap jewelry worth 4 sp. While the room is sealed obviously no random encounters can occur. The trap only triggers once.

Unless forced through first, Laranscheld will escape to set up an ambush at area 1 to wait for the adventurers. See Back to the Fighting Pit on page 12 for the details of this ambush. Unless the PCs are remarkably attentive and restrain him physically, Alberto will run away in apparent mincing cowardice at the first opportunity.

5: T-JUNCTION

A weapons rack is the most obvious feature of this hall, although there are no torches or light sources. The Weapon rack is stocked with old, rotting, rusting, and crumbling weapons that are of no use. However, in the pocket of one of the crumbling leather jerkins is a glowing gem - a *Jewel of Energy*, the size of a chestnut. The secret door opens near the weapon rack.

6: CORRIDOR

The secret door opens to this simple corridor with doors on either end and one on the side. The Sand Trap at encounter area 5 functions exactly the same if it is entered on this side, although the door to 3 will be mostly buried in sand and un-openable.

7: NECROMANCER'S DEN

Numerous black candles gutter and spit as they cast a weak, flickering light around the room. There is a desk against one wall with a mirror above it. In one corner is an unmade bed. A threadbare rug covers the floor. On the wall is a dusty parchment chart covered with spidery inscriptions and diagrams.

The contents of the Necromancer's Den depend on which route the adventurers have taken to get there. If they got stuck in the Sand Trap (4) or visited the Mummy's Lair (8) or the Storeroom (9) first, the necromancer has been and gone, taking a *Dispel Magic scroll*, *Swift Boots* and his book with him. This will also happen if he managed to slip away or was let go before the adventurers arrive.

If the adventurers get here immediately and have not let Alberto go, the treasures are there, defended by six zombie Sewer Rats (described in 4) and D6 Hunting Spiders. The scroll is on the desk, and the boots by the bed.

Alberto has a flesh-bound book with various musings on necromantic magic in the desk. Any spellcaster who succeeds at a Magic Research roll can tell this was written by a clod. One of the chapters of the book details what Alberto Laranscheld knows about the star: that it was some elf item that was borrowed by the local dwarves, and lost, forfeiting their surety the book of grudges. He suspects its still in this Deep or the one beneath it, somewhere. The pertinent section is detailed in Handout 4.

If the adventurers specifically attempt to look behind the mirror, they find a small cubby hole with 20 silver in a bag behind it.

8: THE MUMMY'S LAIR

Little remains in this room other than an ornate sarcophagus in the corner, although it is evident that at one time this room contained a lot of treasure as the remains of smashed urns and chests litter the floor. There also looks to have been a conflict in here, as in the ruins like scattered bones of several skeletons.

The sarcophagus has a magical aura that any mage can see with second sight. In the debris of the room is a *Marshall Aren's Blade* stabbed into the crack between two flooring tiles.

If the sword is pulled out of the ground, six skeletons reform, and the Mummy gets out of the sarcophagus to attack. It also does so if the box is opened, but it doesn't care what happens to the bones. If the skeletons are moved into another room or crushed, they won't reform.

9: STORE ROOM

The door from the Mummy's Lair leads into a dusty store room where all the food had been stacked for the dead king's afterlife. Centuries on, the bulk has decayed to dust and is worthless.

There are 10 tightly sealed urns in this room that have not been looted, broken, or come undone over the years, the rest are shattered or open easily. The shelves are lined with dust and crumbling former boxes. When an urn is opened, roll on this table:

URN CONTENTS	
ROLL	RESULT
1	Poison gas: does a megahex 2D6 Drain to both Constitution and Dexterity, recover per day
2	Plague Gas: does a megahex effect 7D6 drain Body and Constitution, gradual effect one week, recover per day
3-4	D6 days of Preserved food for one person
5	D6+3 Aloe Bandages
6	Two Potions of Health

10: TEMPLE OF THE DAMNED

You emerge into a large, oppressive chamber with an altar at the far end. Flames leap from a bronze brazier, suffusing the chamber in a dull red glow. It is a temple of some sort, and on the altar is a statue to some demon or another. Standing next to the idol is the Orc Shaman you encountered earlier - Skabnoze.

As you draw nearer, four figures in plate armor with their visors up step from the shadows, knights long dead. One of them has a large iron key hanging around his neck.

As they emerge from the darkness, all four of the Skeletal Knights say in unison

What seek ye here foolish mortals?

They aren't really interesting in talking, and whatever the answer is (unless it's really clever and surprises you as a GM), they answer:

You must leave or die.

At this point an INT roll will perceive that every single action and move taken by the Skeletal knights is perfectly in unison. Then the combat begins. Skabnoze remains by the idol casting spells, and as long as he's within 2" of it, he has +2 to his magic skill roll and OCV with spells.

There is really only one Skeletal Knight, the rest are illusory. However, until the real one is killed, the others cannot even be harmed, although they can be restrained and blocked off. The real Skeletal Knight wears the key around its neck. When he is destroyed, the others vanish with horrible, wailing screams.

Skabnoze has a key in his pocket that is the twin of the one the Skeletal Knight has, and these two keys open up the doors in encounter area 2. Under the altar is a hidden compartment that opens up to a long casket. This compartment is -2 to find even if looking, and the casket takes a -1 lockpicking roll to open.

Within is a pouch with D6 in D6 sapphires worth 10 silver each, a roll on the magical treasures table, and a roll on the runes table. Also there is a map of sorts.

The map shows that the Star is called *The Star of the Dawn*, and that it lies deep under the mountain. This lair, labeled Chaos Lair is apparently accessible through the doors in the pit, which temporarily are a “doorway through space and time.” Or so says the map.

BACK TO THE FIGHTING PIT

Now Laranscheld has gathered his forces and is ready. Well, as ready as he gets. He will be in the pit, hoping that the other monsters have beat up the PCs enough he can take them.

He will have D6+1 zombie Sewer Rats and D6-1 Ghouls with him, and he'll stay behind them all at the door hoping to get the keys and the power of the Star for himself, whatever it is. But as you can see from his writeup, Alberto Laranscheld is not particularly capable as a caster. He's quite knowledgeable and knows many powerful spells. He's just not very good at *casting* them. Alberto will use the *Scroll of Dispel Magic* if anyone is visibly “buffed,” and will be wearing the *Swift Boots* and use them to try to escape or elude attack. He also has a pouch with D6 in D6 silver and 5D6 copper in it.

The PCs can open the doors now, each key inserted and turned causing crackling black lighting to spider-web across the surface with a deep boom that echoes through the Deep. When opened, there is a powerful wind sucking toward the gap, then a deadly calm and cold.

Behind the door is a swirling purple and black vortex. From the vortex a cold pulling breeze tugs at the adventurers' hair and clothes. They can barely hear whispered voices in the vortex, but cannot make out what they say. Where the vortex meets the floor, it *bleeds*.

Anyone who enters is gone, they cannot interact with other players. Remove their miniature from the board. When all have entered, read this

As you step inside you are engulfed in blackness. There appears to be no way forward and no way back. Cold grasping hands reach out for you and brush you as your names are whispered in the darkness. You feel that alone in the blackness, you will surely die!

This is a good place to end the current session.

THE THIRD DEEP

The adventurers have been faced with a choice at the end of the last deep: step through into the unknown, through a gate that will be open an unknown, unknowable amount of time, or head back and rest, restock, and recuperate first. The gate will stay open a week then shut for another fifty years, so the adventurers have a small window of safety. When the PCs return to the chaos gate, the Deeps are devoid of anything except the random encounters, everything else is likely dead and certainly the primary players are out of the way.

In the Third Deep, all random events are traps and special encounters rather than wandering monsters.

RANDOM EVENTS	
ROLL	RESULT
2	Disenchanter trap: does a 15D6 dispel on one spell on the target at OCV 0, triggered by stepping on a tile (-2 PER to spot)
3	Fire Blast: does an OCV 0 fire blast of D6+2 in D6 normal damage, triggered by a trip wire (-1 PER to spot)
4	Goo Trap: does a suppress of 3D6 on Dex and Magic Skill Roll until cleaned off with some caustic liquid (whiskey, vinegar, etc). Also fades after 8 hours. 0 OCV attack, trigger is a tile (-3 PER to spot)
5	Spiked Pit Trap D6" deep, -1 PER to spot
6	Pit Trap, D6" deep, -2 PER to spot
7	Pit Trap, D3+1" deep, -2 PER to spot
8	Floor is covered with runes, walk with DEX roll or step on one, which summons an Insect Swarm on that adventurer.
9	Ceiling is a membrane of suspended boiling water, any damage to it causes it to collapse on the party doing 6D6 penetrating damage, then 1D6 less damage every 3 segments til it is cooled to 0D6.
10	Floor lowers D6+3" for D6 hours, walls are -1 climbing to climb back out.
11	Door is intelligent, requires a persuasion or conversation roll to convince it to open
12	Ceiling collapses when the door is opened unless traps are found and disarmed. Does a megahex AE attack of 3+D6 in D6 damage, plus pins the characters down with 15+D6 strength in rubble

1: TUNNEL

The tunnel is a very simple Magical trap. It is a short piece of corridor with an illusion on it to seem endless. There is a secret door on one side, but the hallway seems to extend infinitely in either direction. Instead, all it does is magically connect both ends of a fifty foot long passageway.

The PCs can see light ahead of them that they never seem to get close to, the air is hazy and they have a hard time making out what the source is. The tunnel is featureless and drab, and goes on and on and on... until someone works out that this is not what it seems.

The Secret Door is visible only on a -4 Perception Roll, but opens easily by pushing on the correct stone.

2: CORRIDOR

There are three doors in this corridor, but the one straight ahead is locked magically and jammed. It is also indestructible. The door to the right leads to 3, the Magic Circle. The door to the left leads to 10, Grimcrag's Resting Place.

At the end of the hall by the locked door are a few cobwebs across the hallway. If they are brushed aside or burned away, a crossbow trap goes off, firing a 2D6-1 armor piercing KA to area 9-14 (D6 for the area). This only goes off once.

3: MAGIC CIRCLE

Glittering candles bathe this room with an eerie glow, their light glancing off the magic sigils and arcane symbols painted on the floor. The room stinks with an overwhelming stench of decay.

When all the adventurers have entered the room, they hear a dull rumbling, and dust and small rocks begin to fall nearby the door. Anyone who says they move out of the way immediately gets clear, anyone else gets a DEX roll to get clear. The ceiling collapses in a 2x2 area in front of the door, doing 2+D6 in D6 damage , and pinning the characters with 15 STR in the rubble.

Then the symbols on the floor flare and a number of Lemure demons equal to half the party members show up.

Once the Lemure Demons are dead (and the results dealt with), the PCs can search the room. In the corner of the room is a pile of junk, but among that junk is a scroll that appears blank, but with second sight it is clearly magical. There is also a red bag that is sealed with a golden cord and a wax seal with a rune on it. This looks ominous, but isn't magical or dangerous in any way. It contains 200 copper.

Lastly there is an ornamental dagger with a jeweled scabbard. Anyone who looks at the dagger immediately notices a small gem in the pommel that seems to contain a tiny, raging dwarf stomping around and silently yelling. The dagger is blunt and soft, it is worthless in combat, but the quality of the make and the gems make it worth 10 sp. The jewel is not magical but clearly is something significant.

4: CORNER

Do not roll for a random event here, or in areas 5 and 6.

5: THE WELL CHAMBER

In the center of this room is a large open well with a chain hanging into it from the ceiling. In the far corner a metal grate exudes a nasty stench, and opposite it is a stone chest with wisps of green leaking from the lid. There are no visible exits, but there are quite a few orcs in here.

There are a number of orcs equal to the party here, wearing rags and wielding bone clubs. When the last dies, he says

*Yer doomed ye scabby lot! Skrunch'll 'ave ye fer break-
cast!*

The most striking thing beyond the initial features is that the stone above the well is striated and worn like it's been at the bottom of a river for a long time. Even a casual examination of the room notes this.

The iron grate weighs 300 pounds, and beneath it is a pool of awful-smelling corrosive goo. Within the goo are some objects, but pulling them out does 1 body to whatever is used to retrieve it unless it's made of bone or glass. The only things in the goo are bones, etched bones with runes on them. There are dozens of them in the goo, all basically the same, bones with runic etchings.

The Stone Chest may be opened easy enough, the lid weighs 300 pounds also. Just being near the chest causes coughing and gasping from the green fumes, requiring a CON roll or a drain of CON and DEX of 1D6 each is suffered - recovering per hour. Within the chest is a sword, a helm, an amulet, a silk cloak, and a lump of fist-sized coal or tar-covered rock.

The sword is a *Short sword of Ogres* and the helm is a *Sight Helm*. The amulet is a *Lucky Talisman*, and the cloak is a *Watchman's Cloak*. The rock is the *Star of the Dawn*, covered with black tarry goo that hardened to look like an ordinary black rock. This coating cannot be removed without a special magical effect; the monsters put the goo on it to protect themselves from the *Star's* power.

The Well and the chain are a trap of sorts. The PCs should examine the chest more carefully first, it is important they get the Star. If they seem to be ignoring the chest, a rat scurries across it or something, or a perception roll indicates the chest seems to be easy to open.

If one of the adventurers pulls on the chain, they need to make a Strength roll. However they do, read this

You feel something shift, but the chain doesn't seem quite ready to give. It is heavily rusted and you'll need quite an effort to move it.

They can try again, and if so, they have to make a successful Strength roll. If they do so, read this:

The door slams shut, and it seems oddly shaped, like it seals shut, narrower on the outside and wider on this side. The chain suddenly gives, and you fall backward from the slack, then you are deafened by a mighty roar as a massive column of water erupts from the well. The room seems to be filling up with water as the jet slams into the ceiling and drenches everything.

The adventurers have two turns - before the room completely fills with water - to find the secret door, which requires a PER roll at -2 to discover, and another to find the mechanism to open it (a stone at the top that twists). The other door is jammed shut by water and air pressure, to the tune of 40 STR. When the room is more than half full of water, it is impossible to open with any strength.

The water volume effectively dilutes the goo in the steel grate, making the bones harmless to examine and remove.

The room will fill completely with water except for a layer of air at the top about 6" from the ceiling where it cannot compress any more. This air is so compressed it is bitter cold and difficult to breathe, let alone force your face up through the surface tension to get a gasp of air. It takes a Strength roll to get air, and a CON roll to suck it down without breaking out coughing, and thus negating its benefit. The room has enough air for about 8 hours for all the adventurers before they convert too much of it to CO₂ to breathe.

6: ALE STORE

You are in a dark and gloomy room full of crates and barrels. The stink of cheap ale pervades the air. There is no apparent way out of this room other than through the flooded chamber.

The door of this room can be open or closed, magic holding the water in encounter area 5 like a wall at the doorway. There are no secret doors here, but close examination will find a small alcove-like shelf with some bones in it. These bones have the same markings as the bones in the goo under the steel grate in encounter area 5.

If any one of the bones from the goo are placed in the alcove, a deep thrumming fills the air, and an area of blackness spreads over the floor, then parts, revealing a trap door in the floor. This trap door opens easily to reveal a narrow, chimney-like drop with a rope hung down the side, straight down into darkness. The opening is only 30" wide and goes down further than the light source can reveal. If someone climbs in, hand them Handout 5. When the last adventurer goes into the hole, read this:

After a few more minutes's climbing, you emerge in a chamber via a hole in the roof. The rope ends a few inches from the flagstone floor.

The PCs have just made their way to encounter area 7, but have no idea where it is, relative to the rest of the Deep.

The barrels in this room contain strong, bitter-tasting ale.

7: SKRUNCH'S LAIR

Place this tile anywhere you want, even approximately where it would be on the map, seeming haphazard. It's isolated from the rest of the Deep right now and there's no way of knowing exactly where it is relative to the other rooms.

The room has a pall of smoke in it and is difficult to see more than a few inches out very well. The room stinks heavily and has a few furnishings such as tables, chairs, and benches. Torches flutter against the air, adding to the smoke that stings the eyes.

As the PCs all get down off the rope, or as soon as the first seems likely to go exploring, orcs attack. This is the lair of the boss of Deep 3, Skrunch. He has a number of orcs with him equal to the party in number and a goblin shaman with him as well. This is a very tough fight for the power level this adventure is designed, and will require most of the party's resources.

Half the orcs are archers, so they stay back as far as they can from the PCs. The Goblin shaman stays back with them as well. He casts some kind of wind spell that clears all the smoke away immediately. Skrunch dives into hand to hand instantly and without fear, for good reason due to his equipment.

Once the monsters have all expired, they are found to have D6 silver and 3D6 copper each with them. There also is a roll on the magic treasure table in the room, and a pair of *Healing Potions*. There is also a scrap of paper (handout 6) lying on the table, underneath a large jar that has these words scrawled on the side:

ZPEZHUL anti-invisibili paint

Apparently the orc that wrote it was special too. The orcs use invisible ink to send messages, and any character who makes an INT roll remembers the "blank" scroll that they found. Paint + scroll gives the characters a scroll with three spells on it.

- 1) Spell to encase an item with darkness to stop it's holy power
- 2) Spell to open a mystically shut door (such as to encounter area 11)
- 3) Spell to steal and store someone's soul in a gem (such as the dwarf in the jeweled dagger pommel)

The Players should have all the information they need, if they piece it together. The Star of the Dawn was covered with black crud - such as the black tarry looking object from 5. The door at 11 can be opened by the spell on the scroll. Someone's soul was stolen, a Dwarf, and they are looking for a Dwarf who was lost. The axe was turned to stone by a cockatrice (although the spelling on handout 6 might baffle players a while: "coke - a - trees?") . The spell to steal a soul is specifically shown to be broken by hitting the victim with the soul binding object.

There are other pieces of paper around that are apparently blank, and when painted these show rough sketches of the Deeps, the nearby area, Karak Azgal, and such. They also have plans and messages, memos about a gate deep in the level here that will open up to hell for demons to get through to invade the area. This advance squad was to scout the Deep to see what they'd have to deal with to get through and how feasible the path was (once everything is cleared, it's a very straight path to the surface).

8: T JUNCTION

When this tile is placed, you can place all three doors, but the door to encounter area 10 is one-way, it can only be used from this side.

9: TREASURE CHAMBER

This chanmber has a plain sandstone floor matching the walls and ceiling, unlike the tiles of the rest of the Deeps. Torches flicker and burn on the walls, revealing three chests on the far wall. One is open, showing the glint of coins.

Clinging to the ceiling of this room are two Venomcaster demons. They move around on the ceiling as if it is the floor for them (and it is, a spell makes them have inverted gravity). The ceiling of this room is 15 feet up, putting the creatures out of the reach of hand to hand weapons in most cases, not a problem for the Venomcasters. When the Venomcasters are dead, and their death dealt with (demons rarely go quietly), the adventurers can examine the chests. Each chest is guarded by several traps.



Block Traps involve a block of stone falling from overhead on to the area that is beneath it. These are marked with a B on the map, and are triggered by crossing into the indicated square. The block falls at OCV 3 and lands for 2D6 killing damage to area D4+2, pinning anyone it hits with 400 pounds of stone.

Pit Traps are a basic pit, the floor opens up with a cloud of sandy dust and anyone standing on that point falls in. The pits are D3+3" deep, but have no spikes. The sides are so crumbly that they are -3 to climbing rolls, although a rope will tote anyone out without much trouble.

The only place to cross to the chests safely is where the map is marked X, the other squares adjacent to the treasure chests are all trapped. The traps are very subtle, the block traps are undetectable outside magic, and the pit traps are -4 PER to spot, if you examine the floor specifically.

The open chest has a lot of coins in it, each character should roll a D6 and add them all up: that's how many D6 in copper there is. If any PC rolls a 6, have them roll again: that's how much silver is in the chest also. However, there is a trap on that chest specifically, and if a PER roll at -3 does not spot the tripwire over the coins (and under a few, for disguise), that PC sets off the 8D6 fireball explosion that fills the entire room with flames, blowing coins everywhere and knocking the PC at the chest D6" away in a straight line.

The other chests are locked at -3 to pick each. They have no traps on them. These chests contain this, in addition to all the coin the PCs collect:

Chest 1 has a *Hidden Boat* and a *Robe of Travel*
Chest 2 has a *Giantbane Longsword* and two bundles of arrows (D6 in D6 *Arrows of Sleeping* and D6 in D6 *Sharp Arrows* total).

10. GRIMCRAG'S RESTING PLACE

The adventurers may find this location early on in the Deep by going through the western door in encounter area 2. If so, they cannot see, find, or open the secret door to encounter area 8, it is one way and is just wall from this side. The room will seem pointless and have no purpose until other areas are explored, especially 7.

If the adventurers enter this room from encounter area 8, then you can connect the isolated parts to the main map.

This room contains a bizarre frozen tableau, showing a snarling dwarf holding a huge axe high as if to strike at a ferocious beast. Nearer the door two stone goblins appear to be fleeing. The statue looks very much like how Grimcrag Grunnarson is described, turned to stone rather than killed.

Grimcrag can be turned to flesh by any number of means, but his soul is still trapped in the jewel and he'll be comatose, dying. If the statue (or Gunnar's body) is struck with the jeweled dagger from encounter area 3, his soul will return in a ghostly rush of white tatters, and he will awaken and be turned back to flesh. Otherwise the statue is part of the floor, and weighs 1250 pounds in any case.

When turned back and given his soul, Grimcrag will take a few minutes just shaking and gasping for air, trying to blink and clear his mind and eyes. He will drink anything offered him, particularly ale, like a man in a desert a week. He will speak only after a while, thanking the adventurers gruffly. He recognizes that these heroes are quite brave, but they aren't in his class of power and he advises them to head to the surface.

He can offer them the pieces to fit together whatever they haven't figured out yet, if any, and then heads off to go further into the Deeps. He has the axe with him and is alive, but won't go to the keep at Karak Azgal because he knows that there is a plot to open a hellgate here too, and thinks he knows how to stop it. So he hands the PCs a pendant and a lock of his beard as token and goes deeper. Back at Karak Azgal, they won't accept this as him coming home - they are in fact angry that the PCs let him go - but will treat it as if the axe was returned.

Before he goes, he hands the PCs a flask of gleaming liquid, saying they need it more than he will. It has a number of doses exactly equal to the party in number, and the first time anyone drinks from this flask, they get all their Body and Stun back, plus gain 1 Body permanently. Subsequent quaffs by the same person only heal 3D6 as normal damage.

11. THE FOUNTAIN CHAMBER

The door to this room can only be opened by reading the spell from the scroll found in encounter area 7. The spell that causes harm to any that try to open the door turns off, the trap is disarmed, and the door can be opened easily.

This chamber is long and narrow, with the melodic sound of trickling water ringing off the polished walls. To the far end is a huge trap door, sunk into the floor.

As soon as the PCs enter, the trapdoor opens and a number of vorax equal to half the party, rounded up (plus 1) charge out. The air from the trapdoor is cold. Once the vorax are dead (they have no loot, but can be skinned for Beasthide-quality pelts of snowy white), the room can be explored. This fountain is magical and the water is always pure and healthy to drink. Further, it can be used to wash the goop off the *Star of the Dawn*, revealing its true character. While the PCs hold the cleansed gem, they will have no monster encounters on their way out (they all run away).

The trapdoor reveals stairs down, which go down to a large cave chamber with a spiral stair that goes up. And up and up and up and up and... well, it takes about 6 hours to get to the top, with rests. The stair rises to the top of the cave, then is enclosed in the stone of the mountain's heart all the way to the top. Every hour's climbing or so there is a wide spot that allows rest. At the top is another cave with a winding tunnel, when everyone is off the spiral stair to this point, they hear a rumbling sound, and feel a draft of cold air.

This tunnel leads out to a ledge, barely large enough for two men to stand on. From here it is a full day's mountain climb for those inexperienced in the sport to reach the keep of Karak Azgal, which is barely visible down below. Once everyone is out on the ledge or down the mountainside, the rock wall slides closed with a rumbling sound, making it difficult to even see where the opening once was.

BACK IN KARAK AZGAL

The PCs are met with great joy as they bring the Star of the Dawn back, and can end the dishonor of the family, restoring their Book of Deeds. They are displeased that the mystery of Unrun's death was not solved and that they did not bring Grimcrag back, but understand he had work to do, a duty to fulfill if that is pointed out.

As promised, for the return of the Star, the PCs get a rune added to one piece of armor or weapon as they wish. Choose a rune that fits more or less what the PC would want, don't give them a laundry list. The Rune Master has no patience for that, he simply gives general categories and picks what he thinks will fit the person in question.

For the return of the tokens of Grimcrag, they will create a *dwarven steel* weapon of high quality for each adventurer (10% less STR MIN and weight, +1 body). If this is not their style, they will grudgingly give the worth in silver (silver equal to the copper value of the cheapest weapon the players wanted).

For the information about the two family members, Ironbeard will be reluctantly grateful, and offer one treasure from his vault. Roll a random Major Magic Item and give it to the PCs (D6, odd = table one, even = table 2). Have the PCs roll if you want, so they feel more involved.

The fate of Grimcrag will have to wait, maybe he succeeded, maybe he did not, but he's going places the PCs aren't powerful enough to look into just yet. For now, they've done their good deeds and helped the local dwarves out.

NPCS OF KARAK AZGAL

Most of the monsters described in this adventure are from the Jolrhos Bestiary. There are some special NPCs that are given their own write up in the following section, however.

Any treasures they might have are found in the treasure section, following.

ALBERTO LARANSCHELD					Humanoid
Val	Char	Cost	Roll	Notes	
6	STR	-4	10-	Lift 60kg: 1/2D6	
11	DEX	3	11-	OCV: 4 DCV: 7*	
14	CON	8	12-		
12	BOD	4	11-		
18	INT	8	13-	PER Roll: 13-	
14	EGO	8	12-	EGO Roll: 12-	ECV: 5
10	PRE	0	11-	PRE Attack: 2D6	
6	COM	-2	10-		
2	PD	1		Total: 6 (4 rPD, 50%)	
3	ED	0		Total: 2 (0 rED)	
3	SPD	9		Phases: 4, 8, 12	
5	REC	2			
28	END	0			
22	STN	0		Total Characteristics Cost: 35	

Movement: Running: 6"/12"
Leaping: 1"/2"

Cost	Powers	END
79	Magic Pool (50 pts; 70 points with Mage disad)	-
7	Hand of Glory (see Major Sacrifice spell; 20 Body, regenerates 1 Body/Hour)	-

Cost	Skills and Talents
3	Magic Skill Roll 13-
9	Magic Research 16-
3	Language: Yrch (accented)
1	Literate
2	Language: Arcanum
3	KS: Undead 13- (INT based)
3	KS: History of artifacts in the area 13- (INT based)
2	Weapon Familiarity: staff and dagger
2	Area Knowledge: The Deeps 11-

Total Powers & Skills Cost: 128

Total Cost: 143

PTS	Disadvantages
-20	Craven and Cowardly (VC/S)
-15	Lusts after Power (C/S)
-15	Incompetent and bumbling F/S
-10	Hunted by the church (necromancer) 8-, severe penalties, NCI
-25	Mage Disadvantage: necromancy

Total Disadvantage Points: -85

Ecology: Alberto Laranscheld is one of those madmen who embrace necromancy. He is a very knowledgeable, well-studied necromancer, but is overall quite incompetent and hapless in his magic. Due to his studious nature and scholarly bent, Alberto has achieved great power and can cast quite impressive spells... if he was any good with the practical side of magic.

He came to this Deep in search of a talisman that would boost his magical power, and he believes the Star of the Dawn is just such a talisman. He also wants to set up a base in the deep, with himself as boss.

Personality/Motivation: Laranscheld is a vain, but very cowardly soul who cringes at the slightest hint of violence and offers servitude for safety. Then he betrays those he has gotten protection from and tries to find a way to destroy them all. Laranscheld lusts for power, but is too weak a man to achieve anything important.

Powers/Tactics: A very powerful necromancer, Alberto Laranscheld ought to be a vast force to face, but is instead almost comical. With some real training he'd be dangerous but he lacks the strength of character to learn and never will.

He uses his magic to fight with, and when it works, it's devastating. But it rarely works, which might kill him without the players even needing to. Most necromantic spells cause aging with a failed roll, and the players will watch him age visibly. Alberto will already have Cloak of Fear ready when the PCs attack him, unless they ambush him or he's forced to fight when unready. He also will have Spectral Shroud on him (numbers in his stats assume these spells)

When his magic works, Alberto prefers to use Bleeding "Touch," bought to have range, building a Bonewall if he needs space or wants to restrain someone. He will use Vampiric Storm or Soul Leech if he's being beat up too much, Pestilent Breath if his enemies provide a convenient grouping, and Lost Soul if too many of his allies are dying. If he's too hard pressed and hurt, he'll try to cast Die. If it works, he'll look like he failed a spell... again... and died. If it fails, he'll likely just die for real.

Spells: These are the spells that Alberto has ready when he faces the PCs. Any spell with an * by it has a side effect other than the usual aging one.

COST	SPELL NAME AND EFFECT	ROLL
5	Bonewall (Entangle 2D6, 5 DEF, opaque, for barriers only)	-4
9	Bleeding Touch (1 1/2D6 continuous Body Drain at range based on EGO)	-5
3	Cloak of Fear (+3 DCV vs minds)	-2
5	Dark Embrace (1D6 Flash, Energy blast continuous)	-4
2	Die (Simulate Death 14-)*	-1
5	Flesh Worms (1/2D6 RKA penetrating, continuous, uncontrolled)	-3
4	Gloom (CE: +2 dark secrets rolls, -1 PER sight, 4" radius)	-3
4	Lost Soul (summon lost soul)	-3
9	Pestilent Breath (4D6 NND cone)	-6
8	Soul Leech (2D6 Transfer Body at range)	-6
6	Spectral Shroud (4 PD armor, 50% rPD DR)	-4
9	Vampiric Storm (transfer Body 2D6 radius)	-7
5	Unsight (darkness as an attack on one target)	-2

Treasures: Only the treasures listed in the adventure: a scroll of *Dispel Magic*, *Swift Boots*, and some money.

SKABNOZE THE ORC SHAMAN					Yrch
Val	Char	Cost	Roll	Notes	
18	STR	8	13-	Lift 320kg: 3 1/2D6	
14	DEX	12	12-	OCV: 5/6 DCV: 5	
15	CON	10	12-		
11	BOD	2	11-		
15	INT	-2	11-	PER Roll: 12-	
14	EGO	-4	11-	EGO Roll: 12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3D6	
6	COM	-2	10-		
8	PD	4		Total: 8 (2 rPD)	
6	ED	3		Total: 6 (2 rED)	
3	SPD	6		Phases: 4, 8, 12	
7	REC	0			
40	END	5			
30	STN	2			

Total Characteristics Cost: 49

Movement: Running: 8"/16"
Leaping: 3 1/2"/7"

Cost	Powers	END
4	Tireless: Strength 1/2 END Cost	1
3	Tireless: Running 1/2 END Cost	1
2	Tough: Damage Resistance 2 PD, 2 ED	-
5	Night Eyes: Infrared Vision	-
4	Swift: Running +2" (8" total)	1
3	Hardy: Life Support vs temperature extremes	-
10	Hardy: Power Defense 10	-
3	Keen Senses: Enhanced Perception +1 (all)	-
36	Spell Pool (30 points)	-

Cost	Skills and Talents
3	Combat Skill Levels: OCV +1 with one weapon
3	Survival 11-
2	Language: local trade language (fluent conversation)
1	Language: local human language (basic conversation)
4	Weapon Familiarity: Common weapons
11	Magic Skill 15-

Total Powers & Skills Cost: 94

Total Cost: 143

PTS Disadvantages

-15 Psychological Limitation C/S (cowardice)

Total Disadvantage Points: -15

Ecology: Skabnoze is the most powerful Orc in the first two Deeps. He controls the first and is working on the second, although he's outclassed by the Skeletal Knights. He has a small squad at these levels to command, and knows nothing about the third Deep other than that it exists, how to get there, and that he thinks the Star of the Dawn is down there.

Personality/Motivation: Orcs are brutal, rough, and merciless. They approach each problem with how to do it the easiest and most violent, and revel in blood, conquest, rape, and destruction. Orcs are just plain bad guys, although each one might have his own reasons and personality. Skabnoze is no exception, and while he's quick witted for an orc, he's still rather dull.

Powers/Tactics: Skabnoze tries to let others do his fighting, using his magic to assist others and befuddle his enemies.

Orcs are tough and can fight without tiring long after other races have collapsed. Orcs also have resistance to cold and heat, and are protected from draining magics. Most orcs speak a little local language other than their own, especially trade languages.

Orc weapons can be of any kind, but they tend toward the cheaper, lower maintenance weapons like bows and spears. Armor is equally varied, since these brutes tend to scavenge and salvage for their equipment.

Campaign Use: Skabnoze is the main bad guy for the first two Deeps, the connecting story line that helps move the PCs in the right direction.

Appearance: Skabnoze is grayish in color, with tusks he's had decorated like scrimshaw and is bald other than a top-knot he ties in to knots and has hung various trinkets and magical looking doodads from. He wears a robe of sorts and carries a large, impressive looking staff that is his focus for any spell that requires one.

Spells: Skabnoze is primarily a shaman, although he knows a few other spells. These are the only ones he'll have ready when he faces the adventurers:

COST	SPELL NAME AND EFFECT	ROLL
2	Balm (Heal 1D6 can restore limbs)	-1
4	Bear Spirit Totem (+10 STR, 1/2 END STR)	-2
4	Boar Spirit Totem (+5 CON vs stunning, +10 Stun)	-2
3	Eyeblight (3D6 Flash)	-1
6	Feeble (Drain 2D6 STR, ranged)	-3
3	Rune of Warding (+1 DCV Aid)	-2
4	Snake Venom (Drain 1D6 STR and CON)	-2
4	Fireburst (1D6 KA Hex Effect)	-2

Treasures: Skabnoze has a ring that he can use to teleport to safety, but it is destroyed by his eventual death in Deep 2. He also has 2D6 in D6 silver and a collection of semi precious stones worth 3D6 in D6 copper. He also has a *Mask of Terror* on, which he uses every turn to terrify.

He also has a *Potion of Healing*, an *Aethertouch Salve*, and a *Scroll of Protection* from Elementals.

SKRUNCH THE ORC CHIEFTAIN					Yrch
Val	Char	Cost	Roll	Notes	
23	STR	13	15-	Lift 640kg: 3 1/2D6	
18	DEX	24	13-	OCV: 6/7 DCV: 7	
18/23	CON	16	13-		
13	BOD	6	11-		
10	INT	0	11-	PER Roll: 12-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
18/28	PRE	8	13-	PRE Attack: 3 1/2D6	
6	COM	-2	10-		
10	PD	5		Total: 18 (11 rPD) +75%	
8	ED	4		Total: 13 (8 rED) +75%	
4	SPD	12		Phases: 3, 6, 9, 12	
9	REC	0			
50	END	7			
40/50	STN	6			

Total Characteristics Cost: 101

Movement: Running: 8"/16"
Leaping: 3 1/2"/7"

Cost	Powers	END
6	Tireless: Strength 1/2 END Cost	1
3	Tireless: Running 1/2 END Cost	1
3	Tough: Damage Resistance 3 PD, 3 ED	-
5	Night Eyes: Infrared Vision	-
4	Swift: Running +2" (8" total)	1
3	Hardy: Life Support vs temperature extremes	-
10	Hardy: Power Defense 10	-
3	Keen Senses: Enhanced Perception +1 (all)	-
5	Fearless: Presence +10; Defensive Only	-

Cost	Skills and Talents
3	Combat Skill Levels: OCV +1 with Dreadblade
3	Survival 11-
2	Language: local trade language (fluent conversation)
2	Language: Morianic (fluent conversation)
4	Weapon Familiarity: Common weapons
1	Weapon Familiarity: Pole Arms
3	Riding 12-
3	Tactics 11-
2	Invocation 11-
10	Combat Skill Levels +2
1	Literacy

Total Powers & Skills Cost: 66

Total Cost: 160

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Wherever Orcs are found, the only tribes that survive are the ones with a strong chieftain to keep them in line and organize the group. The Orc Chieftain is the strongest and most capable in a tribe, a warrior of surpassing strength and cleverness who rises to the top and by force of will and arms commands the others. The more success a Chieftain has, the greater number of Orcs he will attract to his tribe. Skrunch was chosen by the Demon lords to explore and ready the Deeps for a gate to invade from.

Personality/Motivation: Orc Chieftains are more clever and have a greater capacity for abstract thought and long-term planning than other orcs, but are much the same. Skrunch is not very smart, but is semi-literate and has some tactical sense. He's also gifted in reading the lay of the land.

Powers/Tactics: An Orc Chieftain is a very capable fighter, able to take on most warriors of any race one on one. They are taller, stronger, and more skillful than ordinary Orcs, and have greater talent in combat. The Orc Chieftain is able to plan and act strategically, to see tactics in combat and implement them with his troops.

Orcs are tough and can fight without tiring long after other races have collapsed. Orcs also have resistance to cold and heat, and are protected from draining magics. Most orcs speak a little local language other than their own, especially trade languages.

Skrunch is a particularly tough Chieftain, and further has some very dangerous gear that makes him particularly capable. He will dive right into combat with the most enemies he sees, his allies firing arrows and spells into the mix. He'll have the Boar Spirit Totem tucked in his belt and a Rune of Warding on him (the numbers noted in his stats).

The Pendant of Invulnerability makes Skrunch randomly almost impossible to hurt, and his armor is very, very durable, especially when combined with his normal strength. With the Dread Blade, he'll do sweeps, putting all his levels on OCV (+6 total to OCV with the sword and levels with sweep attacks) to hit everyone nearby him.

Treasure: In addition to his magical enhancement;

Skrunch wears *Chainmail of Blight* (locations 4-16)

He wields a *Dread Blade*

He wears a *Pendant of Invulnerability*

A three items are destroyed if Skrunch is defeated.

TREASURES OF THIS ADVENTURE

ACCURATE HAMMER

This *dwarven steel* hammer is enchanted to grant +1 OCV, but the enchantment only benefits Dwarves.

AETHERTOUCH SALVE

A small brass bottle the size of a man's thumb contains one dose of a slick, reddish oily lotion which soaks into the hands very rapidly. For one hour, this enchantments one person so that they are able to reach through barriers and impediments up to their shoulders. Anything carried can pass through these objects as well, giving the advantage *indirect* on the character's strength and any weapon they hold. The unused salve sells for 35 silver.

ALOE BANDAGES

Each Aloe Bandage gives a bonus of +2 to paramedic skill when used on wounds, and for one day will grant +2 to recovery when wrapped around a wound. Each bandage will only work once before losing its special properties. Each bandage sells for D6+1 silver.

ARROWS OF SLEEP

These arrows are a uniform slate gray color with tattered, almost transparent fletching. Instead of doing physical damage, each of these arrows translates the damage into a stun drain, passing through the target entirely and vanishing. The stun drain is 1D6 for each 2 damage classes of the bow, and this effect recovers every minute. Each arrow sells for 18 silver.

BROADSWORD OF BITING

This *dwarven steel* sword is single edged and broad, barely longer than a short sword. It has a fang motif in the hilt, with actual wyvern fangs for the crossguard. All damage done by the sword has the advantage *penetrating*.

CHAINMAIL OF BLIGHT

This felstone armor looks old, torn, and rotted, although it gives every bit of protection a new and complete piece would. Covering locations 4-16, the armor has a 1D6 CON Drain damage shield as well as a 4D6 absorb of physical damage (to Body) which fades once per minute. When Skrunch dies, the armor melts away like oil off his body and disappears: it was a gift of demons.

DREAD BLADE

This huge *felstone* greatsword is eighteen inches wide at the base, tapering to six inches at the blunt end. Decorated with silver inlaid screaming skulls, it is very impressive looking. Each attack has a linked 1D6 Drain Body in a megahex centered on Skrunch (with personal immunity, of course). The Dread Blade also has +2 OCV for sweep maneuvers. When Skrunch dies, the sword sails in the air and impales his body, then bursts into flame and crumbles into ash.

FEATHERPACK

This is a normal leather pack but it has no weight. Any item placed into the pack is reduced to half its normal weight and encumbrance. The pack sells for 25 silver.

GIANTBANE LONGSWORD

This slender longsword is well crafted and lacquered a deep blue along the blade except where the edges are sharpened. The sword is extra accurate, but against giants it gains an additional +1 OCV, and does increased damage.

HELLBORE POISON

This gel is held in a small square tin and while closed and unused will store for D6 weeks. There is 3 doses worth of venom in the tin, each adding a 1D6 NND full damage killing attack which takes effect if the weapon does body damage. Only edged or piercing weapons can be envenomed, and each dose of the poison lasts D6 hours or D6+3 hits (whichever comes first), whether body is done or not. Each dose of Hellbore is worth 65 copper.

HEALING POTION

This potion smells of lemons and is a rose color. When drank, the potion immediately heals 4D6 as if doing normal damage (stun and body).

HIDDEN BOAT

This looks like a carved wooden toy boat six inches long and brightly painted. However, when the proper command word is given (*enthelios!*) it begins to grow and at the end of one turn it has become a full sized rowboat, ten feet long with two sets of oars. This full size boat can be used as long as desired, then returns to its toy size when the command word is spoken by the same person who activated it, or when they die. Once deactivated, the boat cannot be used again for a full day. The boat will hold six passengers comfortably, eight if they are cramped, and can float 1500 pounds without sinking. If the boat is damaged or destroyed, it turns back into the toy and cannot be used for a week. The Hidden Boat is worth 120 silver.

JEWEL OF ENERGY

Although this looks like a very large gem, it is in fact a large crystal and not worth very much save for its enchantment. While held or worn in some setting, the Jewel of Energy grants 10 Endurance, 2 Recovery, cuts endurance from running, climbing, swimming and leaping in half, and negates any endurance loss from encumbrance. The Jewel of Energy is worth 35 silver.

LUCKY TALISMAN

This is a *naurithil* talisman shaped like a rising sun. It is not in a setting, but while held or worn grants 1D6 luck. Once per day, for one phase, it also will give +10 overall levels but if this ability is used, the 1D6 luck ceases to function for the rest of that day. The Lucky Talisman sells for 50 silver.

MARSHALL AREN'S BLADE

Although the Marshall only had one such sword, it proved so admired and legendary that others were made and lost. For each 1 OCV that this *star iron* sword hits by, it gains +1 damage class for the next phase up to a maximum of 6 bonus damage classes.

MASK OF TERROR

This is a mask made of bone with a terrifying visage on it. It is enchanted to grant +15 presence to the wearer, and also once per turn can create a cone effect, no range Mind Control to run in terror of 8D6. When Skabnoze dies, the mask shatters like glass.

POTION OF HEALTH

This potion smells of peaches and is white in color. When drank it heals 3D6 Stun, and for each body rolled on the stun heal dice, it heals 4 endurance as well. A Potion of Health is worth 12 silver.

PENDANT OF INVULNERABILITY

This is an ebon skull on a silver chain. Each phase of combat, the pendant grants its wearer 75% rPD and rED damage reduction against one random foe's attacks for that phase. If there is only one foe, it works every phase on that one foe's attacks. When Skrunch dies, the pendant sprouts legs and crawls over to a nearby crack, returning to hell.

ROBE OF TRAVEL

This ordinary looking, plain robe is enchanted to make travel much more comfortable. While worn, it provides life support vs temperature extremes and reduces all Endurance cost of movement to zero. Three times per day it produces enough tasty food for one person's meal from the pockets, and it protects the wearer from wind, rain, hail, snow, and other environmental effects. The Robe of Travel is worth 60 silver.

SCROLLS

All scrolls found in the deeps of Karak Azgal are the same. They are vellum rolls inscribed on one side with special inks. To activate the scroll, one must read them in arcanium out loud, taking a full phase of no other action at 1/2 DCV. The spell takes effect immediately, destroying the scroll and requiring the reader's mana to maintain, if the effect is continuous. A mage can learn the spell written on the scroll by studying it for 1 minute per real point of the spell and making a successful magic skill roll at +1.

SCROLL OF DISPEL ILLUSION: When read, this dispels all illusions and illusion-based magic within 5" of the reader for 15D6. Worth 9 silver.

SCROLL OF DISPEL MAGIC: When read, this dispels any one magical effect on the target for 15D6. Worth 45 copper.

SCROLL OF PROTECTION FROM ELEMENTALS: When read, this grants the reader and all within 2" from elementals. The protection grants +3 DCV and 10 PD/ED armor versus any attack by an elemental for one hour. Worth 9 silver.

SHORT SWORD OF OGRES

This plain *dwarven steel* short sword grants 5 Strength when worn or wielded.

SWIFT BOOTS

When worn, these gray leather boots grant +3" run speed, an extra x2 noncombat speed, and both rapid combat and rapid noncombat movement. The Swift Boots are worth 33 silver.

THE STAR OF THE DAWN

When the black gunk is washed off this item, it looks like a huge diamond, but the facets shift and twinkle and there is a bluish light within it as bright as a candle. The star causes all undead and demons to flee before it, fighting only if cornered (at -2 combat value). If the star touches any evil creature, it does 1D6 NND killing damage (does body) per phase of contact. This item cannot be sold.

SIGHT HELM

This star iron plate helm does not look like anything special. It is an odd color and looks aged and pitted, but when worn it grants Night Vision and +4 telescopic vision in addition to its armor.

SHARP ARROWS

These are simply arrows that do 1 damage class increased damage. Each arrow sells for 7 copper.

STONESKIN OIL

This oil is silvery and smells like rock dust. When smeared on the body, each location thus protected (it will protect 16 locations - one whole person) gains 5 PD and ED armor, 5 PD and ED Damage Resistance, and 5 Lack of Weakness for one full hour. Stoneskin Oil sells for 25 silver.

UNCTION OF MIGHT

This brownish good smells like sweat and dirt, but when smeared on the arms or chest grants a 4D6 Strength Aid which fades 5 points per hour. There is D3 doses in the bottle. This sells for 20 silver per dose.

WATCHMAN'S CLOAK

This fenfen cloak grants 4 PD and ED armor to the back of hit locations 5 and 8-15. While worn, it also grants Night Vision, Danger Sense for the immediate area (out of combat) 11-, and life support: need not sleep. The Cloak is worth 31 silver.

WEAPONS AND ARMOR

The following charts show the stats of different weapons and pieces of armor found in the dungeon for easier reference for the GM.

ARMOR TABLE								
ARMOR	rPD	rED	PD	ED	KG WT	ARMOR DEF	BOD	CP VALUE
Chainmail of Blight	8	5	8	6	14.1	2	9	n/a
Sight Helm	9	8	9	8	1.76	9	4	679.5

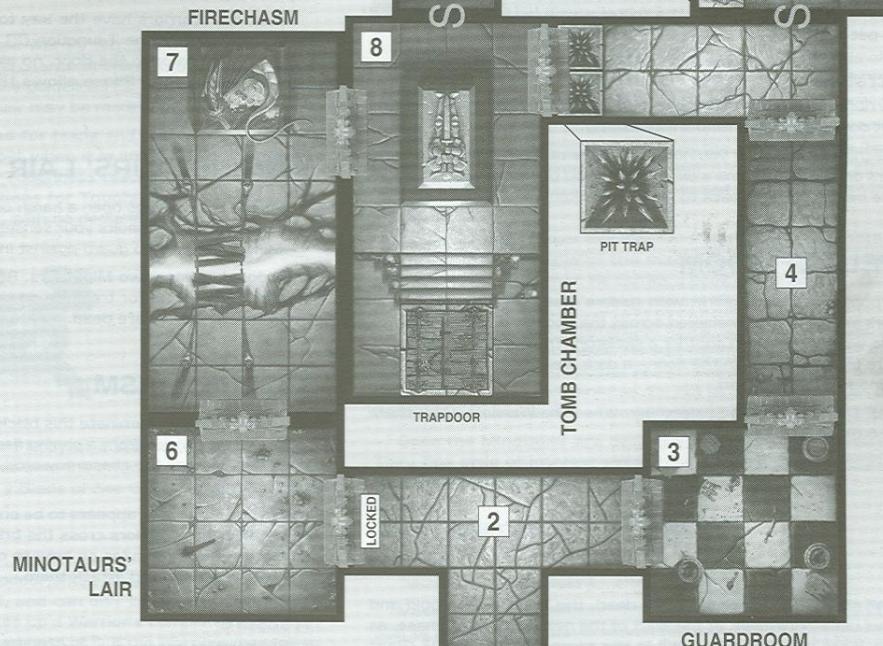
WEAPON SUMMARY									
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Accurate Warhammer	--	--	D6+1	+1	10	7	4	1.80	270
Broadsword of Biting	--	--	D6+1	--	8	7	6	1.6	650
Dread Blade	+1	--	2D6	--	12	9	8	2.0	n/a
Giantbane Longsword	+1	--	D6+1	--	10	6	5	2.0	400
-vs giants	+2	--	2D6	--	"	"	"	"	"
Marshall Aren's Blade	+1	--	D6+1	--	8	7	6	1.6	900
Short Sword of Ogres	+1	--	D6	--	6	7	4	1.0	155

DEATH BELOW KARAK AZGAL

- DEEP 1 - SKABNOSE'S LAIR

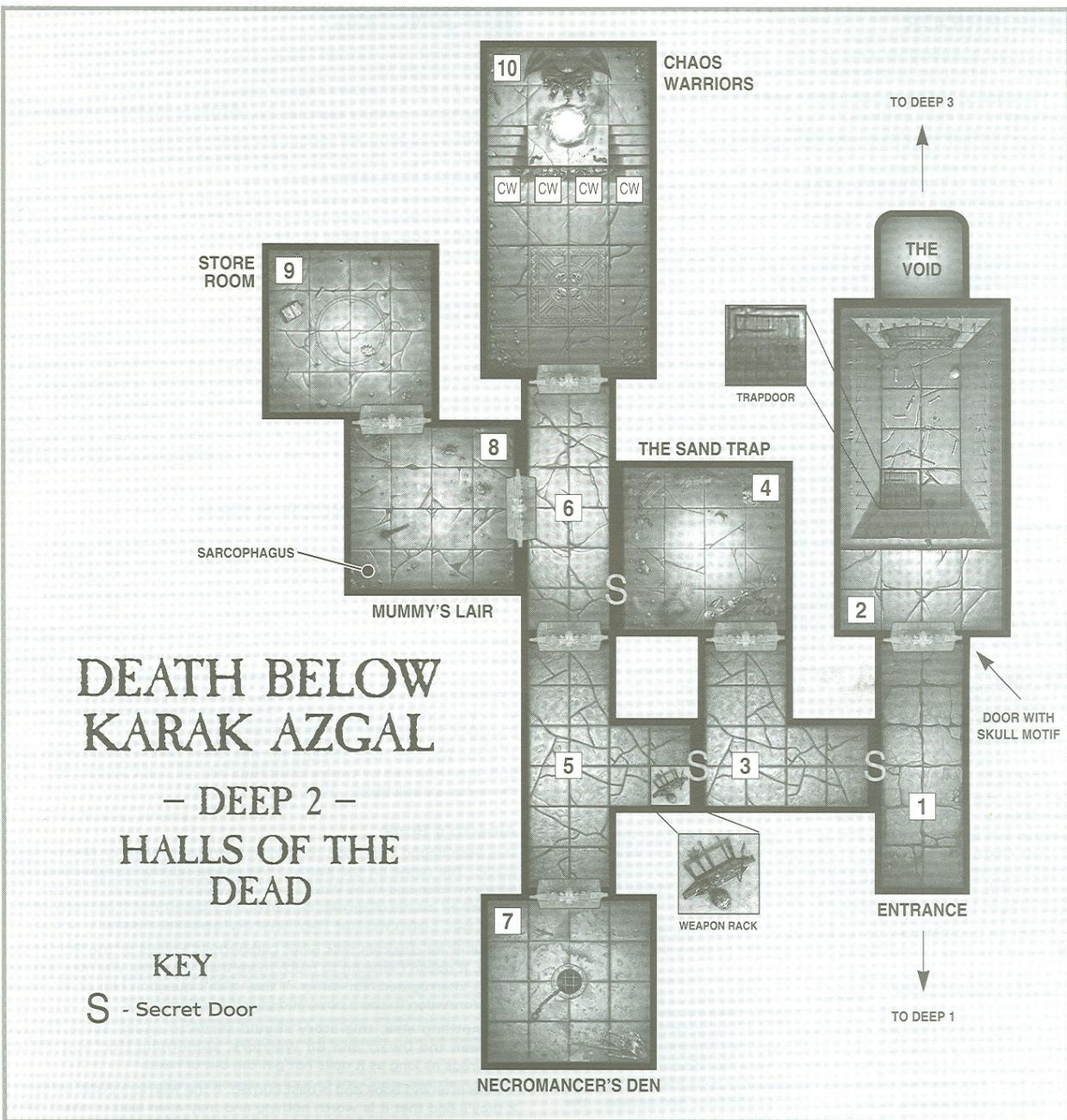
KEY

S - Secret Door



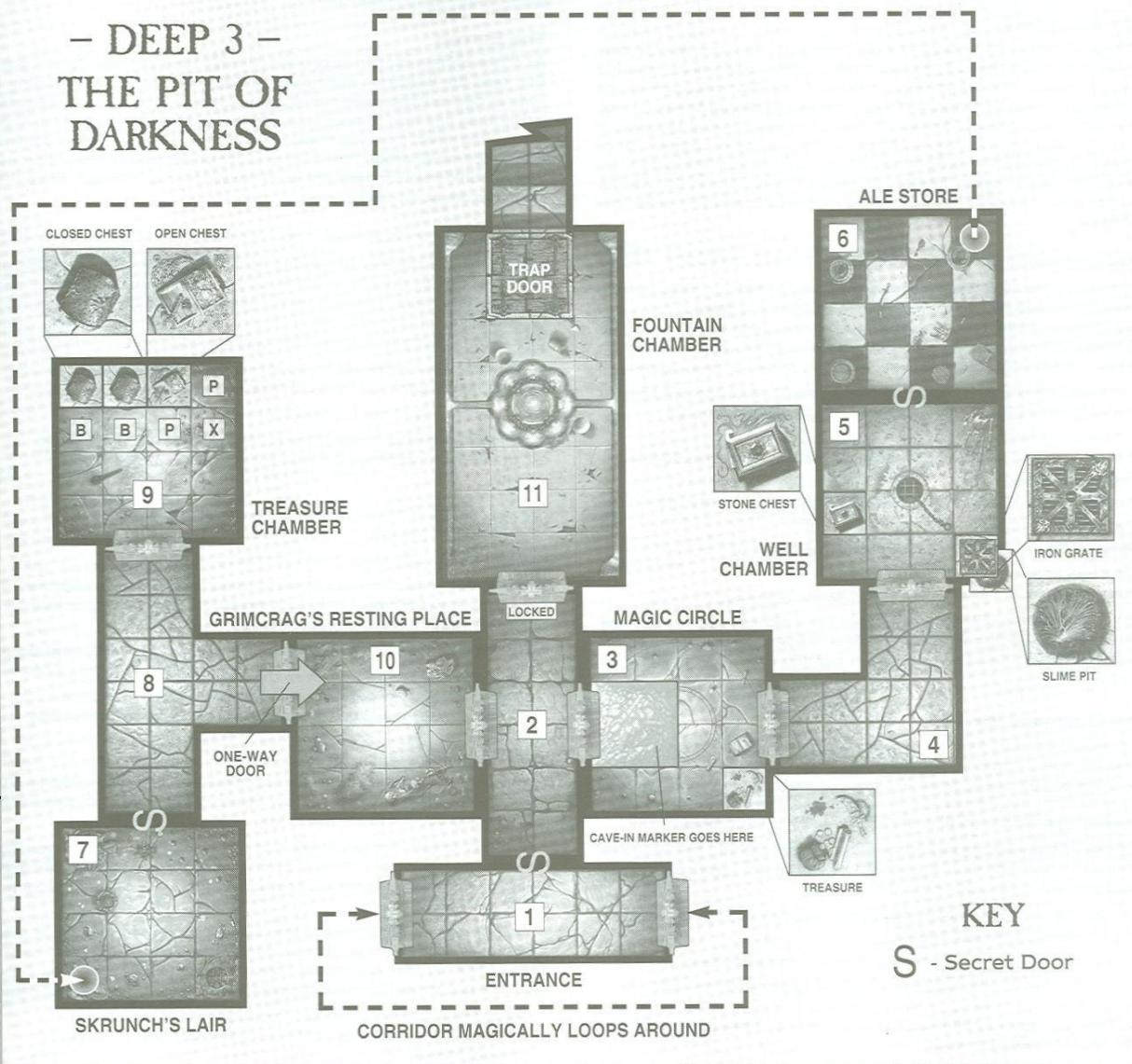
Each of the Deeps is an isolated level, blocked off by locked doors and more. There is no travel between the Deeps except by Skabnoze and Alberto Laranscheld.

Each Deep is hewn from the stone and most rooms are tiled with slabs of rock, the halls usually lit by burning torches.



DEATH BELOW KARAK AZGAL

- DEEP 3 -
THE PIT OF
DARKNESS



HANDOUT ONE

Ironbeard Grunsson, son of Grimcrag Grunsson, son of Ungrun Grunsson the Grimly Glum, became the Lord of the Grunsson clan upon his father's death under Karak Azgal some years ago.

Always a bold – some would say foolhardy – Warrior, Grimcrag had led a party of like-minded heroes into the long-deserted Dwarf city in search of priceless treasure. Stories are told of their glorious quest in the forgotten halls of the Dwarf under-realm. They vanquished hundreds of Orcs and their kind in the darkness, killing many Minotaurs, Dragon Ogres, Beastmen and Creatures of Chaos as they pressed grimly onwards.

In the bowels of the Dwarf city they discovered tunnels and passages not of Dwarf origin, delving even deeper into the mountains' roots. These tunnels were old beyond telling and reeked of an ancient evil – they were what Grimcrag had been searching for all these years.

In these cursed halls Grimcrag met his doom, buying time for his companions to escape with their lives. Beset by overwhelming odds, Grimcrag held out against his foes for many hours, the bodies of the slain building up into a rampart of scaly flesh before him. Wounded and battered, bleeding from a hundred wounds, he fought on, his deathsong echoing through the lonely tunnels beneath the earth. His companions fled, his song following them. Finally it stopped, and they knew that Grimcrag was no more.

When these brave adventurers met Grimcrag's father upon their return, they wept as they told the tale of his son's passing. Ungrun grieved loud and long, tearing his beard as he mourned for his son. His loss, however, was increased twofold, for Grimcrag carried with him the Grunsson Axe, a magical weapon of great power. The thought of this great Dwarf artefact in the hands of the evil creatures that now held sway over Karak Azgal was too much to bear, and the old Dwarf put on his battle gear and set out to recover the body of his son and reclaim the axe. He too was never seen or heard of again.

The mystery surrounding Grimcrag Grunsson has never been resolved, and no-one has ever seen Grimcrag, Ungrun or the axe again. What was Grimcrag looking for? Even his companions had no idea as to the true nature of his quest.

Now the duty falls upon Ironbeard to find out what happened to his father and grandfather, and to reclaim the long lost axe. To this end, he is searching for bold adventurers to descend into Karak Azgal.

The Warriors' adventure starts when they enter Karak Azgal by a little-known entrance on the western slopes of the mountain. Grimcrag's rune is carved into the stone arch of the doorway, indicating that he passed into Karak Azgal through this door...

HANDOUT SIX

DA SKELLY KNIGHTZ AND DA GIT SKABNOZE IS AFTER DA GEM. DEY FINK WE GOTZ DA BIG AXE BUT ITZ TURNED TA STONE BY DA HOKATREEZ (ALONG WIF SKWEELA AND PRODDY BUT DEYZ JUST SNEEZY GITZ SO NO GRATE LOZZ). EDBANGA MY WEERDBOY DE FOLLOWED MY IM-STUKZHUNZ AND DA STONE IS COVERED WIT DA BLACK STUFF. IT DON'T HURT TA TOUCH NO MORE. WUT NOW BOZZ? IS DA PLAN GOIN WELL?

STRVNCHT.

FANKZ FOR DA STABBY SWORD OF DOOM, ITZ DED GUD!

HANDOUT TWO

SEEK YE THE STAR OF THE DAWN
AND SEEK YE TOO YOUR DOOM
POWER BEYOND ALL TELLING
TO BREAK THE POWER OF THE TOMB
DEATH TO THE SORCERER WHO STOLE IT
FOR YEA HE DID STEAL MY LIFE
THE STAR THAT BRINGS POWER AND RICHES
COURTS MISERY, DANGER AND STRIFE

HANDOUT THREE

DA DRAH:
IWF GOT MUN KAY YOU LOTS AS IF
UVVER MUN. YOU LOT (DA SKELLY
BOYZ) CAN AV DA AX ITS IDAD
SKELLY. I OPTZ DA STAR FING
WF SPRT ANY UVVER STUFF PFTF
PFTF.
DFT TO UZ IF WF BREAK DA DRAH.

HANDOUT FOUR

This a transcript, in spidery writing, telling how the star never 'passed into legend' as such, but was actually stolen in an Orc raid during which the temple was defiled and destroyed. This caused a great deal of friction between the Elf and Dwarf races, as the Elves had very reluctantly passed the Star into the Dwarfs' care on the promise they would guard it with the utmost vigilance. Its subsequent loss was therefore a great shame to the Dwarfs, and didn't help in the growing unease between these two proud races.

The High Elf Lord Caladron Imrodel, whose kin had worked with the Dwarfs to create the Star, demanded recompense from the guilty clan. In their shame, they let him name his price. He chose to take their sacred Book of Grudges as ransom. When the Star was returned the clan could reclaim the book. The name of the guilty Dwarf clan was Grunson...

HANDOUT FIVE

Do not show this to any other player. Your Warrior is safely climbing down what seems to be an endless rope into darkness. However long he climbs he doesn't seem to reach the bottom. Equally, however far he climbs upwards he never returns to the top. He cannot contact the other Warriors, who now have no way of knowing if he is dead or alive. Say nothing to them. Now look horrified and shocked and give me this note back.